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Issue No 34

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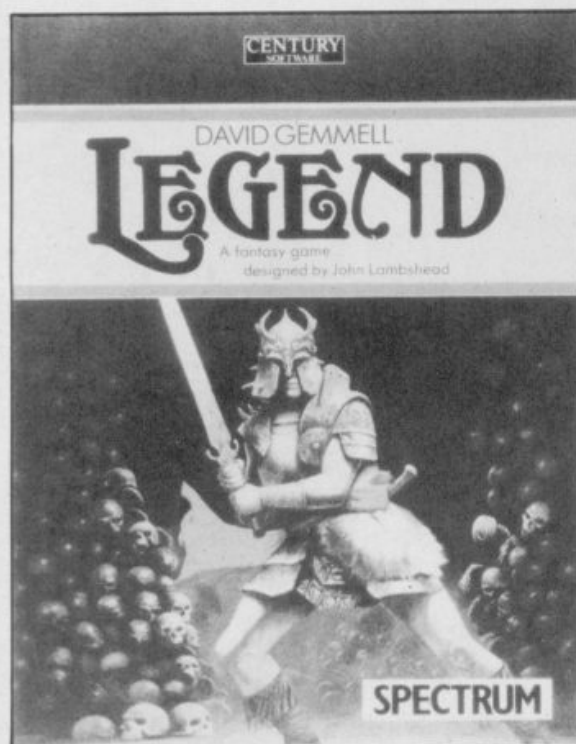
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A YEAR AGO *Sinclairvoyance* speculated on Sinclair's expected move into the business market and the continuing success of the Spectrum. Events in 1984 confirmed both, though no-one could have anticipated the eccentric mishandling of the QL and the subsequent caution with which that machine was to be regarded by manufacturers and buyers alike. At the beginning of 1985 it is still uncertain whether the QL will sell in the quantities hoped for by Sinclair research, and which will justify large investment by software houses. The advent of disk drives, expansion boards and applications software from Quest is just one sign amongst many that the QL is nevertheless ready for lift-off.

What is more uncertain is the future of the Spectrum. Had not the Spectrum+ appeared, things would have looked decidedly dicey for our old friend. With Commodore, Amstrad, MSX and others prepared to slog it out in 1985 it is difficult to see how Sir Clive would have retained his market share.

The Spectrum+ might have changed all that. Internally the same as its little sister, it is an altogether different beast. In discarding those putty rubber keys Sinclair has transformed a games machine into an inexpensive and viable alternative to its rivals. Programming becomes faster and, once you have become accustomed to the all-white key legends, easier. Sensible word-processing is within reach. No more feats of dexterity to sample the dubious delights of inverse video, no more tugging and wiggling at that worn power lead...

Even more attractive is the inclusion in the price of a slightly different version of the Spectrum Six Pack, intended to always accompany the Spectrum+, something which Sinclair did not make clear when the machine appeared. That software is worth more than £50.00 and consequently the £179.95 price for the Plus is not as exorbitant as it seems at first glance.

That leaves the old 48K, minus the now-discontinued software promotion, looking rather sorry for itself and it is inevitable that many potential customers will buy the Plus in preference. Sinclair Research hopes of course, that it has not merely split the market share it already has but in addition stolen some from Commodore and chums as well. Any price reduction in the 48K is again likely to increase that share without reducing sales of the Spectrum+ to any large extent. In other words, Sinclair has covered all the bases and is simply waiting for the away team to pitch. It can't fail to score.

Sinclair has further tricks up its lab coat sleeve. Whispers abound that the Plus might be further upgraded to take onboard the Interface 1 and even a cartridge slot. The basis

for that speculation seems to be little more than the fact that the Plus was codenamed *Thunderbird*, and, as the ageing ones amongst us will know, there were five *Thunderbird* craft in the TV series. Nigel Searle has kicked that one into touch by explaining that the designer was a Ford *Thunderbird* fanatic, though he hasn't ruled out the possibility of upgrades.

Sir Clive too has been unusually garrulous on the shape of things to come, waxing lyrical about a portable in the pipeline. The portable micro will be battery-powered and incorporate microdrives. It will also have a flat-screen display — but then he said that when the QL was in planning.

The Spectrum Plus Handle, or the QL Minus, will retail at about £300. But don't hold your breath waiting: Sir Clive has said that it will appear in 1985, probably late 1985 — well, possibly 1986. Or even...

Despite all the carping about Sinclair's achievements there is no doubt they are rock-solid in the final analysis. One company to recognise that is ICL, and in announcing its OPD executive toy has signalled a new departure for Sinclair.

The OPD — One Per Desk — is a nifty combination of monitor, keyboard, microdrives and telephone handset which is the ultimate businessman's tool. It offers all the QL software and an amusing built-in speech synthesiser with 200 words for leaving rude messages on your telephone. It can do much more besides, but what interests us is the presence of Sinclair chips, microdrives and Basic in the design. Not only is the OPD an innovative approach to desk-top computers but it is the first time that Sinclair has been

heavily involved with the product from another major company.

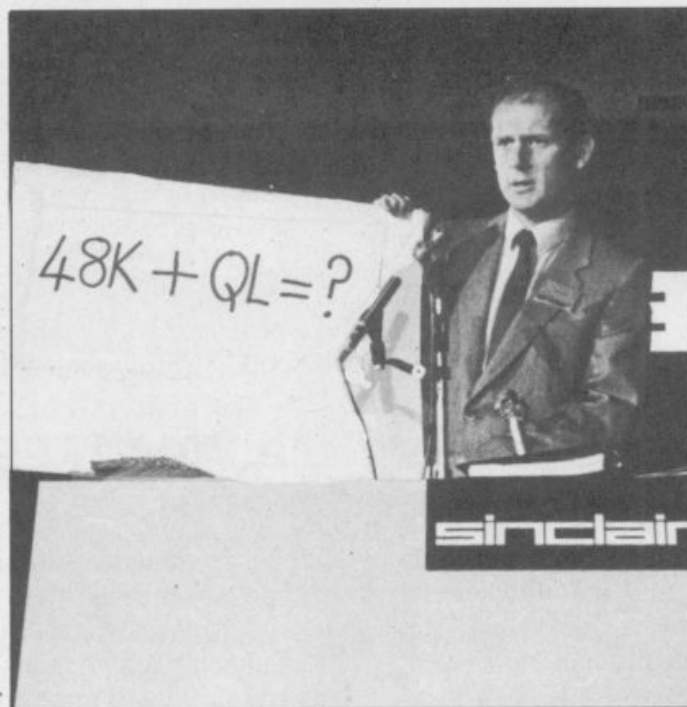
Lest you feel that in reaching for the business sky Sinclair Research might have neglected its down-to-earth home users, rest assured: it seems that the Spectrum+ has been bedevilled with the kind of teething problems Sinclair followers have come to expect and fondly treasure.

Some units have 'slipped' through Sinclair's QC net and a few fortunate users have discovered that not only are the keys a great improvement on their plasticene predecessors but are detachable as well. Some machines arrived with assorted keys scattered around the packaging like so many Scrabble tiles.

Middle Eastern carpet weavers used to incorporate deliberate flaws in their designs because only Allah could create anything perfect. Perhaps the distinctive Sinclair bugs and design faults are Sir Clive's errors of humility — his personal, desperate attempt to avoid hubris.

Bill Scolding

## THINGS TO COME





# EXPLORING THE SENSE OF SOUND!

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Any microcomputer is capable of manufacturing sound, however in order to produce a single octave 'C' note with a frequency of 8372 Hz the signal needs attention over 16,000 times per second.



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Add to this the ability to alter the pitch tone and shape of the sound you have produced and it's flexibility is unlimited. In simple terms, imagine the note you have produced as a calm sea, by altering the pitch and shape you can produce waves, the top of the wave corresponds with the maximum volume and pitch of the note, which like the wave itself rises and falls.

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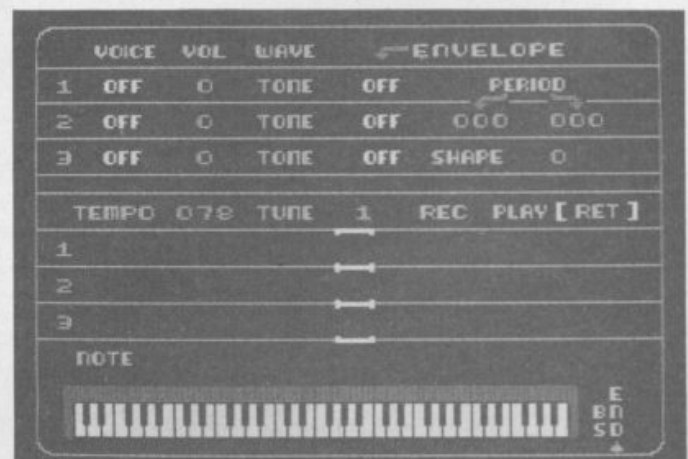
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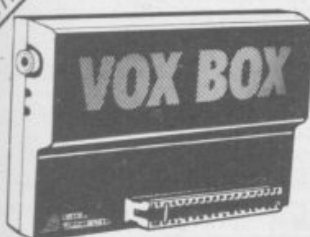
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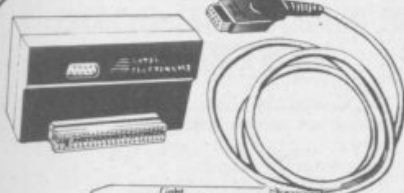
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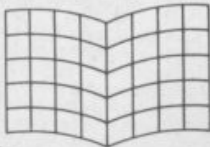
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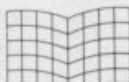
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ZX Exchange is a group of users dedicated to the ZX-81 and companion machines, TS-1000 and TS-1500. A newsletter, the *ZX Broad-sheet*, is circulated at approximately bi-monthly intervals to users as far away as Hong Kong, Mexico and Australia.

The *ZX Broadsheet* covers the main areas of interest to ZX-81 users with routines as its main feature. Exchange Profile is a column in which people can talk about themselves, their interests, equipment and exchange information with other users.

If you would like to participate in this international user club you can obtain a trial issue of the newsletter by sending £0.60 (UK) or five International Reply Coupons to Nick Godwin, 4 Hurkur Crescent, Eyemouth, Berwickshire, Scotland TD14 5AP or telephone Nick on Eyemouth (0390) 50965 between 10am and 10pm.

## Plus teething problems

THE SPECTRUM+ is only going through some minor 'teething problems' according to Sinclair Research, despite the fact that on some machines the keyboard falls to pieces.

Julian Goldsmith, of Sinclair Research, says: "With any new products there are bound to be problems. The suppliers are AB Electronics, Thorn EMI and Timex. If there is a problem and we hear complaints then we just talk to the suppliers and get them to make the glue thicker

or add a millionth of a millimeter to the clip-on part of the keyboard. We have had complaints about the keyboard and of course we will take note of them."

Should problems occur with your Spectrum+ you are advised by Sinclair Research to take it back to the place of purchase. "The main responsibility, of course, is with us," Goldsmith admits. "Most retailers do their own QCing and we leave it to them to spot faulty machines.

Retail stores, such as

Boots, are moaning because they cannot get enough of the Spectrum+. All the company would say is, "they are selling very well".

WH Smith is also not getting enough of the machines. A spokesman at one London branch commented that despite the slow start they had no problems with returns. They wished only that they could get a few more machines.

The tale at Smiths was repeated at The Buffer Micro Shop. Michael Howard, owner, says: "The only problem we have is getting the Spectrum+. We were late in ordering by one day and chain stores such as Smiths got all of them". That was the first delivery made and, at the time of writing, there had not been another one.

If you are still in a dilemma about what to do if your Spectrum+ keyboard falls to bits then Sinclair Research has had a suggestion passed on. Start chewing a lot of gum.

## Sinclair admirer

THOSE microdrives have gained one ally in the form of ICL which has launched a computer called One Per Desk.

The machine, uses the QL circuit board, which includes the Sinclair ULA, with microdrives and includes a modem, terminal emulation software and monitor.

ICL is taking the Sinclair Research lead and supplying the Psion XChange software

suite, with upgraded versions of Quill, Archive, Abacus and Easel, on in-built ROM in the package which is to sell for £1,200.

Sinclair Research is pleased that ICL has delivered its well-timed pat on the back for its pioneering stance in computing. A spokesman for the company says: "It is nice to see that other people are endorsing our technology."

## Supporting role for Quest

A NEW RANGE of QL packages from Quest Automation turns the Sinclair machine into a powerful business microcomputer.

The software is headed by a 68K version of the CP/M, specially designed for 68000 processors. The 28.5K operating system is supplied either on 5¼in floppy disc for £49.50 or microdrive cartridge for £79.50. It includes an assembler, co-resides with QDOS and will support 3in, 3¼in, 5¼in and 8in floppy discs. It can also be used with a Winchester disc unit.

Quest is also supplying a range of disc drives on which CP/M can be run. Those range from a 200K floppy at £249 to a range of Winches-



ter discs, minimum storage 7.5 megabytes, which starts at £995.

If extra internal RAM is required Quest can supply a range starting with 68K for £99 to half-megabyte at £499. All the equipment can be stored in an expansion console costing £109.

To support its new system Quest has released two busi-

ness packages, collectively called Tally.

The software is compatible with the Psion packages supplied with the QL which means that data can be transferred from the Quest packages to the Psion programs and vice versa. Quest says that it is a deliberate ploy which will be continued.

## Wildest dream is fulfilled

SOMETHING you would never have thought of in your wildest dreams is renting software on a nightly basis.

A new company calling itself Wildest Dreams came up with the idea whilst discussing the problems of producing and distributing software. The games were to be available for rental in video shops nationwide from November, for the princely sum of around 50p per night.

The games are all new and will be for rental purposes only.

Asked about the subject of piracy, the company says, "Piracy occurs because people are loath to pay around £7.00 for a games tape, whereas 50p is a low enough margin to discourage piracy."

more news on page 10



# Hacker's lèse-majesté

IF THE Duke of Edinburgh's Prestel Account can be broken into, think what fun a hacker could have with the Stock Exchange prices.

The latest exploit to reach the national newspapers and make Prestel tremble in its shoes is that of a hacker claiming to be a freelance writer of Micronet 800 — an information database and, ironically, part of the Prestel system.

Prestel received a telephone call recently asking staff to look at Page 1, Prestel's index page, accessible to only a few members of the Prestel team. INDEX was spelt IDNEX. The hacker had broken in.

Breaking into the system via one of the Prestel Development computers he found the identity number and password of Prestel's Assistant Editor. With that information he had enough ammunition to break into the system, call up anybody's ID and password and access any page on the database.

He decided to aim for the top, accessed the Duke of Edinburgh's Prestel account

## Professional QL compiler

THE FIRST true compiler for the QL has been launched by Bristol-based software house Metacomco.

The compiler runs BCPL, Basic Combined Programming Language, which is widely used as the systems programming language on many different minis and micros.

BCPL is ideal for writing utilities, applications programs and even games. The package also supplies routines which will make the QL graphics and window facilities easier to use.

Metacomco is to sell BCPL for £59.95 and is also releasing a version of LISP for the same price.

and had the time of his life sending messages from people who, at the time, were fast asleep — it being the early hours of the morning.

One message was sent from the Duke of Edinburgh to the General Manager of Prestel congratulating him with, "The household is very impressed with your work."

Another area cracked was Homelink — Prestel's home banking system where users holding accounts at the Nottingham Building Society and the Bank of Scotland can access accounts from home.

Two weeks after Prestel was bugged, Homelink sent

out a message reassuring its customers that though Prestel had been hacked, the Homelink database was unbreachable. "Rubbish", came back the reply, "the Homelink database was broken into". It was signed by The Hacker using the Bank of Scotland ID.

Two weeks after the Prestel incident Homelink still had not changed the ID numbers and passwords.

Prestel got the message immediately and has made all the necessary security changes. One wonders, though, when and where the hacker will strike next.



## Nordic cleans up

NORDIC KEYBOARDS, them."

the company which has acquired the Fuller range of products after it went into liquidation a few months ago is trying to make amends to frustrated customers owning Fuller keyboards.

John Gray of Nordic Keyboards says he is delighted with the opportunity to market the products and adds, "but we aim to offer our customers a better deal and to be faster on both service and delivery."

A problem has arisen over faulty keyboards returned to Fuller before they went into liquidation.

"It is a knotty problem," says Gray, "because of Fuller's records. We have a lot of keyboards awaiting repair but without any attached documentation. As we come across keyboards with the owners' names and addresses we'll repair and return

On a more optimistic note, Nordic have launched the FDS Executive, a replacement keyboard for the Spectrum. The Executive allows the user to plug his Spectrum straight into the keyboard without having to unscrew the Spectrum case and at only £59.95, Nordic believe it will be a winner.

## Joysticks recall

AGF are anxious that some early customers who purchased Protocol 4 joystick interfaces may have sub-specification pre-production units.

The problem with those units is that they have an erratic or unreliable Kempston operation mode and the way to check this would be to type in the following program line with the Protocol 4

## QL sales variable

THE QL has been greeted with mixed reactions by the retail trade. While stores such as WH Smith and Boots are pleased with sales, smaller outlets are not so happy.

A spokeswoman for WH Smith says: "The QL is selling out fast. We are having no problems with the machine but would like to see more software for it."

The same is true of Dixons. Dave Gilbert, a spokesman for the company, says: "We can't get enough of them. It is selling very well. We have had no problems with orders and we get all that we need."

Smaller shops are having a limited success with the QL. John Arundel of The Silica Shop in Kent says: "We have the QL and some people have bought them. They are slow to move though."

Michael Howard of the Buffer Micro Shop reports a similar story. "We are getting all the QLs that we need. They are not going in vast numbers but we are selling them."

Sinclair Research is confident that the slow start will turn into a rush when more people realise that the machine is in the shops.

A spokesman says: "Dealers are happy with the QL. Word is out that it is in the shops now and sales will increase accordingly."

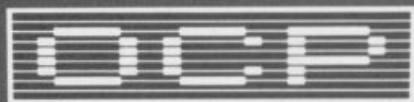
attached to the Spectrum, its mode switch in the down position and with the Kempston card inserted: Print IN 31, press ENTER.

If anything other than 0 is printed, the unit should be returned to AGF for a free replacement. The address for returns is: AGF Hardware, FREEPOST, Bognor Regis, West Sussex, PO22 9BY.

more news on page 12



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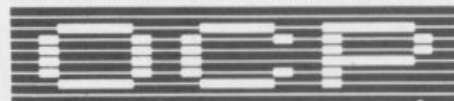
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# Grandmasters of Midnight

THE WINNER of the **Doomdark's Revenge** competition, in the October issue of *Sinclair User*, is Philip Middlewood of Great Barford, Bedfordshire.

The 25 second prize winners are: Chris Herbert, Frating, Essex; Jack Kelley, Penicuik, Scotland; John Northcliff, Adwick-upon-Dearne, Doncaster; Martin Dowie, Cupar, Fife; Matthew Stott, York; Stephen Trayler, Wimborne, Dorset; P Mills, Coventry; P W Camp, Cowley, Oxford; Richard Taylor, Lichfield, Staffordshire; Howard Davies-Carr, Stoke Bishop, Bristol; Kev Cromcombe, Sheffield; David Finch, Barmouth, Gwynedd; R Kerr, Blantyre, Glasgow; Sheridan Pynes, Bexleyheath, Kent; Louis Clement, Richmond, Surrey; Kevin Mullowney, Beeston, Leeds; P D Tidy, Newbury, Berkshire; T Aviss, Hadleigh, Suffolk; C P Sempers, North Ferriby, North Humberside; Stuart Johnson, Sunderland, Tyne and Wear; J Rogers, Oldbury, Warley; Mark Wallis, Haywards Heath, West Sussex; Janette Fowler, Grange-mouth, Central Region; Paul Matokitoga, Yeovil, Somerset; Christopher Ambrose, Stockport, Cheshire.

The 25 runners-up are: A G Simon, London SW9; Alan Rowlands,

Telford, Salop; B White, Marlow; Buckinghamshire; Glen D Brock, Cheney, Oxfordshire; J Ellis, Paignton, Devon; Andrew Edwards, Leicester; Alex Hughes, Solihull, West Midlands; Ian Morris, Bovey Tracey, South Devon; Ben Wharton, London, NW6; Michael Park, Scarborough, North Yorkshire; M H O'Connor, Crediton, Devon; Jean-Yves Rouffiac, London, NW1; S Stanway, Trentham, Staffordshire;

C D Sheldon, Swansea; Elane Davidson, Dumbartonshire, Scotland; Russell Keyte, Southampton; Ian Clark, Edinburgh; Dave Freeman, Purley, Surrey; S L Brasington, Rhyl, Clwyd; Chris Boorn, Gosport, Hampshire; G C Taylor, Crossford, Fife; Ian McVicar, Mount Blow, Clydebank; G Walton, Willenhall, West Midlands; George Turnbull, Leeds, West Yorkshire; Alan Gough, Southampton.

## Piracy policemen

A FIGHTING fund has been established by the Guild of Software Houses which will be used against piracy.

Contributions to the fund will initially be made by the group's 34 members but Paul Duffy, General Secretary of GOSH, states that anybody can put money into the pool. "We would also like to get publishers and other people connected with the industry involved."

Duffy went on to say that

GOSH wants to bring a major case against a software pirate. "That involves a lot of money, perhaps as much as £100,000. Even if we lose that will give us good grounds to go to MPs and say that the law does not stop piracy."

"We are writing to local councils telling them that if school equipment is used for piracy then we will hold the school responsible and prosecute them."

## The comrades' conundrum

A £25,000 prize is being offered to the first person who can crack **Eureka!**, a five part arcade/adventure game for the Spectrum.

The scenario for the adventure, featured in Software Scene this month, was penned by games wizard Ian Livingstone and the product is being marketed by Domark, a company run by Dominic Wheatley, grandson of the novelist Dennis Wheatley, and Mark Strachan.

Domark claims that the game was the result of 10,000 man hours by a Hungarian programming team behind the Iron Curtain. The team of 20 includes four graphic artists, two musicians, a professor of logic and an Oscar winning cartoonist.

The competition ends on 31 December 1985 and Domark believes that it could take 15 months to solve.





THE ADVENTURE EVENT OF THE YEAR BY

JOHN SHERRY

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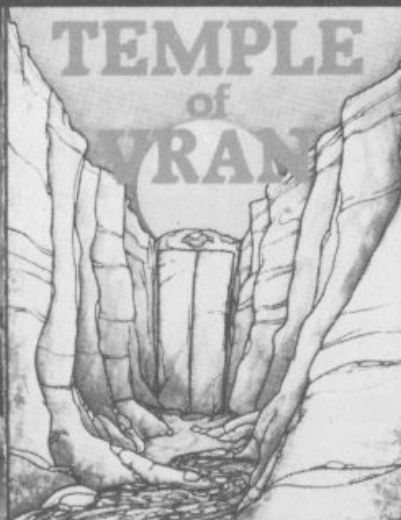


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### PLUS

- **SYSTEM 15000** We interview Lee Kristofferson, the rock star hacker behind the cult adventure.
- **QL NEWS** The first of our regular round-ups of all that is happening on the QL front.
- **ADVENTURE PROGRAMMING** John Gilbert starts a six-part complete course in programming artificially intelligent adventure games.
- **SPECIAL OFFER** on a spreadsheet, word processor and graphics package from McGraw-Hill.
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# Clive's dive

REPORTS begin to filter through of strange happenings at **Sir Clive's** London residence earlier in the Summer. While the final details to the refurbishment were being carried out, the basement flooded. Workers carrying pot plants to the roof garden were stuck in the lift. To cap it all, Sir Clive's jacuzzi wouldn't work. How galling it must be to come home from a hard day dealing with QL complaints only to discover your hi-tech bath is bugged as well...

We cannot imagine Sir Clive relaxing in his jacuzzi without some form of mental stimulation. As a tamer alternative to dipping **Acorn** bigwig **Chris Curry** in the pool

as a substitute for motherhood?...

Talking of mothers, Ferrari-lover **Bruce Everiss**, former operations director of **Imagine**, has been holding forth to any journalists still prepared to listen to the 'true' story behind the downfall of **Imagine**. In the interests of simplicity, Everiss omits to mention such obscure events as the bugging of **Colin Stokes'** telephone, the dawn raid on his house, the accusations flying around that **Imagine** went so far as to hire private detectives to report on the plans of other software companies. The Gospel according to Bruce now has it that **Imagine's** directors were simply young, green, and



**MARK FIDDIAN** of recently launched **Streetwise Micros** tries to flog a **Spectrum+** to **Topo** the redundant robot. Next month, when the organisers finally persuade **Topo** to turn the black box upside down, we shall expect further news on what happens when all the keys fall on the floor.

— as reported in *Microscope* — he might enjoy reading the first issue of *Micro Arts*. The foreword of this extremely pretentious magazine was penned by one **Clive Sinclair**, and contains a lyrical exposition of the therapeutic qualities of hacking. "It is the Computer personality who dares face change without feeling the sense of loss that goes with the departure from the womb" rambles 'Clive'. We know he wants to abolish doctors and schoolteachers in favour of computers, but the Spectrum

foolish enough to actually believe all the harmless untruths — sorry Bruce, totally justifiable marketing hype — that St Bruce was telling about the company...

Next, according to Bruce, is the possibility of a book about how the games industry works. Readers are invited to send in their ideas for the title — 20,000 unused copies of **Schizoids** for the best entries...

Liverpool hype is not the only hype around. **Haresoft**, producer of the intensely boring **Hareraiser** competition/



**WALLY WEEK** of Automania and **Pyjamarama** embarrasses his **Mikro-Gen** pals in bad taste pic of the month. Wally is peeved that the universe does not think his games are better than **Jet Set Willy** or **Kokotoni Wilf**, and wants readers to vote on the matter. Wally is the one on the left.

game, has informed a stunned world that a clue to the puzzle was revealed by TV personality **Anneka Rice** in Harrods one Saturday. Who, if anybody, was there to hear the golden girl's words of wisdom is not stated on the press release, but if anyone did perhaps they could let us know what the clue was and we can pass it on to whomever, if anybody, has bought the game...

A further item from the prolific **Haresoft** PR people sheds light on the decision to release the game in two parts: "To make it fun and enable competitors of all ages to participate." Bet you thought it was just to make more money...

What with hackers infiltrating Phil's Prestel account, it seems the **Windsors** are getting plenty of free publicity from the micro-world. Now comes news of **Di's Baby**, a new game from **Bad Taste Software**. Gremlin will report further as soon as a convenient bedroom window is left open...

Great news for **Spectrum+** owners. **Cheetah**, flushed with success at abolishing everybody else's joysticks with the toothless infra-red **RAT**, has announced that all its software and hardware is compatible with the new Spectrum. Not only has the company achieved full compatibility

incredibly quickly following the **Spectrum+** launch, it has even managed to do it without spending so much as a penny on the operation — excepting of course the cost of writing the press release...

**Brazen Backslappers'** award for January must surely go to **Hewson Consultants**. The company has presented a gold cassette — no, not **Alchemist** with the game wiped off — to its own programmer **Mike Male** for selling 100,000 cassettes of his games **Nightflite II** and **Heathrow ATC**. Mike has made so much money out of the games, we are told, that he has been able to buy his own aeroplane...

Finally, to prove we can play the game as well as anyone else, hot news from the Turkish desert via the back pages of *Computing* magazine. Apparently one of the paper's correspondents was on holiday in the remote east of the country and seeking an English newspaper to read over his curd cheese and olives. The only paper available in the whole town was *Sinclair User* — copy upon copy. If you know anything more about the great yearly migration of computer magazines along the caravan routes to the mystic Orient, please write to: Gremlin, Oasis 37, The Road to Samarkand, Babylonian...



## First, a question.

Who do you think are the world's most avid consumers of microcomputers?

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The fashionable French?  
The acquisitive Americans?

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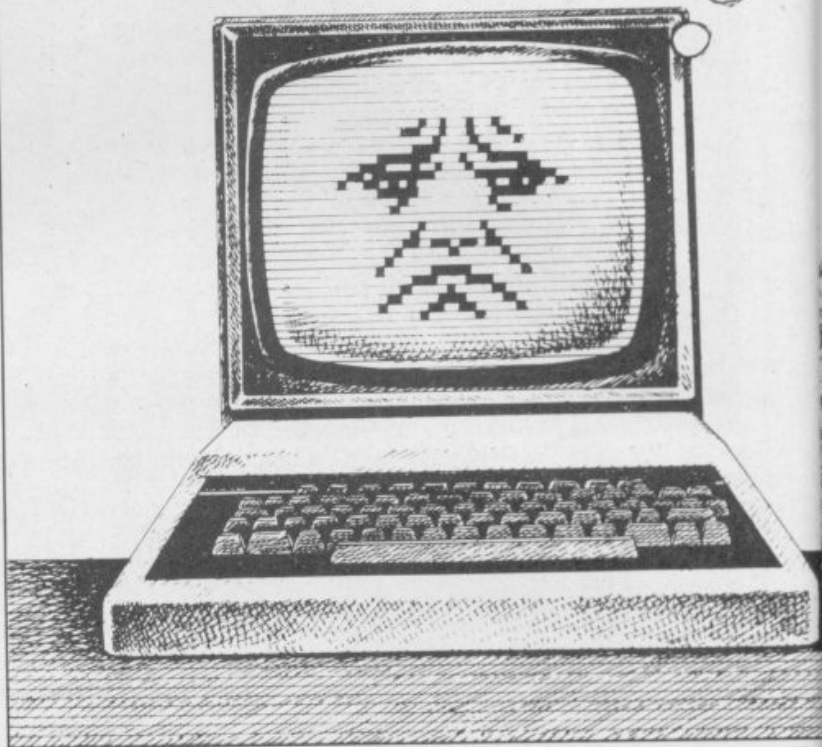
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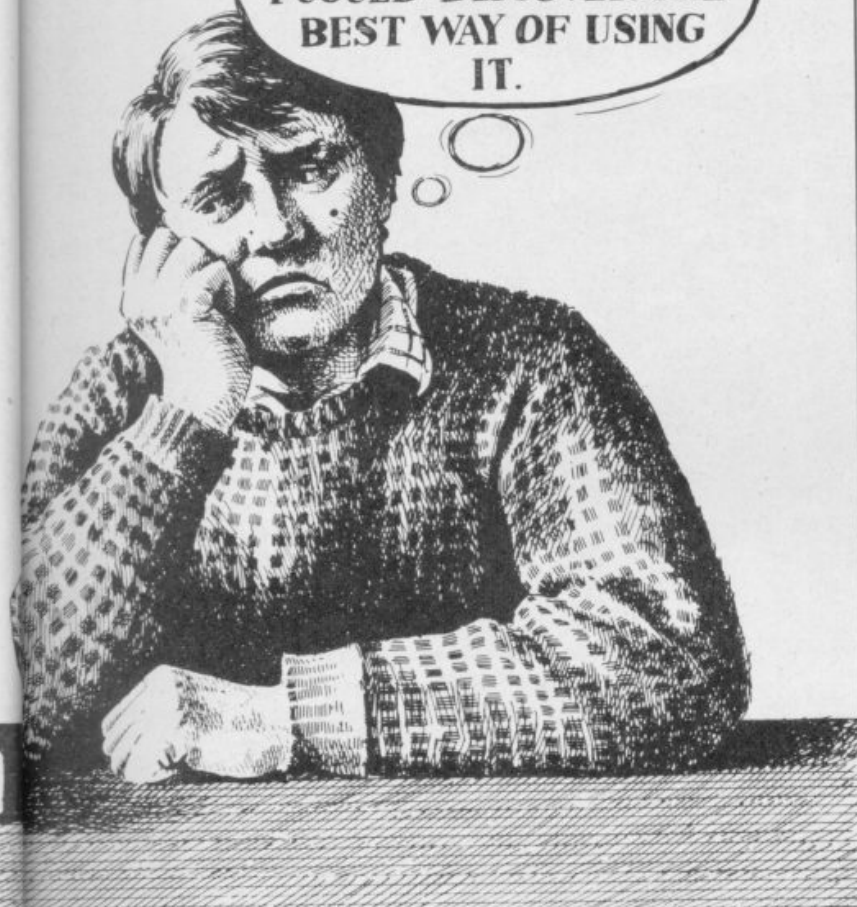
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# Irate women bite back

I FELT I HAD TO comment on the news article entitled 'Computer machismo' in the November issue.

As a woman who has been working in the microcomputer industry for a number of years I too am extremely concerned about the lack of female interest in computers.

I do not, however, agree with the view of Ebury Software that publishing software under the *Good Housekeeping* title is going to do anything to help generate more interest. This is an extremely patronising attitude for Ebury to take, and one which will only help to further alienate women from computers and increase the sexist attitude of software publishers.

What Roger Barrett does not include in his — typically male — list of 'positive, traditional skills women have' is creativity. My own personal view is that just as soon as languages like **Logo** gain more recognition throughout the industry and begin to go into homes many women will find that most of their fears about computer programming are nonsense.

The important thing about **Logo** as compared to packages such as the *Good Housekeeping* type is that it gives people an outlet for creativity as well as programming or learning about computers. Creativity, which for many women has been lying dormant for a long time, will remain buried forever, if companies such as Ebury Software have their way.

**Christine Roberts,**  
London NW1.

## Accurate Adspeak?

IT WOULD APPEAR that the whole publishing industry dealing with magazines and books really needs to examine its methods more closely. Computing requires

the utmost accuracy in all aspects of programming, yet in all publications, the number of mistakes which occur is appalling.

In addition, although much of your income is derived from advertising, some of the advertising material verges on downright deceit. Keyboards are a prime example. Most adverts state 'five minutes and a screwdriver'. Yet we then read reviews where screwdrivers won't line up, casings have to be cut and other horrors. Some advertisers would surely have difficulty in explaining their blurb to the Advertising Authority, and not just on keyboards either.

Why can't we have magazines which don't have mistakes and advertisers who get a little closer to the truth about their products?

**A J T Longhurst,**  
Desborough,  
Northamptonshire

## Peripheral round-up

I AM getting a ZX Spectrum this year for Christmas and after reading every advertisement for joysticks and interfaces in your magazine I would like to know which is the best to buy.

**Chris Wilcox,**  
London NW6.

● *The 1985 Sinclair User Annual has an up-to-date round-up of the best joysticks and interfaces manufactured during the last year.*

## Protective software

THERE WAS an article in the September edition of *Sinclair User* about how to protect your programs from software pirates. The article showed several ways of doing that for the Spectrum including making a line with the number 0.

For ZX-81 users who would like to do the same, type in a line (e.g. 10 REM COPYRIGHT) and press NEWLINE; Type in POKE 16510,0 and NEWLINE; Press NEWLINE again and you will see '0 REM COPYRIGHT.'

That line cannot be edited and cannot be erased by typing in 0 and then NEWLINE.

**Andrew Fox,**  
Ipswich, Suffolk.

## Sabre Wulf king deposed

I WOULD just like to say, in reply to Des Clappole's letter in the November edition of your excellent *Sinclair User*, that he has now abdicated. He claims himself to be the **Sabre Wulf** king but I finished on an earlier date than June 7 on the very day that I bought the game. I considered it so simple that it wasn't worth writing in about. So I now claim to be the mega-supreme **Sabre Wulf** emperor.

**R Worden,**  
Preston,  
Lancashire.

## Clamp down on pirates

I READ with interest the letter from Mr Dickinson — November, *Sinclair User* — who mentioned how he had

to clamp down on the abuse of his school Spectrums for tape-copying.

There can be no doubt that a great deal of piracy goes on under the aegis of schools, and that some-called computer clubs are little more than mutual copying circles. That is not only a disaster for the software business; it is an educational catastrophe too, as witness the letter on the same page from Colin Baxter who can see nothing wrong with making a copy of a tape which he cannot afford to buy. That can only be because he has not been taught to.

What happens outside the school is not the school's concern, but it is the responsibility of the schools, as much as of parents, to teach computer-owning youngsters not to steal copyright work, and if they do not computers will do more harm than good to those who are given them.

**Andrew Turek,**  
London NW11.

## Beat Daley's world record

My friend and I have recently bought **Daley Thompson's Decathlon**. We played for 1 hour 45 minutes non-stop, and reached the final score of 1,181,160, and cleared 27 sheets containing five events in each sheet on day one.

**Kirk Green,**  
aged 14,  
**Paul Bush,**  
aged 15,  
Ilford, Essex.

## Sick CUBs recalled

CALLING all CUB QL-compatible users.

A supplier's component fault is suspected on model numbers 1451/DQ/3 and 1451/MQ/3 with serial numbers between 85692 and 103317.

To enable us to rectify the situation, therefore, I should be grateful if readers with such models telephone David

Kaye on Bradford 726500 so that we can make arrangements for the collection of their monitors for the necessary up-grading to be carried out.

The cost of this operation will be borne by Microvitec PLC.

**Tony Fall,**  
Marketing Manager,  
Microvitec.

more letters on page 20



# Getting the printer blues

I HAVE just spent a day in Exeter unsuccessfully trying to buy a printer for my Spectrum.

I was told that the ZX printer is no longer available: "We don't stock them any more, they gave us too much trouble."

I found that the Alphacom 32 had leapt up in price by £20 or so. "That happened when the ZX printer was withdrawn."

No supplier could show me a printout in black ink on white paper.

No supplier had a printer linked up to a computer so that I could see it working. As the blue printout as seen was not good enough, and the black ink was not to be seen, I came away without a printer.

I think that shops are taking a casual view of the customer, riding on the crest of a wave of sales. Maybe they feel that there is no need to bother with demonstrations. Considering the price of even the cheapest printer, it seems odd that they don't make a bit more effort, shoe shops take a lot more trouble to sell a much less expensive product.

**Bill Robinson,**  
Dawlish,  
Devon.

## Printing at midnight

I AM writing to say how I feel about the Beyond Software **Lords of Midnight** competition. I for one can complete the game but have no printer, and cannot enter. It annoys me greatly that a printer is necessary to enter the competition because it means spending more than the £9.95 that the game costs.

**Gareth Layzell,**  
Stanmore,  
Middlesex.

● Many readers have com-

plaints of a similar nature. *Beyond Software be warned!*

## Fanfare for the ZX-81

**RICHARD Brooker** — November — is right to ask for more ZX-81 cover in *Sinclair User*. I believe it is important that you do more for users of this excellent little computer — and always bear in mind that it is still selling.

Furthermore I would like to make a point about your software reviews. It could be that you underate some of the programs for ZX-81 thereby dissuading potential buyers. For example, I thoroughly enjoy playing **Racing League**, a strategic game concerning the Sport of Kings. Your review said the game was 'slow'. Even the highly successful **Football Manager** — Gilbert Factor only 7! — is slow on the ZX-81 but it remains a great game!

**T G Bell, Winlaton,**  
Tyne and Wear.

● *Racing League was de-*

*scribed as slow because the bulk of it was written in Basic, not machine code.*

## Speechless Spectrums

I RECENTLY made a speech synthesiser unit which operates quite well on my 48K Spectrum. Unfortunately, it suffers from a limited vocabulary. It operates on the Allophone system from the SP0256-AL2.

I would appreciate information on how I may obtain words together with their Allophone equivalents from other readers.

**Declan Grady,**  
Cullion Road,

Letterkenny, Co. Donegal.

## 50 of the best?

YOUR TOP 50 Software Classics — November, *Sinclair User* — is a classic example of the way your magazine seems to be heading. One war game mentioned, no management or strategy games that I could see. I know you have reviewed such games as **Conquest** and **Fall of Rome** but can you do more?

**Peter J Beard,**  
Market Rasen,  
Lincolnshire.

## C64 slips past censors?

I FEEL that I must write and express my deep disappointment and annoyance at finding a Commodore advertisement in the October issue. It may have escaped your notice but your magazine is called *Sinclair User*!

If you keep this up you will have lost one loyal customer.

**J S Shaw, Blackfield,**  
Southampton.

● *Rob Cameron, advertisement manager replies: In the long run it is product quality and service which counts and if Sinclair's rivals feel they can do better who are we to censor them from saying so?*

I MUST congratulate you on your excellent magazine, it goes from strength to strength. November's issue must have been the largest yet and the top 50 games booklet was a great bonus. However, I was amazed that **Scuba Diver** by Durrell wasn't included. It has to be one of the most addictive and graphically superior games around.

**John Meads,**  
Rainham,  
Kent.

## Programming for more cash

A FEW errors have crept into program listings of late, for which we do apologise. **Domewars**, in the November issue, should be amended as follows:

Line 340 should read:  
PRINT AT 19,3; INK 6;"\*"; INK 5;"+"; AT 20,3; INK 7;"."; INK 3;"/"

We should also point that the program does not use User-defined Graphics in the conventional sense, but changes the character set instead. That appears to have confused some readers.

**Home Accounts** in the November issue is lacking a few lines of the last DATA statement. It should read:

9800 DATA  
"a",10,"b",1000,  
"c",2000,"d",3000,  
"e",8900,"f",8950,  
"g",8980,"h",8990,  
"A",10,"B",1000,  
"C",2000,"D",3000,  
"E",8900,"F",8950,  
"G",8980,"H",8990.

In **Home Accounts**, the bank statement section is there purely for reference and will not be used by the monthly forecast.

Finally, **The Right Stuff** in the October issue also suffered from gremlins. Make the following amendments:

1 GOTO 500  
479 IF q hi THEN GO TO  
9301

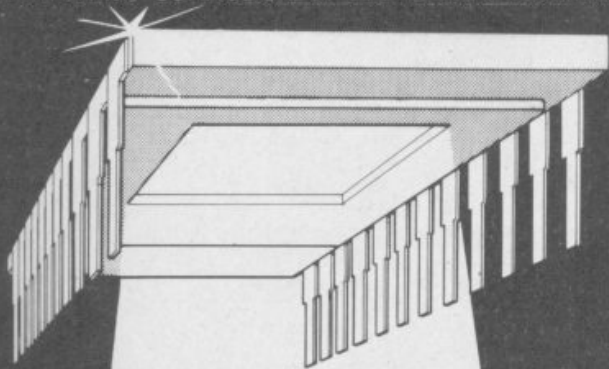
507 RUN 600  
630 FOR f=0 TO 7  
9234 LET q=hi

Now for the good news. From now on we shall be paying £20 for each program published, and £50 for star programs. Details of how to send programs can be found on the Contents page. Please make sure that your programs are accompanied by a letter describing the game, your name and address, and a cassette or cartridge containing the program.

We try our best to send back programs we cannot publish as quickly as possible, and will make special efforts with cartridges.



SPECTRUM 48K · COMMODORE 64 · BBC MODEL B · 32K ATARI



44

44

### Which Micro & Software Review

66

## Crash

66

Popular Computing Weekly

66

"Overall then, an excellent idea, well executed.

## Computing Today



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TALK TALK TALK TALK TALK TALK TALK TALK

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ME VARI-TALK FOR MY SPECTRUM 48K.  
I ENCLOSE CHEQUE/PO FOR £5.

NAME.....  
ADDRESS.....



## PAINTBOX

Superb Graphics — without expensive hardware!

PAINTBOX is a must for every owner of a 48K Spectrum.

It will give you the ability to produce stunning graphics on your micro — simply.

With PAINTBOX there's no need for expensive hardware — why pay up to £150 for hardware when you can produce incredible picture and graphics with one cassette-based software package?

If you haven't seen PAINTBOX demonstrated you're in for a pleasant surprise!

For instance, PAINTBOX will enable you to draw practically anything on your screen and save it either as SCREEN\$ or as a machine code memory file to use in your BASIC or MC programs.

You wield enormous power over the graphics capability of your SPECTRUM — including the definition, storage and use of up to 84 UDG's — 4 times more than normal! A brief description of facilities are as follows:

UDG DRAWING BOARD for defining up to 4 Banks of UDG's including ROTATE, MIRROR, INVERSE etc.

UDG EDITOR for storing up to 84 UDG's for use in screen planning or in your other programs.

PRECISION PLOTTER. A high-resolution drawing board which allows you to draw anything on the screen. Facilities like CIRCLE, FILL, ARC, PLOT, DRAW, ERASE, OVER, DRAW RADially, INK, BRIGHT etc are included and easy to use!

SCREEN PLANNER gives you the best of both worlds! The combined use of PRECISION PLOTTER and your Banks of UDG's for highly detailed and precise screen graphics.

The program is complete with DEMO on side two of the cassette and a 28 page instruction booklet.

PAINTBOX can be used with Joysticks and is Sinclair Microdrive compatible.

## SCREEN MACHINE

Instant Machine Code for graphics and text

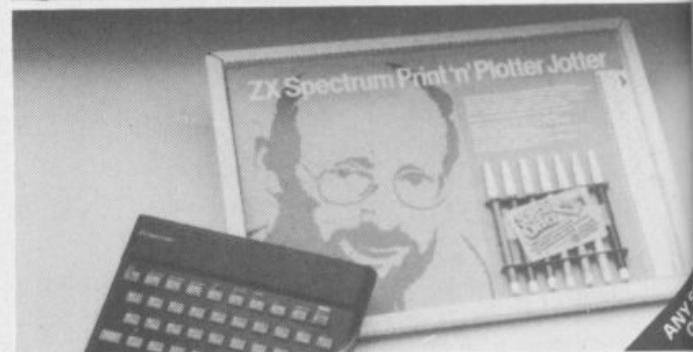
SCREEN MACHINE is a completely professional graphics utility to use with Paintbox (or any other graphics hardware or software).

It will allow you to manipulate your screen graphics and text in ways which will make your programs better and more memory efficient. For instance:

If you have produced a screen-full of superb graphics you can enlarge, reduce, recolour, flip screen, relocate your graphics to another part of the screen, superimpose one screen on another and perform all sorts of other wonders!

Then you can take your results and put them through a series of memory compression routines to allow you to save enormous

## HERE'S SIX WAYS TO



amounts of memory. Such items like compressing with or without attributes, saving thirds of the screen and multiple combinations of both are possible.

Never has machine code storage of graphics been simpler because SCREEN MACHINE automatically creates re-callable multiple screen files with a location catalogue so that you can add them to your programs!

SCREEN MACHINE also allows the user to program UDG's or text directly into machine code, so if your programs use a lot of text instructions or menus SCREEN MACHINE is going to save fantastic amounts of memory!

SCREEN MACHINE is a major graphics toolkit for the 48K SPECTRUM. It is completely menu-driven, Sinclair Microdrive compatible, and comes with instruction book and an unbelievable DEMO on side 2 of the cassette.

## ADVENTURE PLANNER

A must for the adventure game fan

If you're an Adventure Game nut, Print 'n' Plotter's new ADVENTURE PLANNER is exactly what you have been looking for!

It's a 50 page, BIG SIZE (16 3/4" x 11 3/4") pad with a complete 'mapping' system with over 150 locations on each sheet . . . created to help you solve Adventure Games.

It's the best way to beat the 'system' and is obviously for use with any make of computer.

ADVENTURE PLANNER will also assist you in planning Adventure Games for programming — a helpful pad to keep by your computer at all times.



# IMPROVE PROGRAMS.



ADVENTURE PLANNER is published with instructions for use, examples, hints and tips on how to play and win the game faster.

ADVENTURE PLANNER is a high quality pad, board-backed and fly-leaf cover . . . economically priced too!

## ZX SPECTRUM JOTTER

Pre-planning your screen made easy . . . and precise!

Print 'n' Plotter JOTTERS have become a household word for the Sinclair enthusiast.

Despite various imitations our original ZX SPECTRUM JOTTER is still the one people prefer!

Of course it could be because it is professionally produced . . . the quality is superb.

And the fact that it is BIG SIZE A3 (16½" x 11¾") is a distinct advantage when working in high-resolution.

It's also 100 pages thick. 50 pages of PLOT grids showing each numbered pixel co-ordinate and 50 pages of PRINT grids showing every character and graphic character position and INPUT lines.

Each page also contains 24 UDG planning grids (2400 per pad).

Consider also the fact that it is printed on Artist's Detail paper . . . thick enough to take any writing, drawing or colouring, yet thin enough to overlay onto a drawing and trace-off.

For pre-planning graphics, text, tabulation or anything to produce 'on screen', a Print 'n' Plotter JOTTER won't be beaten.

The complete package comes with a set of coloured pens, a Pixel ruler and a handy corrugated storage tray.

If you use PAINTBOX, SCREEN MACHINE or any other graphics utility . . . you'll do things better with the ORIGINAL Print 'n' Plotter JOTTER!

## KEYBOARD OVERLAYS

The simple answer to "Which key?"

Print 'n' Plotter KEYBOARD OVERLAYS for the standard ZX Spectrum keyboard are the economic answer to "Which key does what?"

If you program, or buy commercially-produced software, sooner or later you'll be faced with a mind-boggling mass of keys that perform different functions.

Let's face it, the Spectrum keyboard is complicated enough so why not take the easy way to remember . . .

. . . lay over the keyboard a Print 'n' Plotter OVERLAY and write the function underneath . . . it's child's play!

Print 'n' Plotter KEYBOARD OVERLAYS come in packs of ten. Punched to fit your Spectrum. Priced to suit your pocket!

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Now it's even better because we've reduced the price!

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Why wait any longer?

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The CHEETAH 32K RAMPACK simply plugs into the user port at the rear of your computer and increases the memory instantly to 48K.

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including VAT and P&P.



## Now make your Spectrum and ZX-81 Talk Compatible with Interface I & II

The Cheetah "SWEET TALKER" just plugs into the back of the computer using the existing power supply. Based on an allophone system you can easily program any word sentence or phrase. Fully cased, tested guaranteed and compatible with all SINCLAIR accessories via rear edge connector. Complete with demonstration cassette and full instructions.

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# Cheetah

## Marketing



Dept SU

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Telex: 8954958.



# Transparently tacky

THE replacement keyboard for the Spectrum from Kappa Keyboards is a curious mixture of new and old ideas. It uses a style of key that was popular among DIY enthusiasts a few years ago and yet it has 14 single key functions, a recent innovation in keyboard design.

The keycaps are of transparent plastic and you are supplied with a sheet of paper on which the legends are printed. That has to be

cut up and the legends placed under the caps.

The extra single key functions are Edit, Delete, Comma, Full Stop, Dollar, Times, Graphics Mode and Caps Lock which toggle on and off, four shifted Cursor keys and True and Inverse Video. The last six are particularly useful with **Tasword II**, using the cursor keys to move around the text and the video keys to move one word at a time — an idea

reproduced on the new Spectrum+. In addition there are extra Caps Shift and Symbol Shift keys, but, there is no E Mode key, a major omission.

It is supplied as a replacement for the top half of the Spectrum. You remove the five screws holding the Spectrum together, disconnect the keyboard leads, insert the new leads and screw the case back together. The new leads are, unusually, ribbon cable with half the insulation removed, and so they will not stand repeated insertion.

With all the extra keys and the limited space available the keyboard is very cramped. Despite that Kappa still manages to find space to bring the Address and Data lines to the top of the keyboard via two IC sockets placed either side of the keys. The company sells an additional adapter which converts them to take a joystick. The left hand socket simu-



## New COPY causes corruption

A NEW full-sized Centronics printer interface for the Spectrum has been launched by Cambridge Microelectronics Ltd. Called the Print-SP it allows the user to redirect the LPRINT and LLIST commands to the printer or to copy the screen.

As with many of the popular printer interfaces the software needed to run it is supplied on tape. That sits in the now unused printer buffer which has the advantage that it is compatible with software which uses memory above RAMTOP. It also has the disadvantage that NEW or COPY will delete it.

The software can be configured to give up to 80 characters per line and to give an automatic Line Feed (LF) after a Carriage Return (CR). The COPY routine can be configured for the Epson and Seikosha 100/250 types of

printer and is called by a RAND USR call.

Also supplied on the tape is a text processor program called SPWRITE. This is a Basic program which effectively DIMs an array of up to 500 by 64 characters and then allows you to fill each element.

On the plus side the interface is inexpensive at £31.25 including cable and, due to the case design, is easily fitted to a full-sized keyboard. However, it does not have a through connector for other

add-ons and there are many programs, such as **Tasword II**, which use the printer buffer making it incompatible. If Camel was to include software which sat above RAMTOP and dispensed with SPWRITE, which is of limited use then the interface would be a good buy. As it stands there is little to set it apart from the others on the market.

The Print-SP is available from Cambridge Microelectronics Ltd, One Milton Road, Cambridge CB4 1UY.



lates 1, 2, 3, 4 and 5 and the right hand one 6, 7, 8, 9 and 0, as used on Interface 2.

For £48.00 the keyboard has much to offer in facilities but it falls down badly in key layout, feel and looks. If it used better keys and was housed in a bigger case then it would be one of the best keyboards on the market.

There may be, however, a solution to the problem. Kappa can also supply a small electrical package at £14.00 to which you can wire your own keys. That allows you to have functions which normally require a shift key to be replaced by a single key.

Further details of those products can be obtained from Kappa Keyboards, 14 Pauls Mead, Portland, Dorset DT5 1JZ.

## Spectrum switch

THE BEST things arrive in small packages and the Spectrum Switch from TEC is one of the smallest pieces of hardware we have had to review. It is an on/off switch which fits into the power socket of the Spectrum. The lead from the power supply plugs into the back, and there is a small rocker switch on the front. The unit is held in place by double sided tape.

It is a good idea to have some form of switch on the power supply as repeatedly pulling the plug will eventually weaken the socket. The Spectrum Switch is pleasantly styled and, provided the Spectrum is still in the original case, a useful addition.

The only problem is the price. While the cost of the component parts is reflected in the price of £4.95, if you are able to use a screwdriver you could add your own in-line switch for a fraction of the price. If you would rather take the easy way out the Switch is available from TEC, 24 Victoria Road, Bromsgrove, Worcs.

*more hardware on page 27*



# ROMANTIC ROBOT

present

## MUSIC TYPEWRITER



### COMPLETE MUSIC SYSTEM FOR THE ZX SPECTRUM

**MUSIC TYPEWRITER** gives you all facilities needed for music making. Using a special keyboard overlay it turns Spectrum into simulated music keyboard and enables you to write, edit, play & store music. Music is shown as played in **STANDARD NOTATION** and can be copied to a printer (see example above). **MUSIC TYPEWRITER** is easy to use even without any music knowledge and is an ideal educational tool for learning music. It's fun to play with for music novices and yet offers a lot even to professional musicians (like full transposing).

It has up to 16 compositions; 6 octave range; treble & bass clefs; two staves on screen; most time signatures & note values including dotted notes & triplets; staccato, tenuto; many automated features like tails direction, bar length, use of accidentals; error trapping; on-screen instructions; eight page manual, overlay and much more.

Please send me a copy of **MUSIC TYPEWRITER** at **£ 9.95** each

(European orders please add £1 overseas & 2%)

Name/Address

**ROMANTIC ROBOT** 113 Melrose Ave, London NW2



# Compatibility cure

AFTER a slight hiccup AGF has now relaunched its Protocol 4 programmable joystick interface for the Spectrum. The original version was not compatible with all Kempston compatible games but that has now been cured.

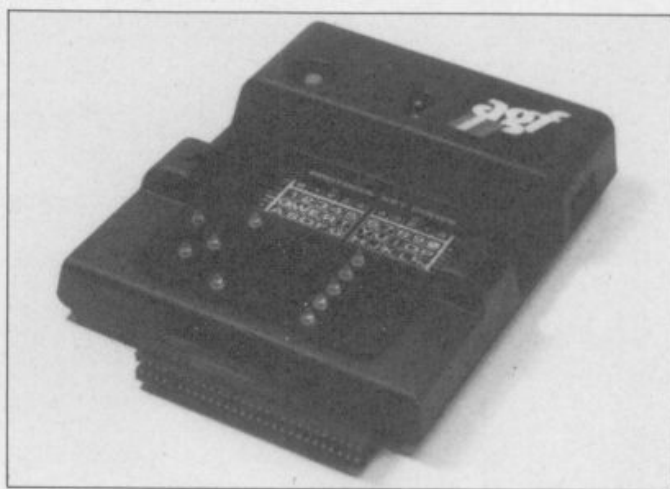
A novel method is used to program the interface. You are supplied with five small plastic cards, four of which are already set up. Those cards contain a series of holes which represent the Address and Data lines as used by the Spectrum keyboard. Small rubberised pads are then in-

serted in the holes, one per line per key, according to a chart supplied, until the four directions, and fire, have been programmed.

The card is then inserted in the interface so that the rubber pads press down in a membrane, similar to that used on the Spectrum keyboard. The four preprogrammed cards simulate the 5, 6, 7, 8 and 0 keys, the 1, 2, 3, 4 and 5 or 6, 7, 8, 9 and 0 Interface 2 keys. The remaining card simulates the Kempston standard.

That process may appear rather complicated but it only has to be done once. AGF supply ten reference cards on which you can note the positions of the rubber pads and can supply additional plastic cards so you can keep a stock of preprogrammable cards. The cards can be changed while a program is running, if you are careful not to joggle the interface, and the keyboard is not disabled.

On the pre-production version tested, the expansion port had not been carried



through to the back of the interface, but AGF plans to do that on later models. It did have a useful reset button on the top of the interface and the ability to use joysticks with the Auto-Rapid Fire feature.

There are, however, some reservations about the interface. A membrane has a limited life. Also the cards sometimes fail to locate properly so that only two of the four directions worked. That could be cured by being heavy-handed when inserting

them but should not be necessary. The greatest problem is the speed of response. When the keyboard is simulated there is a delay between moving the stick and something happening. When playing a game that could mean the difference between getting zapped or living to fight another day.

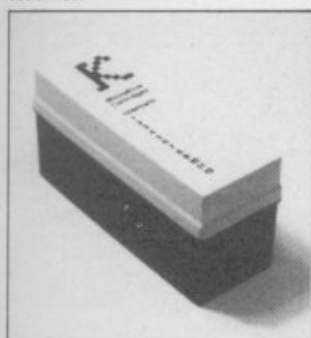
Overall, the interface has much to offer but fails to deliver. For more details contact AGF, 26 Van Gogh Place, Bognor Regis, West Sussex PO22 9BY.

## Boxing clever

REGULAR readers of the computer press may remember a bright idea sent in by a reader some time ago for storing microdrive cartridges. He suggested that some types of photographic slide boxes were just the right size to hold a dozen cartridges.

Not the sort of people to let a good idea go to waste, Kappa Keyboards, whose address is given elsewhere in Hardware World, obtained some slide boxes, printed its logo and an index on the top, and the Kappa Keyboards Cartridge Box was born. For £0.99 you get just that — a slide box with a printed lid.

If, however, you do not want the printing and only want to spend a fraction of that amount then contact your nearest photographic stockist.



## Plug for memory pegs

ONE of the more unusual add-ons for the Spectrum is the Games Board from Marvic Marketing. This is a well made plastic cover which neatly clips over the keyboard with holes over all the keys. Pegs can then be inserted in the holes which, when pressed, press down on the key underneath.

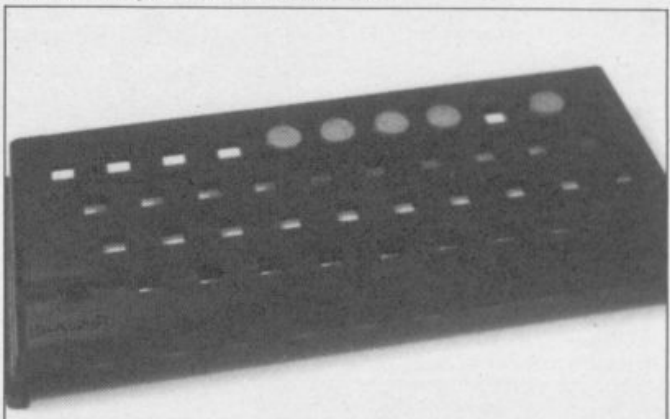
The idea behind it is that if you put pegs over the only keys you need to play a particular game then you cannot inadvertently press the incorrect key, or forget which keys you are supposed to be using. To help you in that you are also supplied with sticky labels to put on the pegs with such useful legends as Bomb,

Laser, Start, Pause, Hyper and Fire as well as a number of arrows to indicate direction.

If you are completely absent-minded then this is the add-on for you. If not then

save your money and buy a joystick.

The Games Board is priced at £9.95, from Marvic Marketing, Arndale Centre, Stretford, Manchester M32 9BB.





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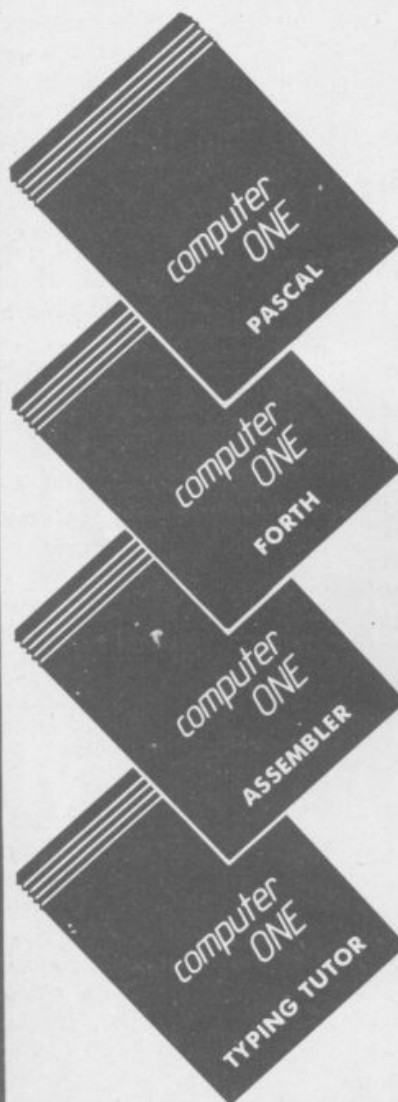
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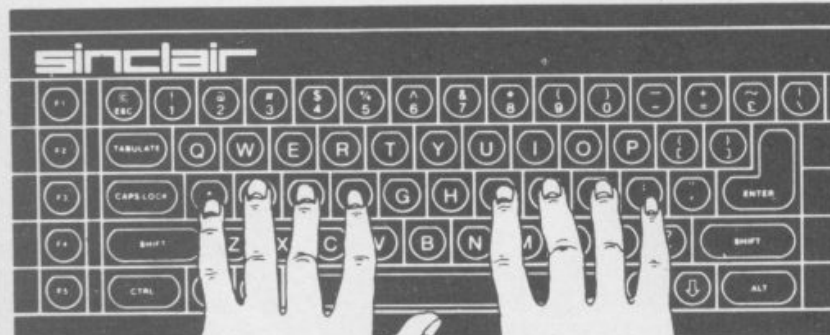
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**Acute add-on allergy?  
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write to Sinclair Surgery.**

**Sinclair Surgery**

## Readers' feedback on crash prevention

THE OCTOBER issue of *Sinclair Surgery* provoked a number of readers to write in with useful hints. Most concerned ways of stopping the computer crashing if an add-on was joggled. Charles Rowbottom of Arnside, Cumbria suggested cleaning the edge connector with Switch Cleaning Fluid, while W R Corbett of Wigan had a useful POKE for Spectrum owners. He believes crashing is caused by the NMI line being disturbed which can be cured by POKE 23728,1. That is a new one to us but if it works then the best of luck to you.

Charles also pointed out that a Stereo tape deck can be used provided that both channels are used for recording and playback. If you do this you must make sure that you do not leave the EAR lead in while saving otherwise the feedback could do nasty, expensive things to your deck.

If you have any comments regarding our replies or tips of your own then let us know. You could save someone a few sleepless nights.

### Sticky problems

I HAVE a complaint. Why do a lot of the Spectrum keyboards come away from the computer. That has happened to the computers of my friends and is beginning to happen to mine. What should I do about this?

**David Lyall,  
Moary, Scotland.**

● The part that is coming unstuck is simply the metal cover plate on which the legends are printed, which fits over the rubber key mat. That was a com-

mon problem with early Spectrums until, after a number of complaints, Sinclair changed the glue for one that did not melt due to the heat. The solution is to simply glue it back into place with a suitable glue.

### Racing wheels

CAN you answer a question concerning **Chequered Flag** from Psion? I have heard that a steering wheel was available with early copies to promote sales.

**Carl Ritchie,  
North Harrow,  
Middlesex.**

● The only steering wheel we know of was produced by Spirit Software, 1 Pembroke Mews, London W8, in conjunction with its Formula One racing game. We have never seen one of those wheels but would be happy to hear from readers, or Spirit Software, if it is still available.

### Sickly sticks

I RECENTLY purchased a Ram Turbo Interface and a Quickshot II joystick. A problem has occurred. Frequently the joystick will not respond to upward movement; I usually have to adjust the joystick cable and sometimes it will work. I am unable to return both items as I purchased them in Boots in Liverpool.

**Rory Canavan,  
Bray, County Wicklow,  
Ireland.**

● If something you have bought does not work then the only answer is to send it back.

It should be possible to exchange it through your local branch of Boots.

### Continuous firing

OWNING a 48K Spectrum, I now wish to purchase the Quickshot II joystick with the auto-fire feature. I wonder if you could advise me on which programmable interface to buy as some of them crash if you use this joystick. I cannot afford more than £30.00.

**Mark Wright,  
Rugby,  
Warwickshire.**

● This month in *Hardware World* we review the AGF Protocol 4 joystick interface. As far as we know that is the only interface which allows you to use the features of a standard Auto-Fire joystick and is priced at £29.95.

### Solder onwards

STEPHEN Neal, November Sinclair Surgery, had a problem with his keyboard. The information you gave to him was correct, but it was not practical. I would bet that the problem lies in the cheap ribbon cable in the Spectrum. I can't really see the matrix giving up the ghost, not unless the user is hamfisted.

If you're handy with a soldering iron read on.

Carefully open the Spectrum to reveal the ribbon cables. Pull them out of the sockets. Unscrew the circuit board from the base.

With a suitable desoldering tool take out one of the two ribbon cable sockets. Solder one end of a new piece of flexible ribbon cable into the circuit board at the same place where the socket came

from. Then solder the socket to the other end of the ribbon cable.

With a pair of scissors, cut back the original cable so there is a kink-free length of cable to slide into the socket.

Do the same thing to the other cable if needed if not, make sure that there are no shorts when the computer is put together again.

Wasn't that nice and simple?

**Brian St Rose,  
Ilford,  
Essex.**

● This is correct if you know what you are doing but we would not recommend that a novice attempt to solder anything to the Spectrum circuit board.

### Addressing bytes

WITH reference to your November issue I was a little surprised to read the advice you gave to D Williams and to Carl Williams concerning their problems as I would have thought that the cause of D Williams' problem, in particular, was pretty obvious. He or she was trying to dimension a numeric array, A(4000) on a ZX-81 with a 16K Rampack. Numeric variables — as nearly every schoolboy knows — require five bytes for each address in the array. Thus 4000=20K which will not go into any 16K RAM.

I regret that the advice which you gave Carl Williams was also slightly adrift. A file can be moved directly from one microdrive to another using the MOVE command.

**John Hale,  
Newport Pagnell,  
Buckinghamshire.**



# 'PSSST!'

## ...ELLO JON GOTTA NEW COMPUTA'

### Games Extra

So now you've got a new Commodore computer what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of **COMMODORE USER** has a **FREE** 36 page Games Extra. It contains six super listings for the 64, many written by professional authors for companies like Melbourne House and McGraw Hill. Shiver in Dracula's Nightmare, discover the North-West Passage in Francis Drake's Adventure or dodge the avalanche in Everest.

We haven't forgotten Vic owners either. Brickyard, Beeglebug or dodge the traffic with Hoppa. All are published complete with our 'Easy-Enter' technique exclusively developed for **COMMODORE USER**.

Look out for the January issue of **COMMODORE USER**.  
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### The Complete Commodore Software Guide

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# Spectrum Speech Synthesizer!

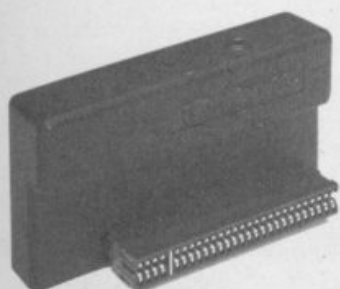


The dk'tronics synthesizer, like all their other peripherals is both Spectrum & Spectrum plus compatible, it uses the popular SLO/256 speech chip and has an almost infinite vocabulary. It is supplied with a text to speech converter for ease of speech output creation. Everything you wish to be spoken is entered in normal English, without special control codes or characters, it is therefore extremely easy to use. The voicing of the words is completely user transparent and the computer can carry on its normal running of a program while the speech chip is talking.

Although there are only 26 letters in the alphabet, letters have a totally different sound when used in different words. For example, The "a" in Hay is much longer and softer than in Hat. When you speak you automatically make adjustments because you know just how a word should sound. Not quite so easy with a computer. After looking at other speech synthesizers we decided that it was essential that the dk'tronics Spectrum Speech would offer a simple system that would enable the user to produce realistic speech that was instantly recognisable.

The solution to the problem was extremely complicated, it required hours of programming to enable the computer to look at the individual letters that make up each word and compare their relative position to each other before deciding on the appropriate sound.

I am delighted that we have now perfected what I consider to be the best Spectrum Speech Synthesizer on the market, one which has achieved my aim, within the limitations of the allophones, of producing realistic speech.



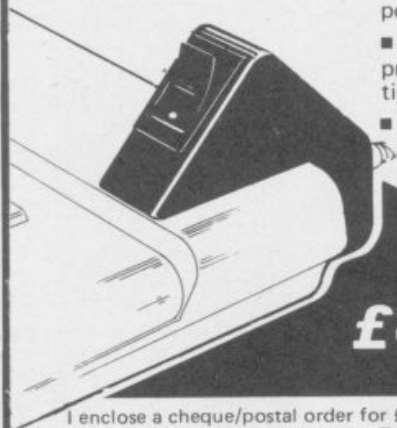
At only £24.95 the dk'tronics speech synthesizer represents remarkable value for money. Naturally it is compatible with their other peripherals which can be used via the rear through connector.

Available from department stores and good computer shops everywhere or direct from

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48K SPECTRUM

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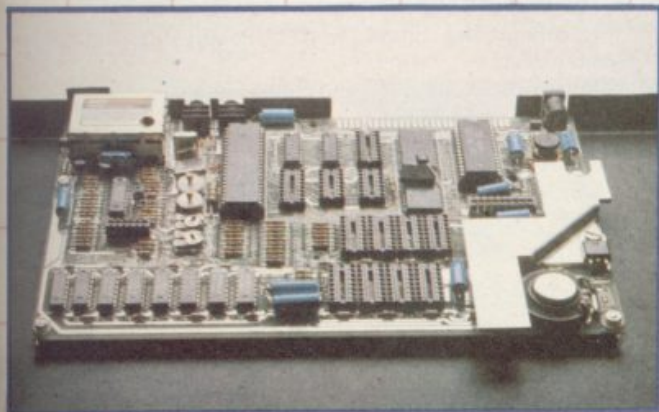
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# Here comes the chopper!

THE VIOLENT scenario of TLL has been replaced by an altogether more humanitarian mission in the sequel, **Cyclone**. Rather than provide you with a swing-wing Tornado, Vortex has obtained a nippy little helicopter, and your task is not to bomb the bases but collect vital medical supplies in the face of a colossal hurricane.

The playing area is large, an expanse of ocean dotted with islands which are being evacuated. A map option shows the overall picture, and charts the centre of the cyclone, which can move

around with frightening speed.

While the graphics are based firmly on the very successful TLL, with 3D-style landscapes and small houses, they are not as pleasing to the eye. The game has several new factors which, however, more than make up for the deficiency.

There is more animation; villagers on the islands wave at you, and the helicopter has a hook and line with which to winch up the crates of supplies. The rugged terrain of the islands may cause you to crash, but far more dangerous

are the other aircraft on the flight lanes between the islands, and the cyclone itself. While producing no apparent effect on the landscape, if you stray too close to the epicentre it will buffet you this way and that. You will be lucky to escape with your life, let alone with sufficient fuel to make it to a landing pad.

An extra bonus is the option to view the landscape from both North and South. The crates of supplies will only be visible from one direction, so you must explore the coastline carefully to find the boxes. The minute danger threatens it is all too easy to forget which way you are heading and fly straight into the eye of the storm.

While offering less opportunity for flashy aerobatics than its predecessor, **Cyclone** presents more problems and is more satisfying to play. The graphics are still effective, if less complex, and the concept of battling against the weather as well as your own cackhandedness is novel and welcome.

Chris Bourne

## CYCLONE

Memory: 48K  
Price: £6.95  
Joystick: Sinclair, Kempston,  
Protek  
Gilbert factor: 8

# On a level with Ted

CHIPS, chips, everywhere and not a bite to eat. After all, who wants to eat the silicon variety?

Hewson Consultants obviously believe someone might like a byte and have launched **Technician Ted**. It is yet another platform game bearing startling similarities to **Jet Set Willy**.

You play the part of Ted in a silicon chip factory. It is a massive place and to get his meal of chips, Ted has to complete various tasks allowing him to pick up a glass, knife and fork and so on.

The graphics are highly coloured and scroll smoothly — transition from one screen to another is well oiled! Ted almost waltzes round the factory to the *Blue Danube*, a rousing number even when played on the Spectrum.

Technician Ted is guaranteed to keep avid arcade adventurers happy for a few days. However, if you prefer something with more zap, don't go anywhere near the silicon factory.

Clare Edgeley

## TECHNICIAN TED

Memory: 48K  
Price: £5.95  
Joystick: Sinclair, Kempston  
Gilbert factor: 7

# Eysenck, the shrink

PROFESSOR Hans Eysenck is one of the gurus of modern psychology, renowned for outspoken and often controversial views on the nature of human thought.

His recent book of personality tests, published by Penguin, became a minor bestseller, and the tests have now been released in the form of a computer program.

It must be emphasised that the tests are not supposed to have any clinical value, but are simply an entertaining questionnaire of the type that appears in glossy magazines, but glorified by the authority of the good professor.

The questions include all the things that you might expect, such as 'Have you ever wished you were dead?' or 'Do you feel you are a failure?'. In amongst these depressing interrogations are more intriguing queries, such as 'Do you eat your meals faster than everybody else?' or 'Would you like to watch a pornographic movie?'

Each test comprises about 200 questions. There is a facility to SAVE the data from each completed test so as to produce a grand display of all your faults and virtues in one soul-destroying blitz.

Taken as entertainment,

which is Mirrorsoft's purpose in releasing the program, **Know Your Own Personality** is good enough fun. One should not, however, believe everything the program says. Eysenck may be a leading authority, but even he cannot be expected to get it right with a silicon cushion between him and his patient.

Chris Bourne

## KNOW YOUR OWN PERSONALITY

Memory: 48K  
Price: £9.95  
Gilbert Factor: 6

# Time for bed, said Zebedee

IN **The Magic Roundabout**, from CRL, Dougal and the gang are still playing happily in the Magic Garden where Dougal's aim is to build a house of sugar before bedtime. He has to collect lumps of sugar dotted around

the garden and dump them at the Magic Mushroom — resembling a deformed flower — where a train will appear to transport them to his house.

Sprite characters make up the graphics and although

they are a faithful copy of the original characters the movements are jerky and slow.

Not a game to start the adrenalin flowing — in fact it will continue to course sluggishly through your veins — it is great nevertheless to see that Dougal and friends are still around, even if they have been incarcerated in RAM for posterity.

Clare Edgeley

## MAGIC ROUNDABOUT

Memory: 48K  
Price: £6.95  
Joystick: Protek, Kempston,  
AGF  
Gilbert Factor: 5

more software on page 38





# The tales of Viking Eric

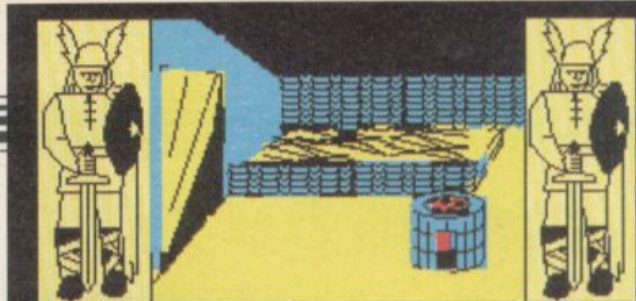
BASED on the book by Terry Jones, **Erik the Viking**, although published by Mosaic, has been programmed by Level 9. The adventure does not simply rehash the original but uses extracts from it to provide background and clues for a new saga.

Erik has settled down to become a prosperous farmer. While his sons go a-viking in the summers he prefers to sit by his hall fire and hear their tales. His contentment is short-lived and one day, as he

snoozes under a tree out on his pastures, his farm is raided by strange creatures from the outlands. He wakes to find his family and wealth have been taken.

The game begins at this point and Erik's task is to get his ship and crew together and then head down the fjord to the open sea. Appalling danger and powerful magic await him.

The program is attractively presented and the location graphics are well made, giving



are north to the shore, east to the sound and south to rocks.  
What now? E  
Erik is in the sauna. The only exit is west to the beach.  
Erik can see a stove.  
What now?

ing a fair flavour of the period. They take a little time to draw but can be removed by entering 'words'. The scenario is imaginative and full of event. There are enchanters, goddesses, sea monsters and vicious enemies.

The puzzles appear to be quite complex, as we might expect from Level 9, and Erik's journey is full of

choice and decision. Even setting off requires a lot of forward planning.

The interpreter does not seem to have suffered too badly from the space given over to graphics though there were times when it could have been more helpful. In general, though, Erik the Viking is entertaining, complex and very good to look at. Even with a few minor criticisms Level 9 games are well above the normal standard of most adventures and this one is no exception, a blend of heroic adventure and detective story.

Richard Price

## The flight of the BMX biker

EDDIE KIDD may have found it a doddle jumping 14 buses but in **Jump Challenge** it is not so easy.

In the official Eddie Kidd version from Martech Games, you are given the chance to beat Eddie's world record jump — secure in the knowledge that every time you fail your bones remain intact.

Peddalling furiously on your BMX, you warm up with a gentle jump over a mere 18 oil drums. It is quite easy — complacency sets in.

On graduating to motor bikes there is a relatively small jump over eight cars for starters! If, as the instructions state, you land with your back wheel on the ramp you should be all right.

The game calls for a large combination of skill, luck and the ability to judge speeds and distances. The speedometer and rev counter are a help but the main idea of the game is to teach the player to 'get the feel' of the bike.

The position of the rider is critical during the flight as he controls the angle of the bike. Making him lean backwards or forwards alters the bike's trajectory so that a safe landing can be negotiated. You will need to put in a lot of

practice to get it right.

The game is well written and includes all the elements of skill and coordination that make an exciting program. There is one irritating aspect. If you repeatedly fail to clear the eight car stage, the game will end and start again with

the BMX warm-up. When you are itching to get Eddie into the air, that stage seems a waste of time.

Clare Edgeley

### JUMP CHALLENGE

Memory: 48K

Price: £6.95

Joystick: Not specified

Gilbert Factor: 6

### ERIK THE VIKING

Memory: 48K

Price: £9.95

Gilbert Factor: 8

## At one with the elements

ZENJI is a strange game but one which has become a cult in the United States. It is an Activision import which has been hurriedly translated to the Spectrum.

In order to become a master you must rely on your intuition to feel the forces flowing through the game's maze. Your playing piece is a face which revolves as you move the joystick or the keypad defined on the keyboard.

It starts at a central element

and you must move it round the corridors and connect it to other elements which lie at the nodes of the corridors. If you hit a connection then a power wave is started between the original and new element and a link established. Part of the maze lights up with the radiance that those sources give off.

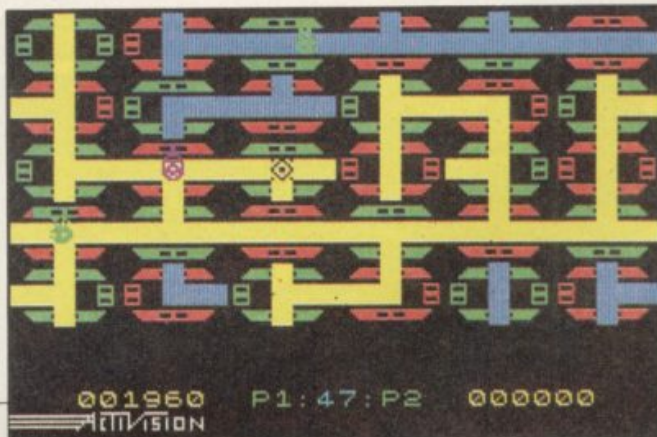
The higher levels of the game involves mazes which fill the whole screen and creatures which will only be too

happy to feed on the energy that propels your character. If you bump into one then you will lose a life.

You will find that you will get better at the game and reach the higher levels but in **Zenji** experience is gained through insight and not mental reasoning. There is a way to beat the game at all its levels using logic but that spoils the excitement and we do not intend to reveal the answer.

Ultimately, Zenji is a test for two players. When you have enough mastery over the mazes then you should find a friend to pit your wits against.

John Gilbert



### ZENJI

Memory: 48K

Price: £7.99

Joystick: Programmable,  
Sinclair, Kempston, Cursor  
Gilbert Factor: 8



# Bargains are bootyful

IN A BID to capitalise on the computer gaming scene, British Telecom has recently entered the market with their Silver range of games — priced at £2.50.

They are a mixed bag. BT's claim that the games are worthy of a five pound price tag seems to be applicable to only two of the games reviewed here. The remaining two would be expensive at any price over £2.50.

In **Booty**, you play the part of Jim the Cabin Boy who finds himself aboard the infamous pirate ship — the Black Galleon. One night while most of the pirates are sitting down to a steady drinking spree Jim creeps round the levels of the ship to steal their loot.

However, life is not always a game and Jim finds himself in the suds when he realises

that not all the pirates are drunk — some have been left on guard. To get into their cabins, he has to steal the keys from under their noses.

The graphics are excellent with half the game portrayed in the increasingly popular style reminiscent of **Sabre Wulf** and **Pyjamarama**.

**Viking Raiders** is a different kettle of fish. It is a strategy game set amongst warfaring vikings back in the days of King Canute.

There are four armies, each headed by a Viking chief. The aim is to defeat the other three armies and become victor and ruler of the area. Dirty tricks abound and your catapults can be used to devastating effect.

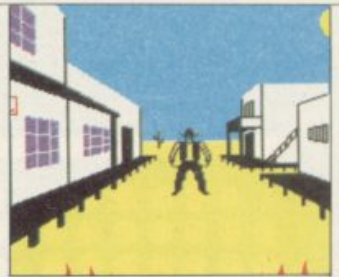
The graphics are sparse and basic. Each army takes a different colour which is hard on the eyes. Bright blues,

pinks and greens may look nice in the programmer's imagination but they look terrible to the player who has to squint to see what is going on. However, there is enough appeal in the game to detract from these basic graphics.

The remaining two games are **The Wild Bunch** and **Exodus**. The Wild Bunch is an adventure set in the wild west. Framed for a murder you didn't commit, you are out to nail the Wild Bunch. The game resembles a superior multiple choice with a selection of options given to you at every move.

Adventures written in that style are rarely as exciting as those written in the more conventional mode — they rapidly become tedious. Billed as a graphical adventure, The Wild Bunch has a few scenes dotted around the adventure which are well depicted. For the most part though it appears to be mostly text.

Exodus is your average arcade game packed with characters cloned from other games. Mutant llamas abound, hover mowers, galleons and TV sets lurk and assorted aliens merely wait to



get you. The game lacks excitement, the graphics flicker and the sound is fairly average.

Clare Edgeley

## BOOTY

Memory: 48K

Price: £2.50

Joystick: Kempston, Sinclair, Programmable

Gilbert Factor: 7

## VIKING RAIDERS

Memory: 48K

Price: £2.50

Gilbert Factor: 6

## THE WILD BUNCH

Memory: 48K

Price: £2.50

Gilbert Factor: 5

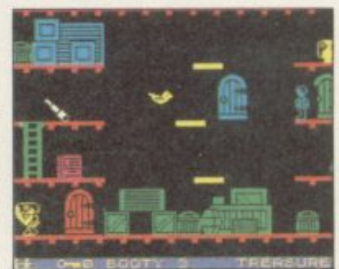
## EXODUS

Memory: 48K

Price: £2.50

Joystick: Cursor, Kempston

Gilbert Factor: 3



## Bikers out of control

ONCE they have fathomed how to choose the game control options budding BMX star-warriors should have a pretty good time with **Starbike**, a fast arcade production from The Edge.

You must steer your starbike across the planet's surface to rescue friendly droids and return them to the safety of your lander module via a teleport located in your sector.

Large numbers of hostile alien objects swarm over the screen and will eventually wear out your shields and send you to wherever it is deceased BMX star-warriors are supposed to spend eternity.

There are a number of control options and you can choose from several joysticks, the Fuller Master Unit, Interface 2 and Currah micro-speech. Working out how to select those requires a couple of A Levels.

It may take you some time to get used to the thrust con-

trols but, all told, the game is exciting and quite addictive.

Richard Price

## STARBIKE

Memory: 48K

Price: £6.95

Joystick: Kempston, Fuller, Protek, Sinclair

Gilbert Factor: 6

## Under starter's orders

AS A RESULT of the tremendous success of Track & Field in the arcades in this, the Olympic year, a number of companies have jumped on the bandwagon to produce clones for all micros.

The latest to enter the great race is Melbourne House with **Sports Hero**.

Crammed into the Spectrum's memory are four events — 100 metre sprint, long jump, 110 metre hurdles and the pole vault with a choice of three levels.

Under starters orders — BANG — and the runners were off, haring through the streets past graffiti covered billboards proclaiming 'Brix-

ton Rules'. No time to recover — on to the next event.

If you qualify in all four events you will go onto the next level where you will find yourself running for the university team.

The game is played in the same way as Track & Field where you have two run buttons and a jump button — necessary for hurdles, pole vault and the long jump. In order to run you will have to press the run buttons rapidly and an indicator will chart your speed.

A few small grouses — there isn't any sound except for a bleep from the starter's pistol. The game would be

greatly enhanced if you could hear the sound of feet pounding up the track.

Sports Hero is a one player game so you do lose the competitive aspect when playing with someone else and there are only four events albeit over three difficulty levels. Programmers are stretching the Spectrum to its limits — more events would have added a welcome variation.

Clare Edgeley

## SPORTS HERO

Memory: 48K

Price: £6.75

Joystick: Sinclair, Programmable

Gilbert Factor: 6

more software on page 42

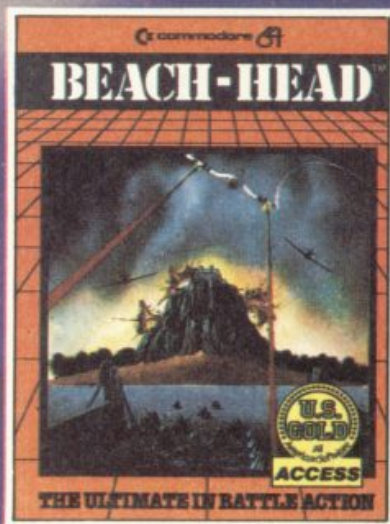


# PART

## THERE'S NEVER BEEN A BET

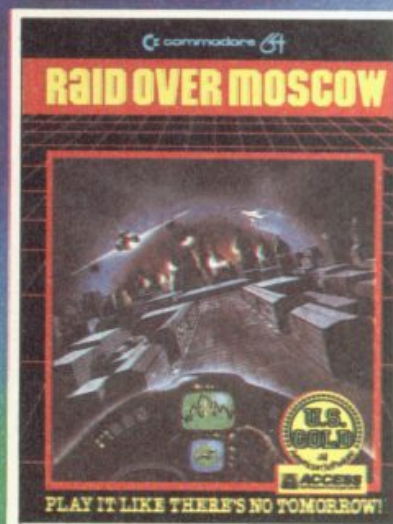
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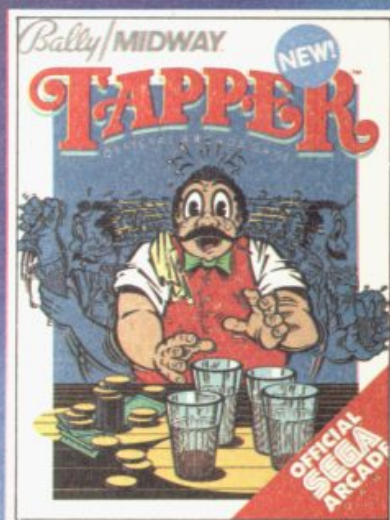


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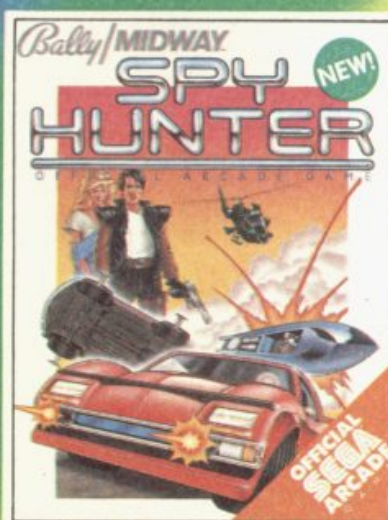


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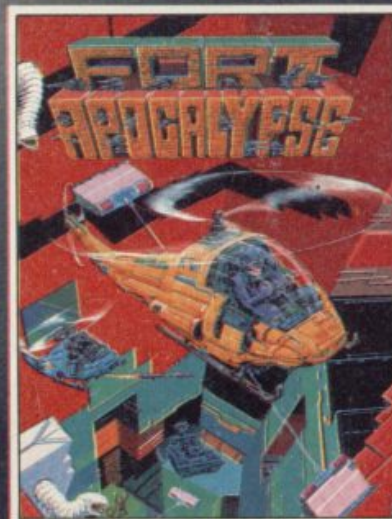
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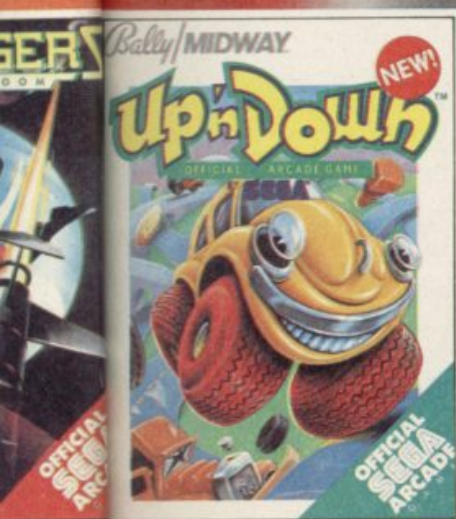
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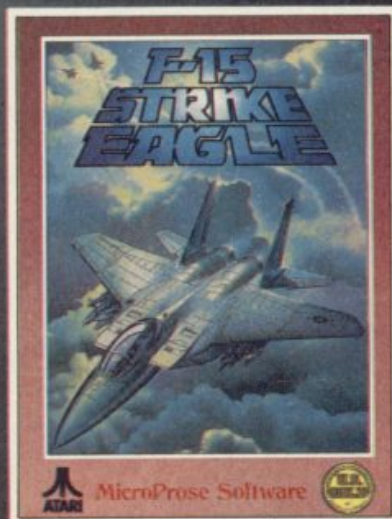
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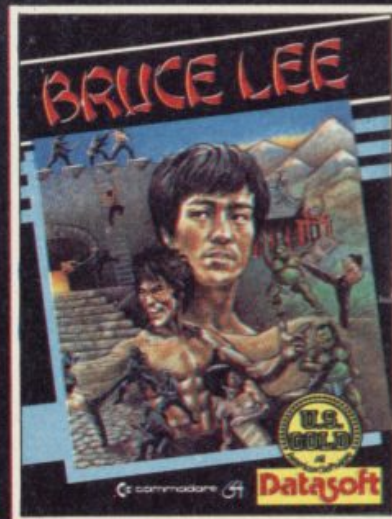
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# Action through the ages

EUREKA!, Ian Livingstone's package, from Do-mark, contains something for everyone. Each of the five sections is prefaced with an arcade game which builds up the character's strength, or vigor, but tires the playing fingers.

In the prehistoric maze you are represented by a little figure, the size of a character square and difficult to distinguish from its background. You must guide it around the

maze, picking up roast chicken legs while avoiding flashing squares which rush at you and jumping on those which try to run away.

All those antics have a strange sort of logic to them. If you want to keep your sanity, however, it is best to pick up the nearest leg and make a dash for the exit. If you are not quick enough on the fire button, for this game surely requires a joystick, more chicken legs are scat-

tered around the maze.

Once through the finger punishment phase one of the adventures may be loaded. Those take you into a series of time slips through which you have to travel to find the pieces of a talisman first discovered on the moon by Apollo XVII but later shattered and lost in time.

First stop is the prehistoric age in which you can become breakfast for a dinosaur, discover hidden pitfalls, and become lost in one of the many forests which dominate the land.

If, after that, you are inclined to travel further you can load the next program and slip back to Ancient Rome where the slaves are revolting and the lions ravenous. Livingstone's long asso-

ciation with role-playing games ensures that full mythology value is injected into the scenario.

The mythological strain continues with a trip to Celtic Britain where you have to rescue the wizard Merlin and meet the crew of Camelot.

Once you have got those pieces of the talisman you can travel to the two final segments of the package which take place in the near past.

Despite the combination of arcade and adventure games the package is disappointing as it offers nothing new.

The package is good value however, especially considering the £25,000 prize for the lucky winner.

John Gilbert

## Heroics for he-men

THE USUAL lantern-jawed, muscle-bound hero adorns the cover of **Tower of Despair** from Games Workshop. A swift reading of the background history reveals a plot and setting not too far removed from *Lord of the Rings* — the hellish and very nasty sorcerer has resurfaced and orcs are abroad.

The Wizards' Council is extremely worried and has summoned you, the warrior-mage of Castle Argent and part-time weight lifter, to remove this Malnor chap and his demonic legions.

To do that you must find the Golden Gauntlet, currently in the possession of another elderly ex-hero. Journey through the wilderness, survive many perils, find the Tower, rub out Malnor. So much for the plot.

The adventure contains two complete sections. The program is written on the Quill and is text-only, though the character set has been changed to a pleasant medieval script with the occasional illuminated capital.

Naturally enough there are assorted monsters to overcome and care will need to be taken with the magical artifacts you encounter.

D & D devotees will probably feel at home in the land of Aelandor but more reluctant heroes may find they have been there too many

times already.

Richard Price

### TOWER OF DESPAIR

Memory: 48K

Price: £7.95

Gilbert Factor: 5

# Conquer Kent, crush Kabul

ALTHOUGH there have been many attempts to produce wargames on the Spectrum of comparable quality to the boardgames of the mid-seventies, few have managed to match their ancestors.

Lothlorien has attempted to rectify that with **Confrontation**, a system which allows players to define their own maps and forces for play.

The system suffers from being a two-player game, relegating the computer to the role of the umpire.

Battles are modern in style, with armoured and foot infantry, aircraft and artillery. The mechanics are of the move-fire type, with mobile units moving first and each player moving in turn.

The graphics are attractive and easy to follow. There are no confusing figures to interpret.

The Confrontation package includes a simple scenario to start you off. Lothlorien has also released a cassette of scenarios based on 'real' events, which cannot be used without the original program.

The scenarios are bold in conception; Egypt vs Israel across the Sinai desert is an exercise in chess-like precision of communication lines.

An Angolan scenario in which Unita defends coastal strongpoints against Cuban-trained forces introduces the possibility of South African reinforcements.

Operation Sea Lion enters the world of alternative history with the German invasion of Kent, while the fourth scenario has a Soviet column attempting to force a passage through the mountain passes of Afghanistan.

All of the scenarios, as well as the main program, are

well-constructed and represent challenging problems for keen wargamers. They will welcome the series with enthusiasm. But those who cannot claim to be avid armchair generals are less likely to find a sometimes frustrating business enthralling enough to justify the investment.

Chris Bourne

### CONFRONTATION MASTER PROGRAM

Memory: 48K

Price: £7.95

Gilbert Factor: 7

### CONFRONTATION SCENARIOS VOLUME 1

Memory: 48K

Price: £5.95

Gilbert Factor: 7

more software on page 44





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# An audience with Machiavelli's Prince

DUPLICITY, cunning and self-interest are the keynotes of the 1984 Cambridge Award winner, **The Prince**, written by John Sherry and published by CCS. The title is consciously derived from Machiavelli's handbook of politics and is designed for four players.

Set in a gloomy renaissance fortress the game is a combination of strategy and adventure formats. The aim is to become Loremaster and chief counsellor to the Prince, ruler of this land, and each character must get to the top by any means possible —

whether it be theft, kidnap or mayhem.

After engaging the services of henchmen — who can 'hit' other castle servants and characters — and spies who can report on the actions of other people, each player moves around the fortress giving instructions to his staff and trying to secure the tokens which will ensure advancement. Goods can be bought and sold from the castle trader and a banker will arrange transfers of cash. Each player has a passcode which will allow him to take his turn — other players are

not supposed to observe this but are sure to try.

Life is not simple since any of the spies and henchmen recruited may well be working for other player-characters and information may be bought and sold.

The computer keeps track of your money and possessions and informs you of your current position at the beginning of each turn. Input is in standard verb/noun combinations and there is a hidden vocabulary besides the predefined commands for controlling your gang.

The Prince will involve you in much bargaining and chicanery with the three other human players. Alliances may be formed and broken, lying and deceit will be the most normal interactions. An audience with the

Prince himself is possible but he is temperamental and will brook no impertinence.

Ten inputs are allowed for each turn so you must plan your strategy carefully. Pictures of the people you are talking to are shown on-screen and the character set is a mock-gothic script.

The game is well-constructed and, since you only ever have a partial view of the goings on, is full of the unexpected. *Diplomacy* addicts will feel quite at home here as the web of treachery spreads through the palace and it is easy to become utterly absorbed in your character.

Richard Price

**THE PRINCE**  
Memory: 48K  
Price: £7.95  
Gilbert Factor: 8

## Code of the warrior

BEFORE your very eyes the bestial forces of the Darklords have destroyed your monastery and friends. Revenge is in your heart but you must first reach the capital and warn the king of the impending onslaught. War and danger will bedevil your every step.

**Flight from the Dark** is

an overlay is provided for the purpose — this could have been made more solidly.

The graphics are animated and you are shown walking or riding through the locations. If you encounter an enemy there is a very clever combat sequence which allows you to thrust, swipe, chop and parry with whatever weapons you



the computer version of the Arrow single role-play book and the program is packaged with it for double enjoyment and references. The program contains new situations but follows the original plot and the screen display will show if you are dealing with a section of the book by indicating the relevant paragraph.

Options are scrolled up below the graphic display and the choice is made by a key-press. Other actions are also controlled by single keys and

currently hold. This is in real time and can be a nail biting experience as your survival will depend on the fighting skill you have built up in the course of your travels.

Addicts of the book version will find the program every bit as demanding and exciting. The general quality of the graphics enhances that pleasure.

Richard Price

**FLIGHT FROM THE DARK**  
Memory: 48K  
Price: £8.95  
Gilbert Factor: 8

## Willy in armour

IF YOU OWN a 16K Spectrum and have felt left out since Manic Miner and Jet Set Willy were produced for the 48K machine then **Sir Lancelot**, from Melbourne House, may take away some of the heartache.

Although the author does not equate the game with the best-selling Willy series there are some obvious parallels. As the fabled knight in shining armour you must investigate 24 rooms through which have been strewn treasures, including keys, crowns and gold, and seven different types of monster. They move mechanically up and down or across the screen and your task is to develop a strategy to

defeat them and retrieve the treasure.

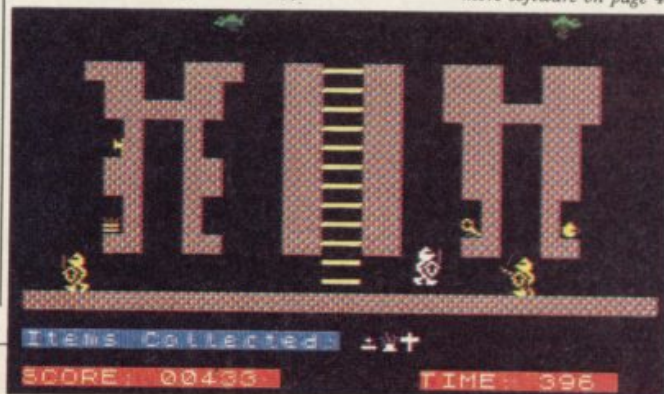
The solutions to the treasure quests on each screen are made harder when the objects seem to be out of reach. However, each screen contains an answer and it just takes practice to get to the next one.

Sir Lancelot is a 48K game crammed into a 16K machine and as such the author should be congratulated.

John Gilbert

**SIR LANCELOT**  
Memory: 16/48K  
Price: £5.95  
Joystick: Kempston, Sinclair, Cursor  
Gilbert Factor: 7

more software on page 48





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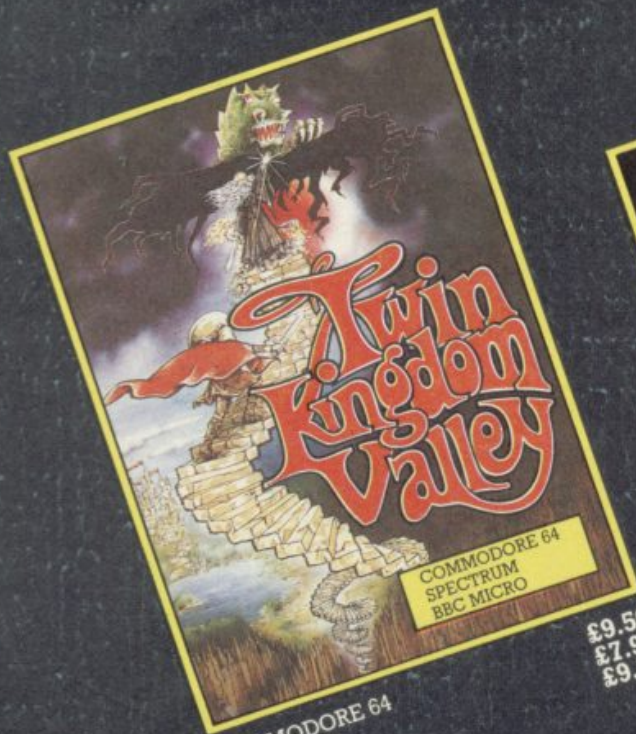
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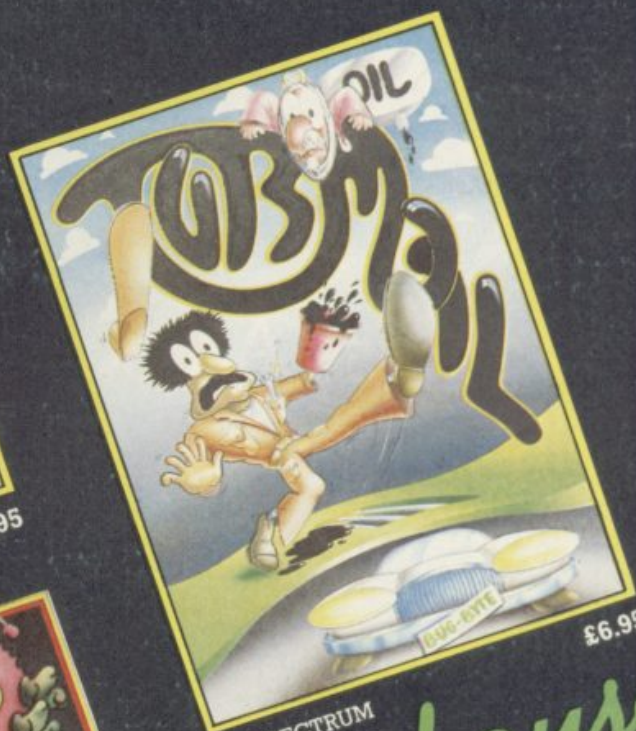
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# Celtic quest of Cuchulainn

OTHER programmers will find it difficult competing with **Tir Na Nog** from Gargoyle. Until you have loaded up you may think that the booklet's boast of a 'computer movie' is pushing it a bit. Not so — this animated graphics adventure is bound to become a classic of Spectrum programming and portrays the travels and adventures of the hero Cuchulainn through the Celtic afterworld, Tir Na Nog.

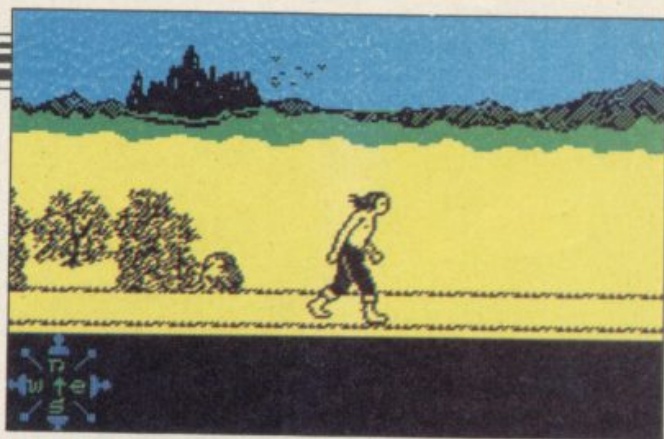
Cuchulainn strides tall, clear and purposeful along the paths of his world. Fore-, middle- and backgrounds scroll independently behind him, giving a convincing likeness of real movement. The camera angle can be altered so that he can be seen from four viewpoints and the scenery changes accordingly. The clouds roll, smoke billows, birds flutter.

Other characters are shown

in equal detail and live their own lives whilst Cuchulainn obeys you in his search for the fragments of the Seal of Calum.

Not that you have to pursue the quest. You may choose to wander the roads and explore the intricacies of the world or follow secondary objectives that may well need to be completed before the major aim can be accomplished. Other characters may lay tasks on you too and events may force you in a certain direction at times.

Beware of the Sidhe, those powerful, dangerous and magical beings who also use the pathways. Combat may occur if all else fails and Cuchulainn can thrust with any weapon he may have found. To progress and survive you will need persistence, lateral thinking and good luck — though of course you cannot be killed, merely returned to



the beginning.

The game is not designed as a text adventure and uses the keyboard for movement and initiating various actions. Do not be misled by this into thinking that it is an arcade game — the program scope is vast and the world it depicts is alive and full of atmosphere. This is a full adven-

ture and, with no single or simple solution, may keep you occupied for a long, long time. Highly original and stunningly presented.

Richard Price

**TIR NA NOG**  
Memory: 48K  
Price: £9.95  
Gilbert Factor: 9

## Grasshopper's leap

BECOME a master of the ancient oriental art of Kung-Fu without dislocating your back or having the wind knocked out of you.

**Kung-Fu**, from Bug-Byte, is described as a totally animated combat game for two players or one player and the

computer.

Each player controls one of the Kung-Fu fighters which must approach each other in a very inscrutable way before bashing the hell out of each other. Bug-Byte may enthuse about the graphics and crow about the cleverly designed fighters but, although the display initially looks impressive, movement is jerky and action slow. The fighters move as if they are robots.

Much emphasis is put on the techniques which the fighters can use when in action. Such moves are fairly authentic but the movement between a standing pose and making contact with the other player could have been made more realistic.

If you are going to play Kung-Fu with any kind of agility then you will need a joystick. You will then at least get some enjoyment out of it and not get whitewashed by a computer Ninja.

John Gilbert

**KUNG-FU**  
Memory: 48K  
Price: £6.95  
Joystick: Programmable, Cursor, Sinclair, Kempston  
Gilbert Factor: 6

more software on page 50

## Game for the turtally warped

CLAIRVOYANTS should have a ball with **Turtle Timewarp** from Softstone. A brief examination of the cassette blurb reveals nothing about the game apart from the loading instructions.

After a nice loading screen information appears offering redefinable keys, joystick and start options. Fine, you say, and punch the start key, thinking that enlightenment will arrive before the game gets under way.

It does not. The only reference to the aim of the game is the brief 'save all turtles in this amazing game' on the back end of the insert.

The screen depicts a small 2D maze with questionmarks in the dead-end portions. You manoeuvre a turtle round the maze into the questionmarks. Sometimes that results in the

creation of unpleasant insects to add to those already chasing the turtle.

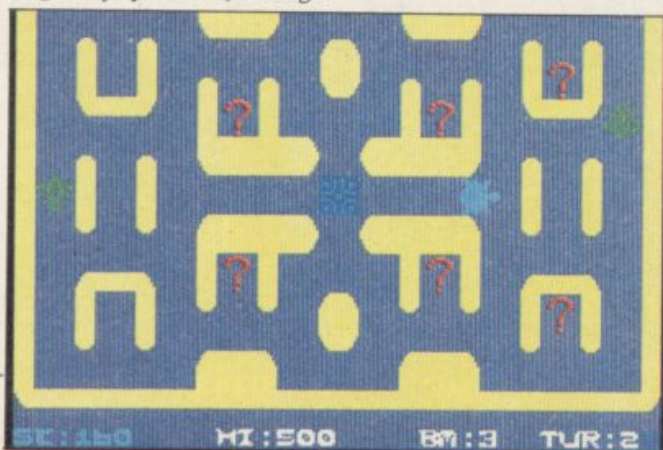
Sometimes a house is materialised which blocks off corners and makes life more difficult for the biting bees. If they get you, you lose a life. Once you have managed to explore all the questionmarks you move up a screen.

With no game concept to latch onto the business seems singularly pointless, though

the graphics are reasonably fast. The competent rendering of *Für Elise* was more gripping than the game and the choice of questionmarks as symbol very apt. A crystal ball could come in handy if you have one.

Richard Price

**TURTLE TIMEWARP**  
Memory: 48K  
Price: £2.99  
Joystick: Kempston  
Gilbert Factor: 4







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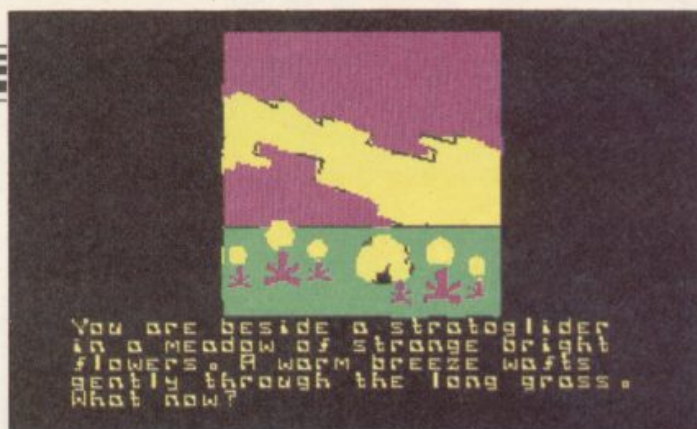
# Snowbound in Eden

DOWN to earth at last, Kim Kimberley, secret agent extraordinaire and saviour of the starship *Snowball*, has been framed for an act of sabotage. Fleeing the wrath of the woken colonists she steals a stratoglider and enters the atmosphere of Eden, the *Snowball's* destination. Condemned to death she has only a short time to hide in the luxuriant and bizarre undergrowth of the planet. The ship need only turn its engines towards her to fry her to a crisp.

So begins **Return to**

**Eden**, another brain scrambling adventure from Level 9 and sequel to **Snowball**. The presentation has changed — the game includes location graphics, yellow word display on a black background and 'write ahead'. That feature allows you to input text in a continuous flow without waiting for the cursor to reappear.

There are around 250 locations and Level 9 claims that the use of graphics has not adversely affected the amount of description or the general quality. Initial exploration



seems to back that up. If you find the graphics too slow they can be switched out.

Once safe in the jungle you must head out for the robot-manned city in the east. You must survive amongst the beautiful but lethal flora and fauna and avoid the robot devices which protect the city.

Problems and puzzles abound; this is a world unknown to humans and many plants or creatures have odd properties. Just trying to survive ten minutes is difficult — Level 9 keep rolling those

heavy dice on you but give you a few resurrections before finishing you off.

Exhausted compulsives of the firm's other works may just as well admit to themselves now that they probably won't be sleeping much for the next few months. Atmospheric and original.

Richard Price

## Space, the final . . . ?

THE AGE OLD game of **Star Trek** has been resurrected to bring to your screens **New Cylon Attack**, from A'N'F Software.

Following the successful BBC version of the game, **New Cylon Attack** now boasts improved graphics and playability.

The storyline is familiar and brings to mind scenes of a portly Captain Kirk at the helm of the *Starship Enterprise*. You are pilot on board a supply ship carrying reinforcements to a distant planet in a war-torn galaxy.

The game portrays the sights of your laser gun in the middle of the screen with moving crosshairs. By moving these you are able to pinpoint the Cylons as they fly at the mothership.

As well as the radar scan-

ner there are a few other instruments which need constant monitoring including fuel situation, the state of your lasers and shield strength.

Your tanks may be refuelled during the game, which involves wandering round space looking for the mothership to dock on to. No fun with empty tanks and as often as not your fuel will run out just as she is in sight.

The graphics aren't astounding and the sound fairly average. **New Cylon Attack** is not the most original game but it is by no means the worst.

Clare Edgeley

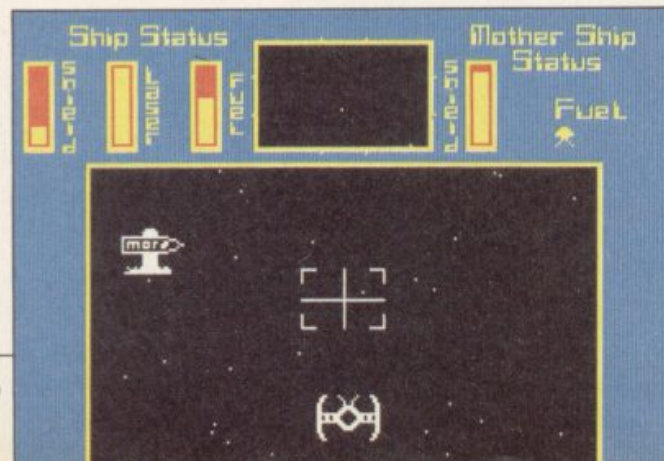
### NEW CYLON ATTACK

Memory: 48K

Price: £5.75

Joystick: Kempston

Gilbert Factor: 5



## A better Basic

BETA BASIC, from Beta-soft, has already established itself as the standard extended Basic for the Spectrum. The launch of version 1.8 confirms that view with routines added to support Interface and microdrives.

The new language adds 30 new commands and 20 functions to Sinclair Basic and makes use of the structuring commands which are available for machines such as the BBC Micro and the Commodore SX-64.

The language is so much better than the Sinclair Basic. As well as the structure commands such as DEF PROC which creates procedures similar to those on the QL there are also programming aid utilities, graphics commands, easier access to the memory of the Spectrum and a real time clock which even has an alarm.

The utilities include an AUTOLINE number command, a command which TRACEs the number of a line as it is executed in a

program RUN and a horizontal screen SCROLL which behaves in a similar fashion to that on the ZX-81. There is also a ROLL utility which will scroll the screen vertically in any direction.

The 20 new functions include a PEEK which looks at 16-bit words, decimal to binary and decimal to hexadecimal converters, a SCREEN\$ command which recognises both ordinary and user defined graphics and a function to convert a number into a different format such as that of decimal currency.

It is a great pity that Sinclair Research has not brought out a version of Beta Basic on its new Spectrum+ either on board the machine or as a microdrive cartridge or ROM. Beta-soft turns Sinclair Basic from a good version of the language to a fantastic one.

John Gilbert

### BETA BASIC

Memory: 48K

Price: £11.00

Gilbert Factor: 9

more software on page 52



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# Knocked for six

A "REVOLUTIONARY" concept, at least according to publisher Computer Records, has recently hit the streets in the form of a compilation of 12 popular games from companies including Bug-Byte, Quicksilver, Anirog and Ocean.

They have been released under the collective title **Select 1** and the company claims that if every game was brought separately the player would have to pay about £70.00. Quite a saving.

Some of the games are an-

cient but in the same package you will find more recent titles which include **Hunchback, Mr Wimpy, Missile Defence, Pool, Denis through the Drinking Glass** and **Moon Buggy**.

In **Denis through the Drinking Glass**, the idea is to help Denis Thatcher stagger to the Gravediggers Arms to revitalise the parts that Maggie cannot reach.

In this Quilled adventure from Application Software, Denis is at his wits end — there is not a drop of booze at

No 10. Escaping from Maggie's loving clutches is no easy matter and apart from the worry of being caught by the wife he has to negotiate sundry personalities as Mary Whitehouse and Ken Livingstone en route.

The player has only ten moves in which to find the elusive flask of gin which makes up Denis' breakfast. Without it he will fall into a stupor and the game will end. Delirium tremens sets in if at the ninth move Denis still hasn't had a swig.

Denis through the Drinking Glass gently mocks the Iron Lady and her retinue in a game which can be great fun.

Missile Defence from Anirog is based on the classic arcade game where you have to protect your city from a murderous alien attack. The game is quite fast, but your bomb sights move too slowly to contain the aliens on the higher levels.

Moon Buggy, also from Anirog, is a poor representation of the original game. The graphics are sketchy with an almost unchanging background, and the aliens are almost non-existent.

However, the package is very good value especially as a Christmas present. You may well have most of the games but even the three or four games which are new to you will make the package worthwhile.

Clare Edgeley

**SELECT 1**  
Memory: 48K  
Price: £12.49  
Joystick: Available for some of the games  
Gilbert Factor: 7

## Arthur's unoriginal adventure

REMEMBER the old dinosaur mazes? Moving along one square at a time you could turn right or left to enter side passages. **King Arthur's Quest** uses a similar type of movement system, though the countryside and rooms depicted are not bounded in the same way.

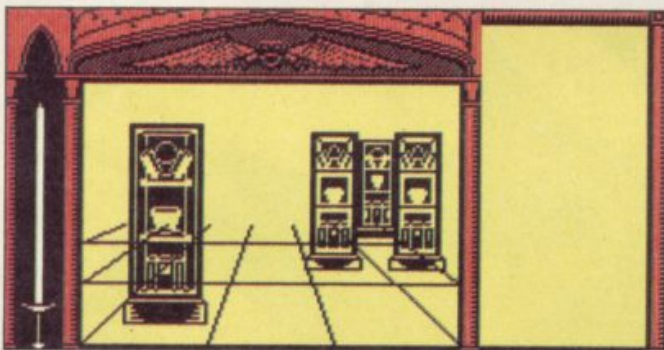
The wicked Morgana Le Fay has put a spell upon the land. The world is slowly dying and you must save it from the Enchantress and her magic. You begin in Merlin's cottage and must examine the grids to collect useful objects or meet the various characters.

There are nine basic actions each carried out by a single key press — a rather flimsy overlay is provided to show the relevant keys.

This is not a normal text adventure, given the very limited range of input, and may consequently appeal to a younger age group. The graphic displays are sufficiently pleasant, though unoriginal in style, and the response time is fast. There is a microdrive transfer facility but if you are killed during play you must reload.

Richard Price

**KING ARTHUR'S QUEST**  
Memory: 48K  
Price: £7.95  
Gilbert Factor: 4



## How to make a touchdown

FOURTH down and three. Will you run or pass?

If that means little to you then you are clearly no fan of American Football. Recent television coverage of the sport has aroused an interest in Britain, and Argus Software has responded by releasing a simulation, **American Football**.

The game is a strategy version, in which you as the team coach select your style of attack or defence from a menu, and the computer, or another player, selects a response. The results are displayed on the screen with animated graphics rather in the style of **Football Manager**, with small figures moving into various positions and working through the selected plays.

American Football lends itself well to computer simulation,

as the real game is played as a series of tactical set pieces where the object is to gain as many yards from a single play as possible, before scoring a touchdown by taking the ball across the opponents' goal line. Since the game proceeds in fits and starts, the computer version does not lose so much realism as comparable versions of Soccer or Basketball.

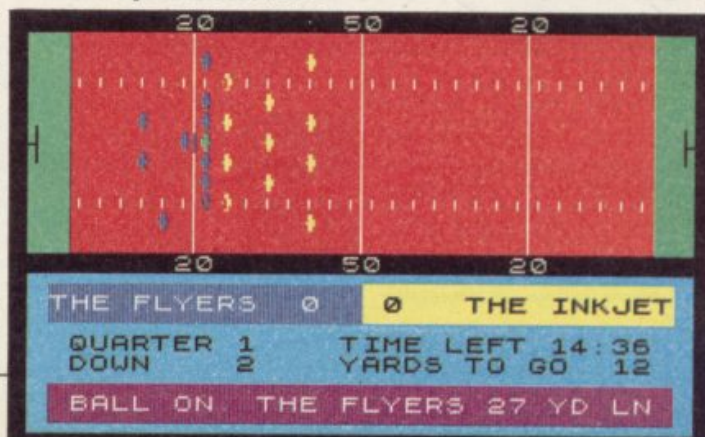
Those who are not familiar with the sport are nevertheless

less unlikely to be enthusiastic about the game, as it only really becomes fun if you allow your imagination to visualise what is being simulated.

For those who do know something of the game, the program is much more fun, and can be heartily recommended.

Chris Bourne

**AMERICAN FOOTBALL**  
Memory: 48K  
Price: £9.99  
Gilbert Factor: 7





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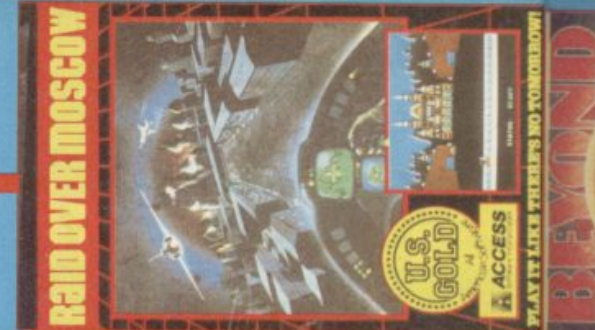
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# DAILY Mirror

## Sinclair User

# TOP 30 SOFTWARE



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THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	VIC 20	COMMODORE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC
1	1	6	DALEY THOMPSON'S DECATHLON	OCEAN	SPECTRUM	•	•	•					
2	2	7	DALEY THOMPSON'S DECATHLON	OCEAN	COMMODORE 64	•	•	•					
3	3	4	ELITE	ACORNSOFT	BBC								
4	6	2	COMBAT LYNX	DURRELL	SPECTRUM	•							•
5	10	4	CHILLER MASTERTRONIC		COMMODORE 64		•	•					
6	—	1	UNDERWURDE ULTIMATE		SPECTRUM	•							
7	—	1	SELECT GAMES ONE	COMPUTER RECORDS	COMMODORE 64	•	•	•					
11	21	2	UMA THUGEN	IMAGINATION	SPECTRUM	•							
12	22	2	TIR-NA-NOG	GARGOYLE	SPECTRUM	•							





✓ 6	1	UNDERWORLD ULTIMATE	COMMODORE 64	•
✓ 7	1	SELECT GAMES ONE COMPUTER RECORDS	COMMODORE 64	•
✓ 8	11	PX JAMABAMA MIKRO GEN	SPECTRUM	•
✓ 11	21	BMX RACER MASTERTRONIC	SPECTRUM	•
✓ 12	22	TIR-NA-NOG GARGOYLE	SPECTRUM	•
✓ 13	18	KOKONTONI WILF ELITE	SPECTRUM	•
✓ 14	7	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	•
✓ 15	15	MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	•
✓ 16	-	PERILS OF WILLY SOFTWARE PROJECTS	VIC 20	•
✓ 17	-	EDDIE KIDD'S JUMP CHALLENGE MARTECH	SPECTRUM	•
✓ 18	-	BACKPACKER'S GUIDE TO THE UNIVERSE FANTASY	SPECTRUM	•
✓ 19	-	KNIGHT LORE ULTIMATE	SPECTRUM	•
✓ 20	16	DECATHLON ACTIVISION	COMMODORE 64	•
✓ 21	19	D.M. IN DOUBLE TROUBLE CREATIVE SPARKS	SPECTRUM	•
✓ 22	4	BEACH-HEAD ACCESS U.S. GOLD	SPECTRUM	•
✓ 23	-	SUICIDE EXPRESS GREMLIN GRAPHICS	COMMODORE 64	•
✓ 24=	-	AMERICAN FOOTBALL MIND GAMES	SPECTRUM	•
✓ 24=	8	AVALON HEWSON CONSULTANTS	SPECTRUM	•
✓ 26	27	SUMMER GAMES QUICKSILVA	COMMODORE 64	•
✓ 27	-	RUBIK CUBE SOLO	SHARP	•
✓ 28	-	D.M. IN THE BLACK FOREST CHATEAU CREATIVE SPARKS	SPECTRUM	•
✓ 28	23	FULL THROTTLE MICROMEGA	SPECTRUM	•
✓ 30=	-	STEVE DAVIS' SNOOKER COS MICRO	SPECTRUM	•
✓ 30=	-	MANIC MINER BUG BYTE SOFTWARE PROJECTS	SPECTRUM	•



Look out for the brand new Top Ten in the Saturday edition of the Daily Mirror every fortnight and Sinclair User every month. The information for the Top 30 is compiled by N.O.P. Market Research and founded by Computer & Video Games magazine in sponsorship with the Daily Mirror.



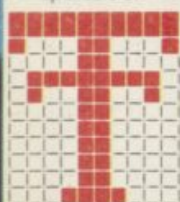
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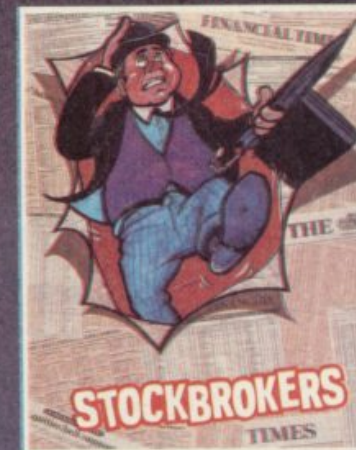
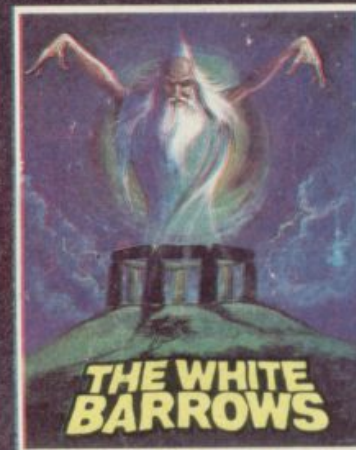
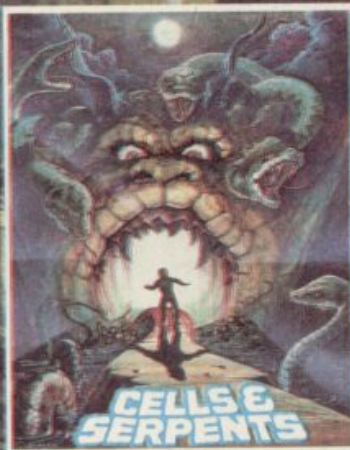
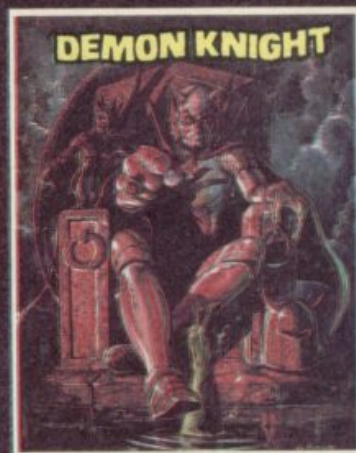
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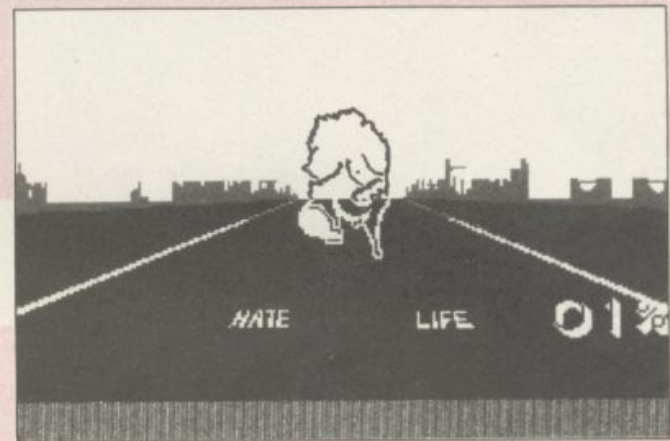
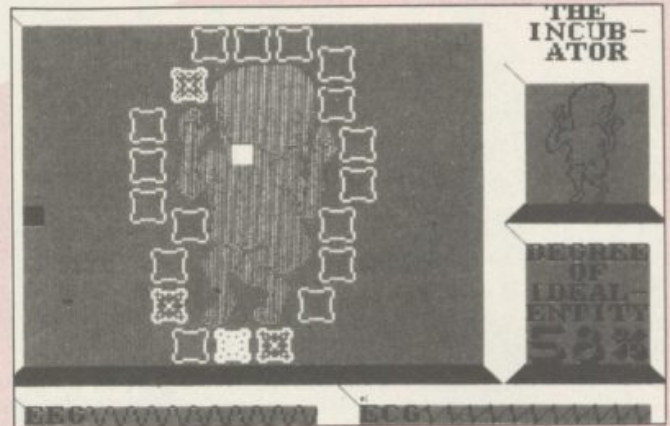


# COMPETITION

**A**UTOMATA, creator of the lunatic Pi-Man, is giving away 50 copies of *Deus Ex Machina* to *Sinclair User* readers. All you have to do is identify the fourteen titles of Automata games plus the name of a truly excellent magazine in our special wordsquare below. The answers may be spelt backwards or forwards, up, down or diagonally. Just to make life easier for you, we have given you one of the answers already. You will have to find the rest.

When you have done that, name the two personalities in the pictures, both of whom are involved in the soundtrack of the game.

Send the completed wordsquare, or a copy, plus the names of the two celebrities to *Sinclair User*, EMAP Business and Computer Publications, 67 Clerkenwell Road, London EC1R 2AU. The competition closes on January 18, 1985, and the first 50 correct entries pulled out of the hat after that date will receive a copy of *Deus Ex Machina*. Employees or associates of Automata or EMAP are not eligible for the competition. Only one entry per contestant is allowed.



Name .....



Name .....

Name .....

Address .....

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S	I	N	B	L	A	I	R	M	C	P	I	B	A	H	L	D	X	O	G	O	T
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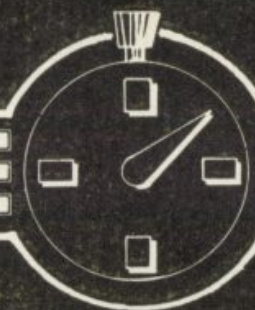
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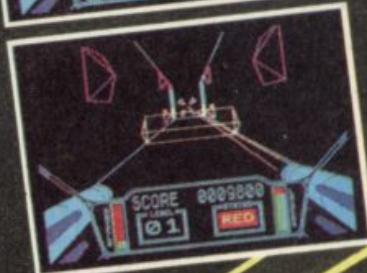
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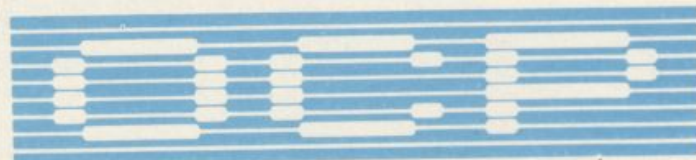
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A British expedition dares to recreate Scott's last journey to the South Pole. Sid Smith asks why they want a QL.



# Pole-star QL on Southern Quest

A BRITISH team is planning a year in the Antarctic and the first walk to the South Pole since Scott's 1912 expedition — and is taking a QL.

The five Britons are about to set off on one of the world's worst journeys. They will camp on the Antarctic ice for at least a year in temperatures down to -60 Centigrade, and then two of their number will attempt to walk almost 900 miles to the South Pole, pulling all their supplies behind them on specially designed man sledges.

Throughout their stay, a Sinclair QL will be solely responsible for the management of scientific data, for the production of a book about the expedition, and for the logging of day-to-day radio contact with the two men on their solitary, 85-day journey.

"We chose the QL because it was much the most exciting computer available," says expedition manager William Fenton. "Because it was small, because it was powerful for its size, and because we thought we'd take something adventurous. And because we liked Clive Sinclair."

Their expedition, *In the Footsteps of Scott*, grew from a desire to retrace the

historic journey of Robert Scott to the South Pole seventy years ago.

However, the five men have no desire to repeat the ultimately fatal outcome of that earlier trip, and are counting on the best of modern technology — including the QL — to see them through.

"The difficulties of walking 900 miles across the Antarctic are almost insurmountable," says Mike Stroud, the expedition doctor who will be using the QL more than anyone else. "It's only by sticking to a most rigid diet, in the form of calories per ounce, and by using the strongest and lightest modern materials for the equipment, that the men can hope to get through."

Their acquisition of the Sinclair device is only part of the £750,000 worth of sponsorship they have already managed to raise. Products as diverse as Shell oil and Bernard Mathew's turkey breast rolls have been supplied as a result of the highly professional marketing of the expedition, and are now in a warehouse packed with equipment in London's West India Dock.

"Everything here has been given to us," says Dr Stroud, waving an arm over mountains of low-temperature clothing and two years' supply of food. "We started out with nothing. Now we've a ship and all these stores and it's all come from letters and phone calls, and gradually increasing credibility."

In return, the expedition has been able to offer their sponsors the benefit of the most rigorous field testing which any product could ever wish for, and a huge amount of highly desirable free publicity.

"We had a major press conference here a couple of weeks ago, with six TV channels and about fifty newspapers

from all over the world. We've had Princess Anne down here on the ship, and we've been on *News at Ten* three or four times."

What about the QL? The expedition members are already making plans for spin-offs they can market after they come home. Apart from a film of their epic journey and an exclusive two year contract with *News at Ten*, they have also acquired a £50,000 advance from publisher Jonathan Cape for a book about the expedition. That book will be written on the Sinclair QL.

"Unfortunately," says Dr Stroud, "none of us have a clue about computers at the moment. But we're counting on the QL being easy to pick up and use, even for a beginner."

The machine will stay in the expedition's base camp and therefore will not be exposed to the hazards of sub-zero temperatures and 100 mph winds.

Dr Stroud explains the scientific uses he plans for the computer. "I have a whole series of observations to perform on the effect of Antarctic conditions on the human physiology.

"Obviously, I'll be looking at the changes which take place as a result of low temperatures, but I also want to examine the way the human metabolic rate adapts to changes in the amount of daylight. As the Antarctic day changes between perpetual day and perpetual night, I'll be using the QL to record and manipulate data about alterations in body temperature, in food intake and in sleeping patterns."

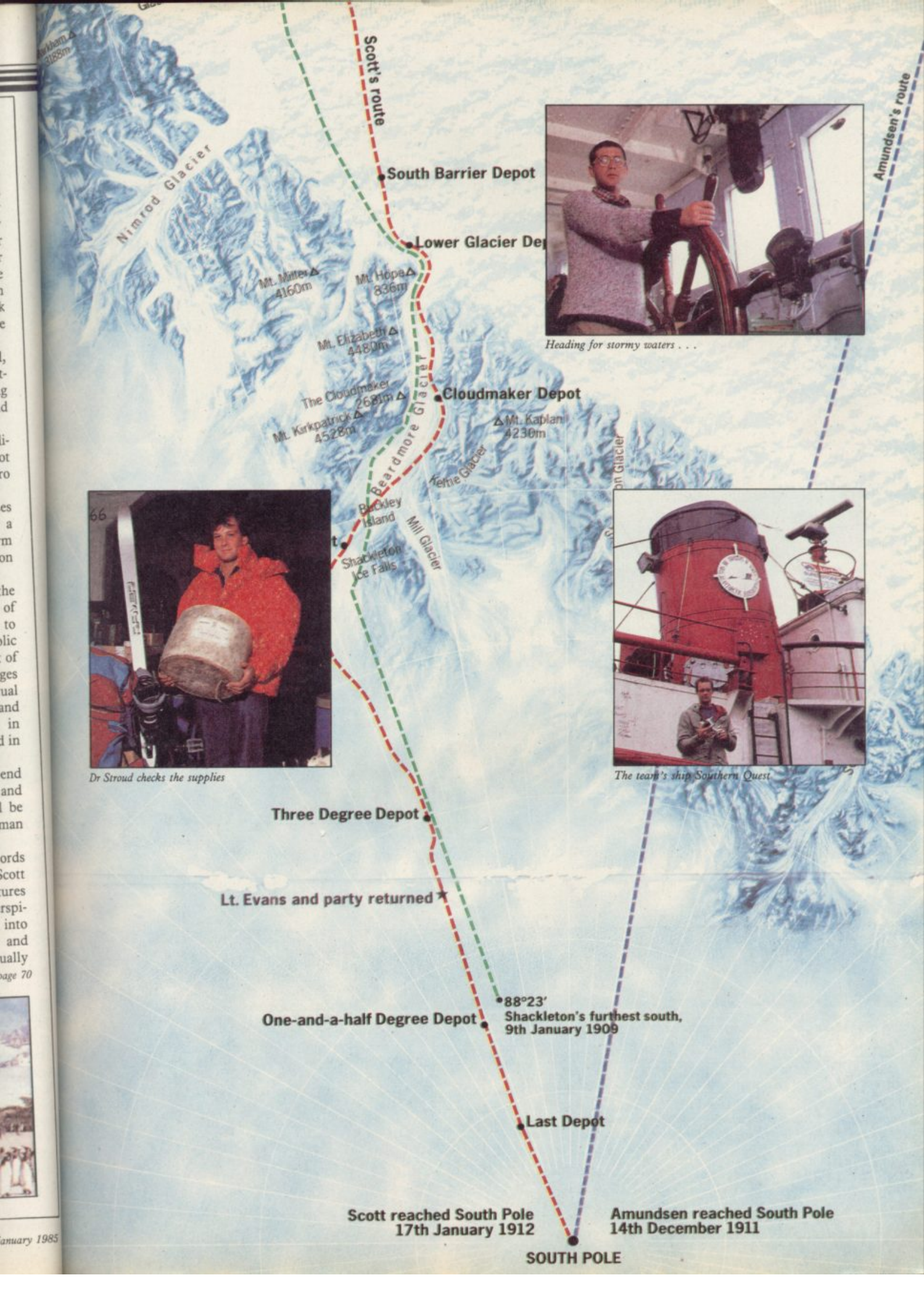
Many of those alterations will depend on the effects of the special food and clothing which the expedition will be taking, particularly for the two-man push to the South Pole.

"We've learned a lot from the records kept by members of the disastrous Scott expedition. One of the worst tortures they faced was the way in which perspiration from their bodies passed into their clothing and sleeping bags and then froze, so that they were eventually

*continued on page 70*







Heading for stormy waters . . .



Dr Stroud checks the supplies



The team's ship Southern Quest



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## A black and white photograph of a SPRINT Challenge Research device. The device is a small, dark, rectangular electronic unit with a screen and buttons. The screen displays the word "SPRINT" in large, bold letters, with "Challenge Research" written below it. Above the screen, the text "AUTO STOP" is visible. The device is shown from a slightly elevated angle, highlighting its compact design.

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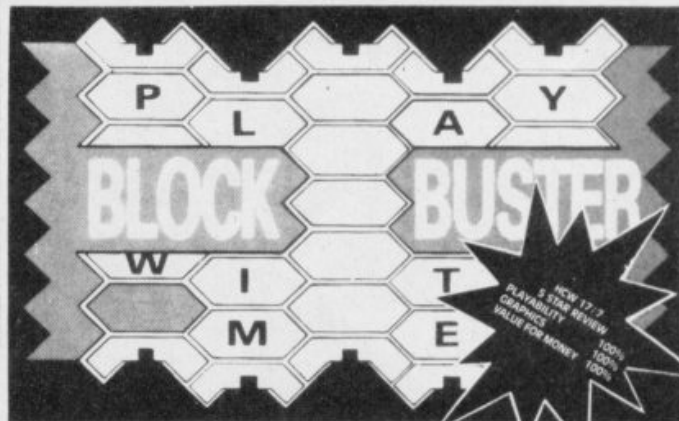
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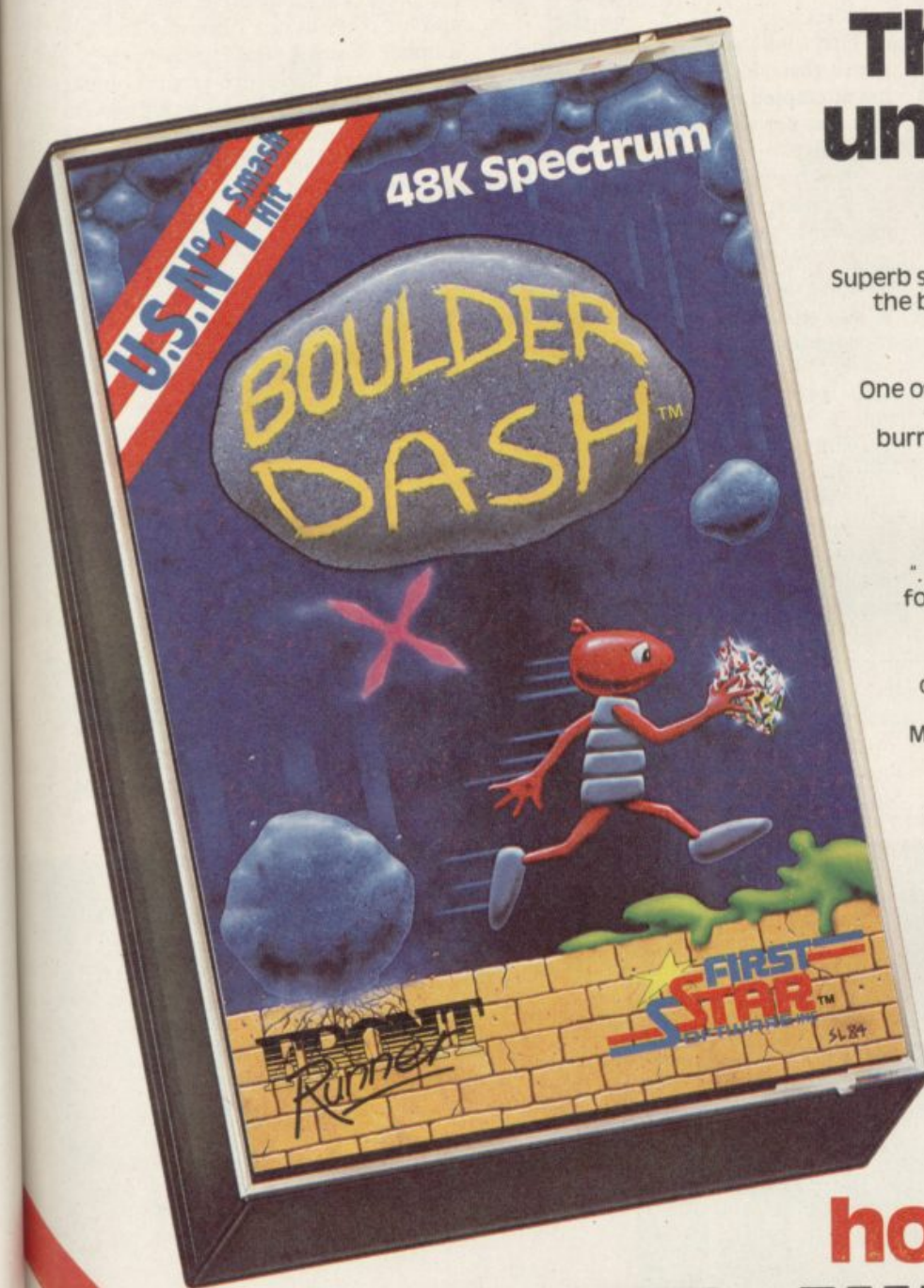
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## Scott Expedition

*continued from page 65*

carrying many pounds of ice, locked inside the goose down which was intended to protect them."

The expedition hopes to get round that problem through the use of a vapour barrier inside their insulated suits and sleeping bags. Most of the body's moisture will be trapped next to the skin by this barrier, thereby preventing the build-up of ice in their clothing, and helping to prevent dehydration in the arid Antarctic air.

"We'll probably get a bit sweaty," says Dr Stroud, "but that's certainly better than the alternative."

Dr Stroud won't be one of the two men pulling sledges to the South Pole. That dubious pleasure is reserved for Robert Swan and Roger Mead, who between them have clocked up an impressive list of qualifications for the job — things like solo bicycle rides from Cape Town to Cairo, the circumnavigation of the Icelandic ice-cap, and a winter ascent of the north face of the Eiger.

Unlike Captain Scott, they will not have the help of ponies and tractors for any stage of their journey; nor will they be able to rely on periodic stops at pre-arranged supply dumps. Instead, they will make the entire 883 mile journey

from base camp to the Pole on their own two feet, pulling behind them two sledges containing every ounce of their supplies.

They will also be uncomfortably aware that since Scott's time, nobody has attempted a walk to the South Pole, and that not one of the Scott party got back alive.

"No, we've got no desire to imitate the Scott expedition too closely," says a member of the present enterprise with a smile. "We've all heard the story of their last days and of Captain Oates who walked off into the snow rather than slow up the expedition."

Nevertheless, their awareness of the tragic precedent for their walk to the Pole is very apparent to an outsider; constant references are made to the superiority of their equipment over that of the 1912 party, and in the galley of the expedition's ship some mordant wit has deliberately mis-spelt the label on their porridge container. "OATES" is what it says.

Even the presence of a Sinclair computer on board owes something to Captain Scott. "Dundee was the big connection here," says William Fenton. "Scott bought his ship there, and we found out that many of the parts for the Sinclair machine are made in Dundee.

So we had to get a QL."

The long walk of the two modern explorers will differ from that of Scott and his party in one large way and in a number of small ones.

The large difference is that, unlike Scott and his party, they won't have to walk back. Instead, a ski plane will fly to the South Pole and collect them for the return trip to base.

"For a large part of Scott's walk he was floundering along, sinking to his knees in snow. He did have skis, but they were primitive things which kept falling apart. On our walk to the Pole, though, we'll have the best modern composite skis."

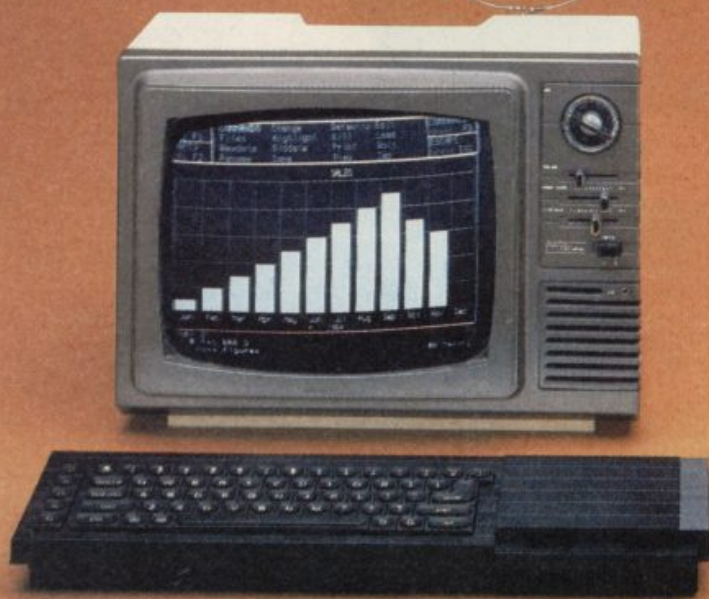
As an insurance policy, each of the two sledges will have enough supplies for both men — in case one of the sledges is lost.

The five men of the expedition will be camped on the Antarctic for a year, much of that time spent isolated from any outside contact. What will they do if their QL breaks down?

"We'll be scuppered," says Dr Stroud.

"No, it won't be as bad as that," laughs William Fenton, "We'll be able to manage by keeping written notes and by using a calculator. We'd certainly be disappointed, though."

# For a better image



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## In the second of our fast storage reviews, we compare the SPDOS and BETA disc systems

**L**AST MONTH we looked at tape-based fast storage systems for the Spectrum. This month we turn our attention to discs, one of the first and one of the latest, those from Technology Research and Watford Electronics.

The Spectrum is seen by many people as only a games machine. One of the reasons for that is the limitation of having a cassette interface. The BBC, Commodore and Amstrad can all have disc interfaces designed by the manufacturer; the Spectrum had the microdrive.

That delay caused a number of manufacturers to design disc interfaces for the Spectrum but, as yet, none has been accepted by software houses as a standard. Until that happens users will buy their software on cassette, and then convert it to use on disc.

The Beta system from Technology Research was first reviewed in *Sinclair User* in March 1984. Since then it has undergone a number of improvements and is now the best selling interface on

# More memory less labour

the market. SPDOS from Watford Electronics has been released recently; it has the backing of a company which has made a name for itself by designing and selling interfaces for the BBC.

Both interfaces will accept both 5¼in and 3in drives in 40 or 80 track, single or double-side format. SPDOS can also accept old 35 track drives. Up to four drives can be used but each must have its own power supply as the Spectrum does not have any spare capacity. Many of the drives advertised as suitable for the BBC do not have a power supply and that can cost another £30.00.

The most popular system is 5¼in and discs cost between £1.75 and £3.00 each. The amount of information they can hold will vary according to the drive and the system used to record it. Both interfaces use a form of double density recording; Beta divides each track into 16 sectors of 256 bytes per sector, whereas SPDOS uses 10 sectors of 512 bytes. A 40 track, single-side drive, allowing one track for the directory, gives 156K and 195K respectively.

The speed of a system depends on several things, including the speed of the drive. All discs spin at 300 rpm, five revolutions per second — but the time it takes to move from track to track will vary. Both systems can work at a number of speeds, from 6ms to 30ms for SPDOS and 6ms to 48ms for Beta. The Beta also incorporates a one second delay, if the drive is not spinning, to allow for older, belt-driven drives to reach operating speed.

Another factor is the method of reading the sectors; Beta follows the usual practice of reading alternate sectors, so the disc has to make two revolutions per track, and SPDOS can read the sectors one after the other and so should be quicker.

The Beta interface, unusually, lies flat from the back of the Spectrum, consequently it is compatible with all full-sized keyboards. It has a through port for other add-ons and is compatible with both the Kempston E printer interface and Sinclair Interface 1. On the right is the connector for the disc drives, which follows the same standard as the BBC and has been successfully used with a BBC drive. To the left is a

socket for the Spectrum power supply.

On power up you are presented with the copyright notice and an invitation to enter a password. This is the only system which uses passwords, which can be any combination of characters; if you are forgetful you could give all your discs a password corresponding to the ENTER key and so you need only press that in response to the prompt.

You are then into the DOS — Disc Operating System — and presented with:

A>  
to remind you that you are in the DOS and that the default drive, the one to which all commands will relate, is the A, or number 1, drive. You can now use any of the DOS commands directly or enter Y to RETURN to BASIC. You can return to the DOS at any time by entering RAND USR 15360 but that is rarely needed.

All the normal Spectrum tape commands, apart from VERIFY, can be used by the disc: the command is simply preceded by RAND USR 15363: REM:.. If PRINT USR or LET variable=USR is used then the number returned will be the error message, 0, meaning no error. Calculated parameters or variables can be used as with the tape command.

There are only two variations: by adding a third parameter when saving CODE it can be made to auto-run, and then RUN, rather than LOAD, must be used to auto-run a program. That applies to both CODE and BASIC. When LOADING and SAVEing if the second character of the file name is a colon and the first is A, B, C or D then the command is taken to apply to that drive. That is a useful way to avoid changing the default setting.

The commands that relate only to the drive are ERASE, which will erase a file, CAT, to obtain a catalogue, USR, which can be used to change the password on the disc and NEW, to change the name of a file. MOVE has a special use. When the system saves information to the disc it is stored, in the interests of speed, in successive sectors; when files are erased gaps are left and MOVE simply moves the files up to fill the

*continued on page 76*







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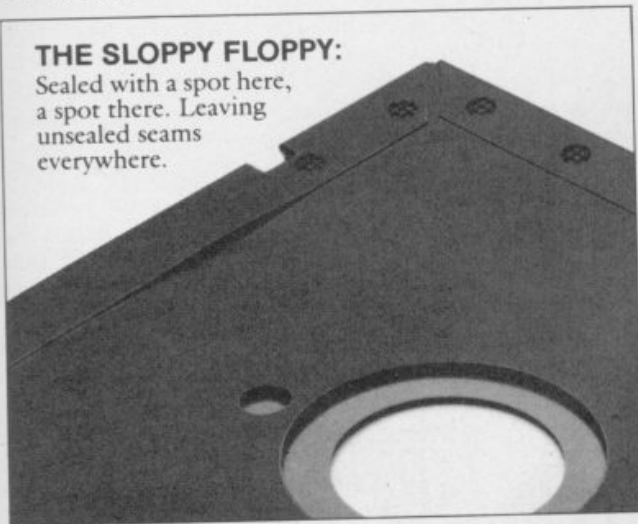
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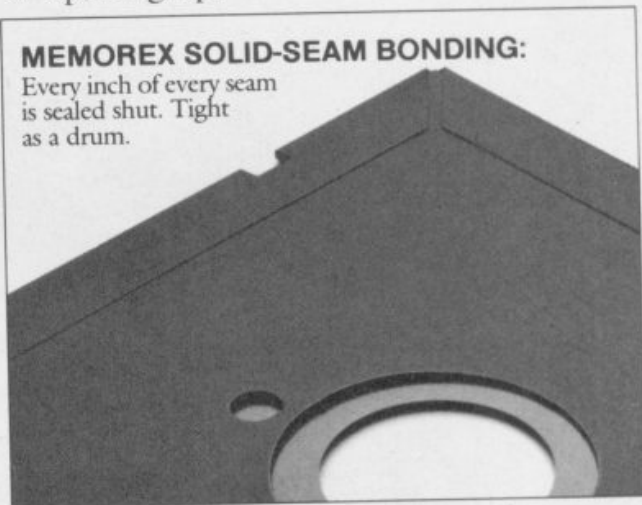
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# Mass Storage

continued from page 73

space. PEEK and POKE can be used to randomly read information from, and send it to, the disc. To change the default drive \*"x:" is used where x is the drive. All those commands must have the usual prefix.

The utility disc supplied with the system contains two other commands: **FORMAT**, to format the disc, give it its password and an identifying name; and **COPY** to copy a single file or the whole disc in one go. If you have only one drive then prompts are given to swap the discs.

The instruction booklet gives examples of each of the commands and is written with the novice in mind. Details are also included on how to use the system from within your own machine code programs. The assembly listing included for that contains an error, having the line **LD (nn),nn**, which must be changed to include a register. The index at the back lists the commands, error messages and pin-outs.

The **SPDOS**, unlike the Beta interface, sits up vertically from the back of the Spectrum. It has a through port for add-ons but is not compatible with Interface 1. The lead for the disc is connected on the right hand side, using a disc connector onto the PCB, like the **TRS80**. On the top at the front is a LED and a reset button. The lead for the power supply has to be threaded through a hole in the interface. It will fit most full-sized keyboards, the only exception being the Transform which is rather high at the back.

Powering up, or pressing the reset

As with the Beta all the normal tape commands can be used in the usual way, apart from **MERGE** which will always auto-run. To make them relate to the disc they must be preceded by **PRINT #4:**.

The commands that relate to the disc, which must also use the **PRINT #4** prefix, are: **CAT**, to obtain a catalogue — this can be followed by a string so that only those files containing the string are listed; **CLEAR** which performs a block delete; **ERASE** to erase a file — this includes a wild-card facility where **^** can stand for any character; **MOVE** renames files or can be used to copy them.

**SPDOS** supports sequential files and a number of commands are used for that: **OPEN #** and **CLOSE #** are used to open and close files; **PRINT #** sends information while **INPUT #** and **IN-KEY\$ #** are used to read it back. To use **FORMAT** the original system disc has to be in the current drive. That gives the disc its identifying name. Unlike the Beta system errors are returned as a Basic error message.

The system disc contains two other system utilities. The first of those is "copysys", a program which will copy the system, except for **FORMAT**, to another disc — necessary if you want to use **CAT** on the other disc. The other program is "minidos", a stripped down version of the system which does not, as far as is apparent, include the sequential access commands. Also on the disc is a simple address book program which shows the use of sequential files plus three commercial programs, **Tasword**



```
10 FOR n=1 TO 30
20 SAVE ("test"+STR$(n)) CODE
32000,200
30 NEXT n
```

— and changing line 20 to suit the system, **SPDOS** took 58 seconds in saving, 23 loading and 29 erasing while the Beta took 55, 33 and 47 respectively. Formatting depends on the number of tracks and sides; with an 80 track, single side disc **SPDOS** took 2 min 43 seconds and Beta 1 min 10 seconds.

If you only want to write your own programs then **SPDOS** with its overlays, sequential access and faster loading times has the edge.

If you also want to put your favourite commercial programs on disc then the Beta system is more suitable, unless you are into machine code. The system occupies just 112 bytes of memory below the Basic program area; it also uses the printer buffer when loading code but when doing so it saves the buffer to the disc, carries out the command, and then reloads the buffer.

Both systems allow for a large number of directory entries, Beta 128, and **SPDOS** 144. With the latter you have more space per disc. Both require additions to the commands, the syntax for **SPDOS** being slightly easier to enter from the keyboard. Both sell for similar prices, Beta £99.00 inclusive, **SPDOS** £99.00 plus VAT.

The winner in the contest between the disc drives will be the one which receives most software support. Both companies claim to be talking to software houses. In the meantime more systems are due to be launched. Next month we look at those, including the new system from Thurnell Electronics, priced at only £150.00 for both interface and drive.

**Watford Electronics**, Cardiff Road, Watford, Hertfordshire. Tel. 0923-40588

**Technology Research Ltd.**, Unit 18, Central Trading Estate, Staines, Middlesex, TW18 4XE. Tel. 81-63547



button, automatically loads the operating system into memory. If a program has been saved with the name "AUTO", in upper case, then that will also be loaded. If the program is in **BASIC** and was saved using **LINE** then it will auto-run. **CODE** will auto-run from its first address.

**II, Masterfile and Omnicalc 2.** Those have been converted to use the system and include demonstration data.

Choosing between the two systems will depend entirely on what you want to use a disc system for. Both are very quick; using the same test program as last month that is,



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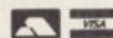
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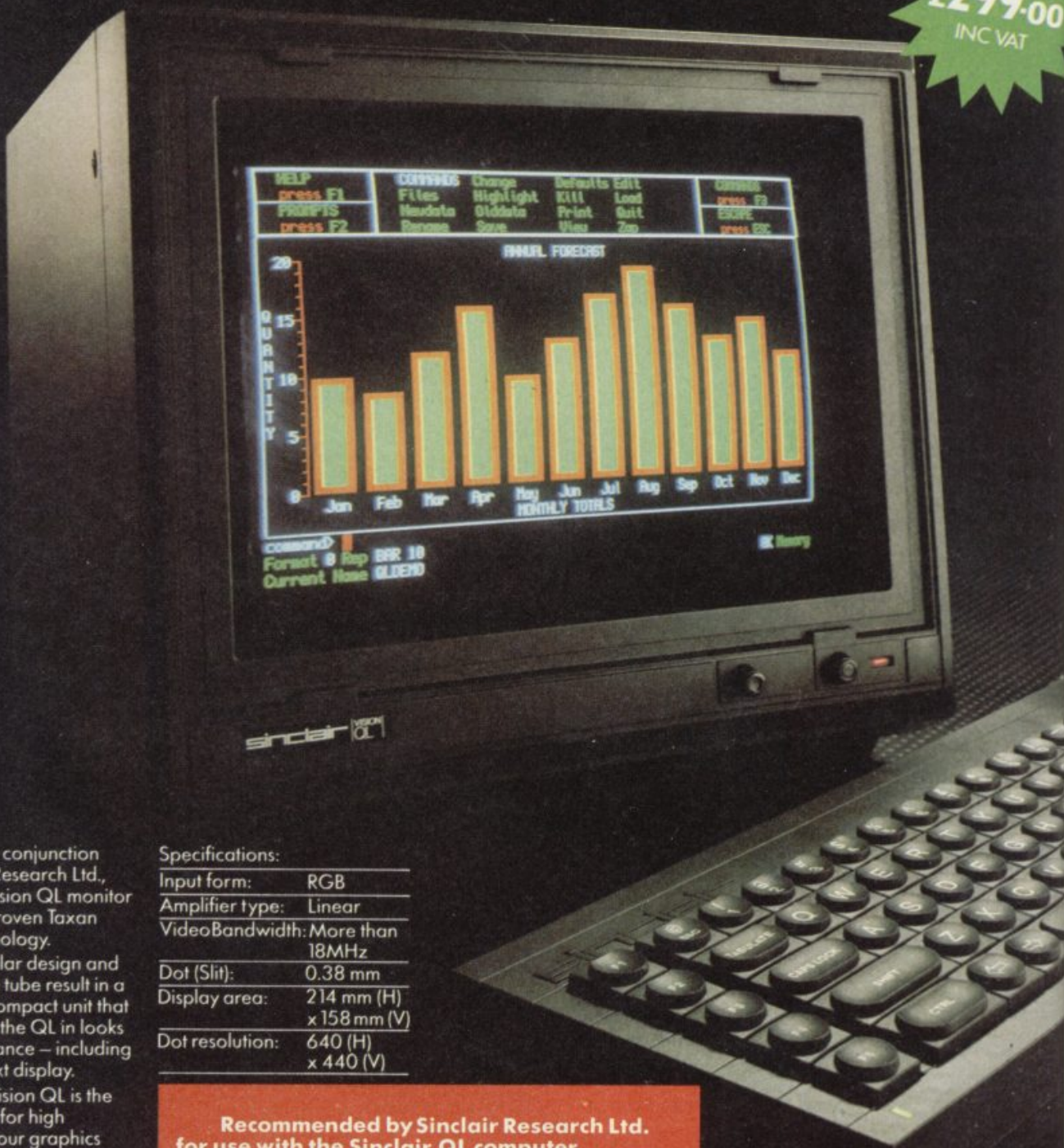


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# Psion Chess: Queen of the chequered board

QL CHESS is the most powerful game available for the QL and, not surprisingly, is produced for Sinclair Research by Psion.

The most remarkable attribute of the package, according to Psion, is its three-dimensional representation of board and pieces. Although, on first sight, those graphics seem complex the 3D representation has been created with the minimal amount of effort by putting the board into 3D perspective. When one piece takes another it moves in front of it but when the knight, for instance, advances over a piece it moves behind.

The display is effective and watching the computer play through a demonstration will show you what can be achieved by a programmer who is more than competent on the QL.

QL Chess also has the attraction of being one of the fastest computer chess programs on the market. In Level Zero Novice Mode, for instance, it can make more than seven moves in less than a second.

The program supports a normal, birds-eye view, representation of the chess board. Psion has made the format of the display similar to the one used in its suite of business programs for the QL. The options and commands are shown at the top of the screen, the conventional view of the board at middle-right and a list of moves which are scrolled up middle-left. The list of moves can be output to a printer which will then keep a hard copy of the game as it progresses. In that way you will be able to see where you went wrong in a game or, in demo mode, how to improve your standard of play.

As our copy of the program was a preview version there were bound to be some disappointments. The major one involved the 3D screen display where the commands and options were not listed. A good memory is required if you do not want to keep moving back to the overhead 'flat' representation. Psion could have made the board smaller and incorporated a command/option panel at the bottom of



the screen which would have made switching between options easier.

There are 12 levels of play which can be interchanged at any time during a game, except when the computer is thinking about a move. The first level is Zero and has been designated for the novice by the authors. It produces a simple but robust game and makes its opening move in a fraction of a second.

Any beginner will be more than flustered by the speed at which moves are made. Psion has come close to the precipice of unplayability. We are sure that the game could hold a record as one of the fastest chess games around.

The other levels range from one to 11. Level One plays at two minutes a move and Level 11 at a maximum time limit of four minutes. Above those levels Equal Time makes the computer

move within the time last made by the human player and Infinite Time lifts all the restrictions of the clock. There is also a Wait option available to the human player which suspends the game. That will be useful if cheating on the clock is required.

Once you have set up the display and level to your satisfaction you can start a new game by pressing \$. All the pieces are put into their ini-

tial positions and the clock starts ticking away.

Movement on the normal and 3D boards is accomplished in different ways. During 'flat' representation a cursor is moved, using the cursor keys, to a chosen piece and the ENTER key is pressed. The cursor is then moved to the new position of the piece which is then deposited on the square.

The 3D representation provides a cross-hair which is shifted using the cursor keys and which acts in the same way as the 'flat' cursor. Movement could not be easier and the list of moves is tabulated in algebraic notation. No need to enter those long formulae when you want to make a move.

If you make a move of which you are not proud you can take back the piece before the computer makes fun of your folly. There are other ways of cheating. The first,

and simplest, is to use Hint which will tell you the move the computer would make in your place. It is also possible to make the QL take back the best move it can make and substitute the next best. In that way the QL can be forced to play a second-rate game and you could come out on top.

Psion has also built an option into the game which allows you to see the strategy the QL is taking. The Analysis option displays the moves which the computer considers before making its final choice and it will give you some idea of the patterns being created in the game.

QL Chess is likely to take a well-deserved place in the history of computer chess. It could rank with such names as Sargon and Sci-Sys which, undoubtedly, it could outplay if only in terms of speed.

The QL is an ideal chess machine and the software which Psion authors have written to maximise its powers is state of the art. The game's prowess has already been demonstrated at the European Chess Championships in Scotland and its usefulness to someone seriously interested in chess is undeniable. It can beat the masters.

Psion has also thought of the beginner. There is a full set of Help routines within the program. These should answer most queries of a technical or general nature.

If you own a QL then QL chess should certainly occupy a place in your software library, even if it keeps giving you a sound thrashing. The style and quality of the product would make it attractive at double the outlay.

It is also the first program which QLUB members will get at a discount price. The discount alone makes membership worthwhile.

*John Gilbert*

## QL CHESS

Format: Microdrive

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Gilbert Factor: 9



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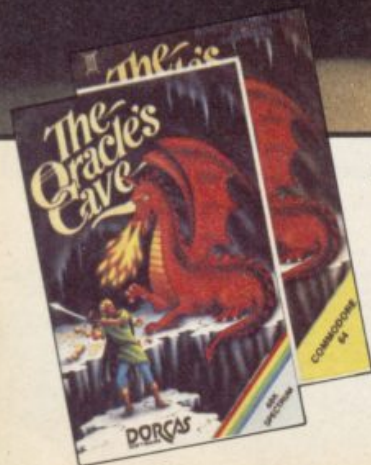
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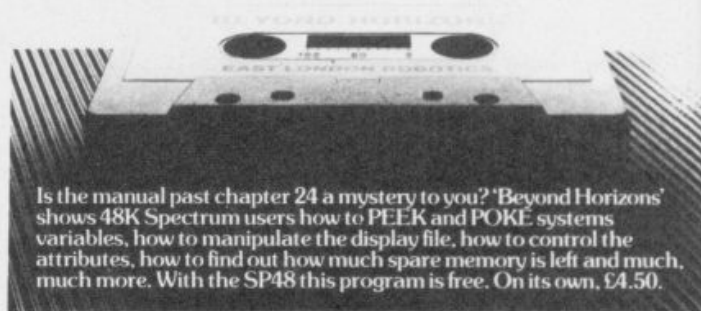
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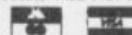
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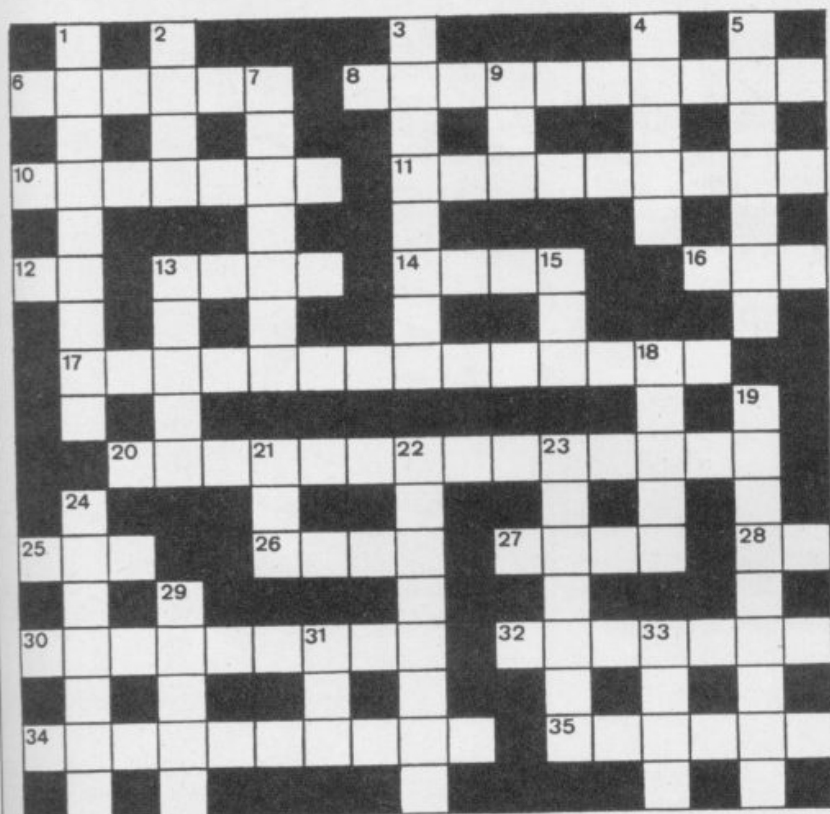
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# ZXWORD *by Henry Howarth*



## ACROSS

6. The serious sounding micro (6)
8. Famous school gets hard disc drive (10)
10. Confusion over sin in a variety of language (7)
11. Screen speed or what the writer ate apparently (5,4)
12. Ten operations between hardware units (1,1)
13. Little piece of card punched out in Africa (4)
14. A real part of memory (4)
16. Small cathode ray tube? (3)
17. Methodical shrink employed in the computer industry? (7,7)
20. Slang, perhaps, understood by more than one computer (6,8)
25. Rush to execute a program (3)
26. Synchronization in the beginning (4)
27. Basically, keep the program (4)
28. Have real fun, initially, on the airwaves (2)
30. mV (9)
32. Move the editor when moved on screen (7)
34. Determination needed to produce 23s (10)
35. Sounds like we see facts on BBC (6)

## DOWN

1. Interference on the telephone (4,5)
2. Pieces of binary (4)
3. See information on Prestel, for example (8)
4. Are they addicted to computers? (5)
5. Reset or otherwise refresh (7)
7. Or gates designed for memory (7)
9. Training organised by the C.I.A.? (3)
13. Occasion to reveal calculator company (5)
15. Language used with incomplete apple (3)
18. Room for invaders (5)
19. Fetching—like gun dogs? (9)
21. A capital metal oxide semiconductor (3)
22. A memorable place for filming, possibly (8)
23. Vivid description of display? (7)
24. Ace computer company from another planet (7)
29. All go crazy about this language (5)
31. Garbage in, garbage . . . stumped! (3)
33. Eat cards and paper tape (4)

*Solution on page 192*

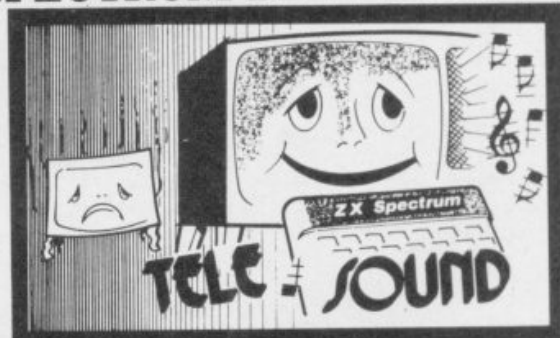
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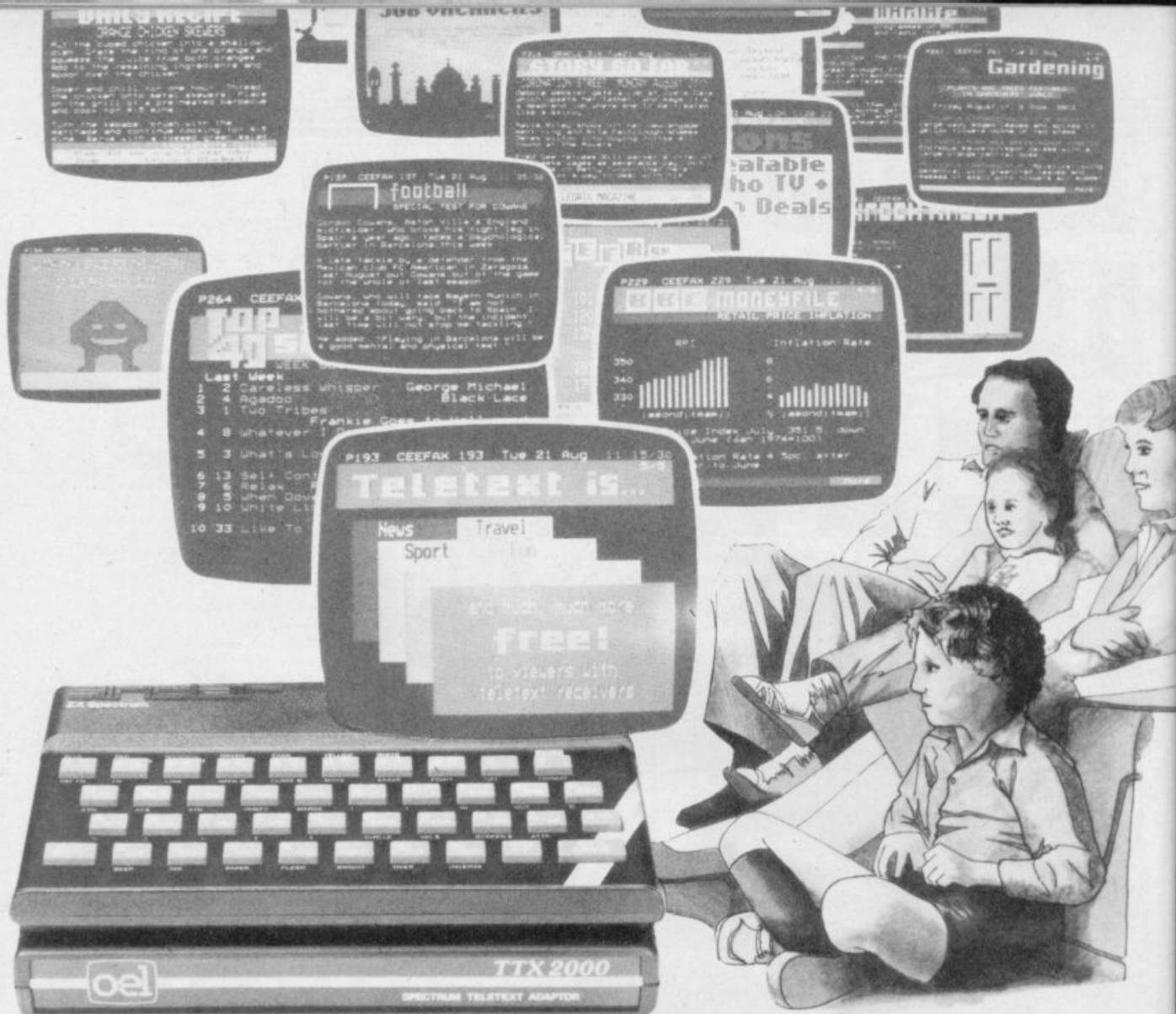


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BY DAVID CRANE



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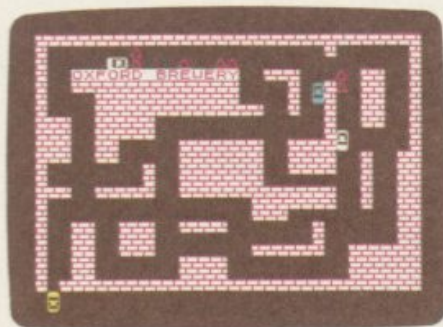


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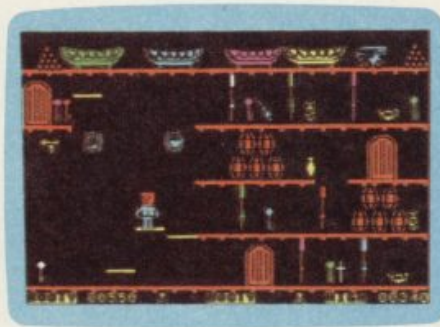
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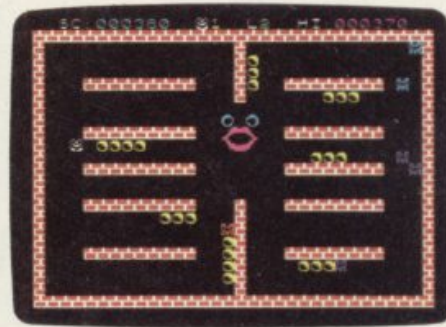
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# PROGRAM PRINTOUT

## GRAPHICS INSTRUCTIONS

Instructions for graphics characters are printed in lower-case letters in our listings. They are enclosed by brackets and separated by colons to distinguish them and the brackets and colons should not be entered.

Inverse characters are represented by the letter "i" and graphics characters by "g". Thus an inverse W would be represented by "iw", a graphics W by "gw", and an inverse graphics W by "igw".

Spaces are represented by "sp" and inverse spaces by "isp". Whenever any character is to be used more than once, the number of times it is to be used is shown before it, together with a multiplication sign. Thus "6\*isp" means six inverse spaces and "(g4:4\*i4:g3)" would be entered as a graphic four, followed by an inverse four repeated four times, followed by a graphics three. Control codes appear with cc before the appropriate key. The are obtained by pressing Caps Shift while in Extended mode.

Where whole words are to be written in inverse letters they appear in the listings as lower-case letters. Letters to be entered in graphics mode on the Spectrum are underlined.

Inverse characters may be entered on the ZX-81 by changing to graphics mode and then typing the appropriate characters and on the Spectrum by changing to inverse video and typing the appropriate letters. Graphics characters may be entered on the ZX-81 by changing to graphics mode and then pressing symbol shift while the appropriate characters are entered. On the Spectrum graphics characters may be obtained by changing to graphics mode and then pressing the appropriate character. User-defined graphics will appear as normal letters until the program has been RUN.

```

1 REM COLDITZ
2 POKE 16510,0
3 CLS
4 DIM B$(1,11)
5 PRINT AT 0,12;"COLDITZ";TAB
6 PRINT AT 0,12;"=====
7 PRINT " YOU HAVE BEEN CA
8 PTURED BY THE GERMANS AND ARE A
9 PRISONER OF WAR AT 000000 000
10 PRINT " YOUR OBJECTIVE A
11 A PRISONER IS TO ESCAPE"
12 PRINT AT 10,0;"PLEASE INPUT
13 SKILL LEVEL"
14 PRINT " 1=EASY";TAB 5
15 "2=MEDIUM";TAB 5;"3=HARD"
16 INPUT SKILL
17 IF SKILL>3 OR SKILL<1 THEN
18 GOTO 80
19 LET B$(1)="PLEASE WAIT"
20 PRINT
21 PRINT
22 PRINT
23 FOR N=1 TO 11
24 PRINT B$(1,N); " ";
25 FOR Z=1 TO 10
26 NEXT Z
27 NEXT N

```

```

180 PRINT AT 19,3;"PRESS ANY KE
19 Y TO ESCAPE"
20 FOR A=0 TO 15
21 PRINT AT 21,12;"GOOD LUCK"
22 PRINT AT 21,12;"GOOD LUCK"
23 NEXT A
24 IF INKEY$="" THEN GOTO 190
25 CLS
26 PRINT AT 0,9;"PRISON CELL";
27 TAB 9;"=====
28 PRINT
29 PRINT AT 3,2;"
30 FOR F=4 TO 10
31 PRINT AT F,2;"
32 NEXT F
33 PRINT AT 11,2;"
34 PRINT AT 8,0;"
35 PRINT AT 7,0;"
36 PRINT AT 6,0;"
37 PRINT AT 5,12;"0"
38 PRINT AT 3,12;"THIS IS YOUR
39 TAB 13;"CELL. CHOOSE";TAB 19;"
40 PRINT TAB 19;"1=WINDOW";TA
41 B 19;"2=DOOR";TAB 19;"3=TUNNEL
42 INPUT A
43 IF A>3 THEN GOTO 350
44 GOTO 1730
45 GOSUB 5000
46 CLS
47 PRINT "WELL DONE, YOU ARE IN
48 THE PASSAGE"
49 GOSUB 5000
50 CLS
51 PRINT AT 1,10;"PASSAGE WAY"
52 TAB 10;"=====
53 PRINT AT 3,2;"
54 FOR C=4 TO 10
55 PRINT AT C,2;"
56 NEXT C
57 PRINT AT 11,2;"
58 PRINT AT 13,4;"YOU MUST MOV
59 E FROM THE LEFT TO THE RIGHT U
60 SING THE CURSOR KEYS, YOU MUST N
61 OT TOUCH THE "ALARM PADS" M
62 ARKED " " ;TAB 2;"BUT YOU CAN
63 DISABLE UPTO "5" OF THEM BY
64 PRESSING "8"
65 CLS
66 IF SKILL=1 THEN LET J=75
67 IF SKILL=2 THEN LET J=100
68 IF SKILL=3 THEN LET J=125
69 FOR D=1 TO J
70 LET E=INT (RND*7)+4
71 LET F=INT (RND*23)+3
72 PRINT AT E,F;"
73 NEXT D

```

OUTWIT the guards of the notorious Colditz POW camp and win your freedom in an exciting multi-game program by Peter and Tim Bennett of Leicester.

First you must escape from your cell, then negotiate a booby-trapped corridor. There are locked doors to get through, searchlights to avoid, and even when you have escaped from the castle you must still make your way back to England. A series of different games simulate all those problems. Some are easy, some are difficult, but to win them all in sequence is for the truly great escapers only.

Colditz runs on the 16K ZX-81. Do not be confused by the effect of Line 2 on Line 1 when you run the program: it is a simple security measure.

continued on page 90



```

100 SLOW
110 LEFT
120 LEFT
130 LEFT
140 LEFT
150 LEFT
160 LEFT
170 LEFT
180 LEFT
190 LEFT
200 LEFT
210 LEFT
220 LEFT
230 LEFT
240 LEFT
250 LEFT
260 LEFT
270 LEFT
280 LEFT
290 LEFT
300 LEFT
310 LEFT
320 LEFT
330 LEFT
340 LEFT
350 LEFT
360 LEFT
370 LEFT
380 LEFT
390 LEFT
400 LEFT
410 LEFT
420 LEFT
430 LEFT
440 LEFT
450 LEFT
460 LEFT
470 LEFT
480 LEFT
490 LEFT
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760 LEFT
770 LEFT
780 LEFT
790 LEFT
800 LEFT
810 LEFT
820 LEFT
830 LEFT
840 LEFT
850 LEFT
860 LEFT
870 LEFT
880 LEFT
890 LEFT
900 LEFT
910 LEFT
920 LEFT
930 LEFT
940 LEFT
950 LEFT
960 LEFT
970 LEFT
980 LEFT
990 LEFT

```

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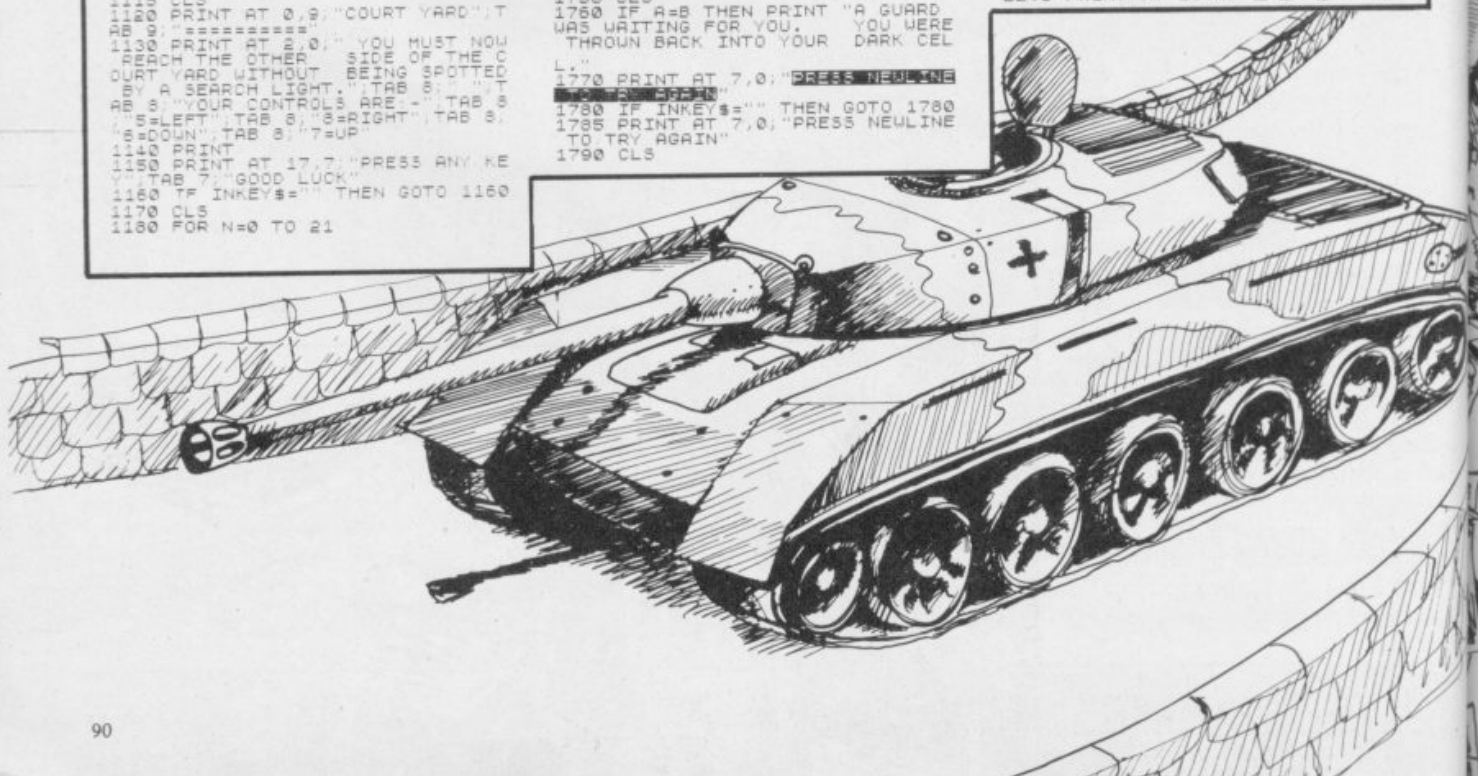
1190 PRINT AT N,0;
1200 NEXT N
1210 LET G=21
1220 LET H=INT (AND+21)
1230 FOR N=0 TO SKILL
1240 LET F=INT (AND+21)
1250 LET D=INT (AND+31)
1260 PRINT AT F,D;
1270 NEXT N
1280 LET G1=G
1290 LET H1=H
1300 PRINT AT G1,H1;
1310 IF INKEY$="S" THEN LET H=H-1
1320 IF INKEY$="S" THEN LET H=H+1
1330 IF INKEY$="S" THEN LET G=G+1
1340 IF INKEY$="S" THEN LET G=G-1
1350 LET I=PEEK 16396+256+PEEK 16397+1
1360 LET POS=PEEK (I+33+G+H)
1370 IF POS=CODE "S" THEN GOTO 1910
1380 PRINT AT G,H;
1390 IF G=0 THEN GOTO 1410
1400 GOTO 1240
1410 GOSUB 5000
1411 CLS
1413 PRINT "WELL DONE. YOU CROSS ED THE YARD"
1414 GOSUB 5000
1415 CLS
1420 PRINT AT 0,9;"DRIVE WAY";TAB 9;
1430 PRINT AT 2,1;"YOU MUST NOW GET DOWN THE... MINED DRIVE AND THEN YOU ARE ALMOST FREE"
1440 PRINT "YOU ARE A "AND" AND THE MINES ARE""
1450 PRINT "YOUR CONTROLS ARE: TAB 9;"S"=RIGHT;TAB 9;"S"=LEFT"
1460 PRINT AT 17,4;"PRESS ANY KEY TO CONTINUE"
1470 IF INKEY$="" THEN GOTO 1470
1475 CLS
1480 LET C=CODE "S"
1490 LET A=CODE "S"
1500 LET B=CODE "S"
1510 LET N=CODE "S"
1520 LET X=CODE "S"
1530 LET Y=X
1540 FOR Q=0 TO (75+3SKILL)
1550 LET Z=Y
1560 LET N=N+(SGN (CODE "S"-INT (AND+CODE "S")))+(N<A)+(N>X)+(N=A)-(N=X)
1570 SCROLL
1580 LET Y=Y-(INKEY$="S")+(INKEY$="S")
1590 IF AND>.8 THEN PRINT AT B-C,N+INT (AND+CODE "S")+C;TAB 31
1610 PRINT AT B,N-C;"MINE";TAB 31
1620 LET F=F+C
1630 LET U=PEEK (PEEK 16396+PEEK 16399+256)
1640 IF U=CODE "S" OR U=CODE "S" THEN GOTO 1670
1650 NEXT Q
1660 GOTO 1720
1670 FOR A=0 TO 50
1680 PRINT AT 10,15;"BANG"
1681 PRINT AT 10,15;"BANG"
1690 NEXT A
1700 GOSUB 5000
1710 GOTO 1910
1720 GOTO 2070
1730 LET B=INT (AND+2)+1
1740 CLS
1750 IF A<B THEN GOTO 380
1755 CLS
1760 IF A=B THEN PRINT "A GUARD WAS WAITING FOR YOU. YOU WERE THROWN BACK INTO YOUR DARK CELL"
1770 PRINT AT 7,0;"PRESS NEWLINE TO TRY AGAIN"
1780 IF INKEY$="" THEN GOTO 1780
1785 PRINT AT 7,0;"PRESS NEWLINE TO TRY AGAIN"
1790 CLS

```

```

1800 GOTO 210
1810 CLS
1820 PRINT AT 1,1;"BAD LUCK YOU TROD ON AN ALARM PAD, YOU ARE NOW BACK IN YOUR CELL. PRESS ANY KEY TO TRY AGAIN"
1830 IF INKEY$="" THEN GOTO 1830
1840 GOTO 210
1850 CLS
1860 PRINT AT 0,9;"BAD LUCK";TAB 9;
1870 PRINT AT 2,1;"I FORGOT TO TELL YOU THAT... YOU ONLY HAD 15 ATTEMPTS, BUT IF YOU PRESS ANY KEY THE GUARD WILL TAKE YOU BACK TO YOUR CELL. YOU CAN THEN TRY AGAIN"
1880 IF INKEY$="" THEN GOTO 1880
1890 CLS
1900 GOTO 210
1910 CLS
1920 PRINT AT 0,9;"BAD LUCK";TAB 9;
1930 PRINT AT 2,0;"YOU WERE SEEN BY A GUARD AND HE TOOK YOU BACK TO YOUR CELL. TAB 1;"TAB 1;"PRESS ANY KEY TO TRY AGAIN"
1940 IF INKEY$="" THEN GOSUB 1940
1950 GOTO 210
1960 CLS
1970 PRINT AT 5,10;"BAD LUCK";TAB 5;
1980 PRINT AT 12,10;"BUT...";TAB 4;"YOU RAN OUT OF TIME."
1990 PRINT AT 16,4;"PRESS ANY KEY TO TRY AGAIN"
2000 IF INKEY$="" THEN GOTO 1990
2010 CLS
2020 GOTO 210
2030 CLS
2040 PRINT AT 4,0;"BAD LUCK YOU CRASHED. AND A GERMAN PATROL CAUGHT YOU. TAB 3;"PRESS ANY KEY TO RETURN... TO YOUR CELL"
2050 IF INKEY$="" THEN GOTO 2040
2060 GOTO 210
2070 GOSUB 5000
2072 CLS
2073 PRINT "WELL DONE. YOU GOT TO THE GATES"
2074 GOSUB 5000
2076 CLS
2080 PRINT AT 0,9;"SAFE HOUSE";TAB 9;
2090 PRINT AT 3,0;"YOU MUST NOW COLLECT YOUR NECESSARY TRAVEL PERMITS FROM A SAFE HOUSE. YOU ARE LOOKING FOR "7" ONE IS HIDDEN IN EACH ROOM"
2100 IF SKILL=1 THEN LET Q=300
2110 IF SKILL=2 THEN LET Q=250
2120 IF SKILL=3 THEN LET Q=200
2130 PRINT "THE HOUSE IS UNDER WATCH BUT THE GUARD IS BEING CHANGED SO YOU HAVE "Q;"SECONDS."
2140 PRINT
2150 PRINT "USE THE CURSOR KEYS AND PICK UP THE PERMITS BY RUNNING OVER THEM."
2160 PRINT AT 18,7;"PRESS ANY KEY"
2170 IF INKEY$="" THEN GOTO 2170
2180 CLS
2190 PRINT AT 1,1;
2200 FOR N=2 TO 19
2210 PRINT AT N,1;
2220 NEXT N
2230 PRINT AT 20,1;
2240 PRINT AT 19,5;

```







```

2250 PRINT AT 18,5;"
2260 PRINT AT 17,5;"
2270 PRINT AT 16,7;"
2280 PRINT AT 15,9;"
2290 PRINT AT 14,7;"
2300 PRINT AT 13,2;"
2310 PRINT AT 12,9;"
2320 PRINT AT 11,2;"
2330 PRINT AT 10,7;"
2340 PRINT AT 9,7;"
2350 PRINT AT 8,2;"
2360 PRINT AT 7,9;"
2370 PRINT AT 6,2;"
2380 PRINT AT 5,8;"
2390 PRINT AT 4,8;"
2400 PRINT AT 3,8;"
2410 PRINT AT 2,8;"
2420 PRINT AT 3,4;"
2430 PRINT AT 3,3;"
2440 PRINT AT 3,3;"
2450 PRINT AT 3,3;"
2460 PRINT AT 3,3;"
2470 PRINT AT 3,3;"
2480 PRINT AT 3,3;"
2490 LET G=20
2500 LET H=6
2510 LET T=0
2520 FOR N=0 TO 0
2530 LET G1=G
2540 LET H1=H
2550 LET G=G+(INKEY$="6")-(INKEY$="7")
2560 LET H=H+(INKEY$="6")-(INKEY$="7")
2570 PRINT AT G1,H1;"
2580 LET I=PEEK 16396+256+PEEK 16397+1
2590 LET POS=PEEK (I+33+G+H)
2600 IF POS=CODE "+" THEN LET T=T+1
2610 IF POS=CODE "■" THEN LET G=G-1
2620 IF POS=CODE "■" THEN LET H=H-1
2630 PRINT AT G,H;"
2640 IF G=20 AND H=6 AND T=7 THEN
2650 NEXT N
2660 GOTO 1960
2670 GOSUB 5000
2672 CLS
2673 PRINT "WELL DONE, YOU FOUND THE PERMITS"
2674 GOSUB 5000

```

```

2676 CLS
2680 PRINT AT 0,9;"HELICOPTER";T
2690 "=====
2690 PRINT AT 2,0;" ON YOUR WAY HOME BY HELICOPTER YOU SEE 13+5 KILL BRITISH SEAMEN. THE Y ARE IN THE SEA AND THE RN OF THEIR TORPEDO LAUNCH IS GRADUALLY DISAPPEARING. YOU MUST PICK THEM UP TO .... FINALLY GET HOME"
2700 PRINT
2710 PRINT
2720 PRINT "PRESS ANY KEY TO CONTINUE"
2730 IF INKEY$="" THEN GOTO 2730
2740 CLS
2750 FOR N=1 TO (3+5KILL)
2760 LET L=10
2770 LET C=20
2780 LET A$=""
2790 LET D=INT (RND*4)+12
2800 CLS
2808 PRINT AT 0,10;"HELICOPTER";T
2810 "=====
2810 PRINT AT 18,5;"-----
2810 "AT L-1,C-1;"-----;AT L,C;
2810 "AT L+1,C+1;A$
2820 IF A$="" THEN PRINT AT 18,0;"
2830 IF INKEY$="7" AND L=17 AND L-1 THEN LET A$="0"
2840 IF A$="0" AND L=9 THEN GOTO 2920
2850 IF L=18 THEN GOTO 2900
2860 LET C=C+(INKEY$="8")-(INKEY$="5")
2870 LET L=L+(INKEY$="6")-(INKEY$="7")
2880 PRINT AT 0,0;A$
2890 GOTO 2800
2900 PRINT "CRASH"
2910 GOSUB 5000
2911 CLS
2912 PRINT "YOU CRASHED IN THE SEA AND HAVE BEEN KILLED"
2913 GOTO 2960
2920 NEXT N
2930 GOTO 2940
2940 CLS
2945 FOR A=0 TO 10
2950 PRINT AT 10,4;"CONGRATULATIONS"
2951 PRINT AT 10,4;"CONGRATULATIONS"
2954 NEXT A
2960 PRINT AT 7,0;"IF YOU WANT TO PLAY AGAIN PRESS "Y" IF NO T PRESS "N"
2970 IF INKEY$="N" THEN STOP
2975 IF INKEY$="Y" THEN RUN
2976 GOTO 2970
2980 RUN
2990 STOP
5000 FOR A=0 TO 18
5010 NEXT A
5020 RETURN
9998 SAVE "COLDIT"
9999 RUN

```

Just because you get eight draws on the Pools does not necessarily mean you scoop the jackpot. If you do one of those complicated systems with lots of different lines to check you may only end up with a handful of fourth dividends for you pains.

**Touch Line Plan 32** by L M Cook of Oldham in Lancashire will not predict a winning choice but it will take out the drudgery of checking all those lines. The plan works on Littlewoods, Vernon and Zetter Pools coupons and runs on any Spectrum.

You must enter your selections according to the points they scored — 3, 2, 1.5 etc — and the program will then run through the 72 combinations and tell you what dividends, if any, you have won. Although it will only work for the specific plan, it should be possible to adapt the program for use with other systems.

```

20 BORDER 4: PAPER 4: INK 0
30 PRINT AT 15,11; FLASH 1;"ST OP TAPE"
40 PAUSE 250
50 DIM a$(18,72)
60 LET fst=0: LET snd=0: LET t hd=0: LET for=0: LET fif=0: LET six=0
70 LET pts=0
80 DIM a(18)
90 REM Touch line plan 32 DATA
100 LET a$(1)="x xx x xxxxx x x x xxxx xxxxxxxx
101 LET a$(2)="xx xx x xxxxx xx x xxx xxxxxxxx x
102 LET a$(3)="xxx xx x xxxxx xx x xx xxxxxxxx x
103 LET a$(4)="xxxx xx x xxxxx xx x x xxxxxxxx xxx
104 LET a$(5)="xxxxx xx x xxxxx x xx x xxxxxxxx x
105 LET a$(6)="xxxxx xx x xxxxx xx x x xxxxxxxx xxx

```



# TOUCH LINE 32

continued on page 92



continued from page 91

```

106 LET a$(7)="x xxxxx xx
    x xx x xxxxxx xxxxxx
    xxxxx xxx"
107 LET a$(8)="x xxxxx xx
    xx xx x xxxxx xxxxxx
    xxxxx xxx"
108 LET a$(9)="x x xxxxx x
    xxx xx x xx xxxxxxxx
    xxxxx xxx"
109 LET a$(10)="xx x xxxxx
    xxx xx x x
    xxxxx xxxxx xxx"
110 LET a$(11)="xx x xxxxx
    xxxxx xx x
    xxxxx xxxxx xxx"
111 LET a$(12)="xx x xxxxx
    xxxxx xx x
    xxxxx xxxxx xxx"
112 LET a$(13)="x x
    xxxxx xx x xxxxx xx
    xxx xxxxx xxxxxxx"
113 LET a$(14)="x
    xxxxx xx x xxxxx xx
    xx xxxxx xxxxxxx"
114 LET a$(15)="x x
    xxxxx xx x xxxxx x
    x xxxxxxx xxxxxxx"
115 LET a$(16)="xx
    x xxxxx xx x xxxxx
    xxxxxxx xxxxxxx"
117 LET a$(18)="x
    x x xxxxx xx x xxxxx
    xxxxxxx xxxxxxx"
200 CLS
210 PRINT "CHECK YOUR COUPON FI
RST."
220 PRINT "Any column of 18 sel
ections with a good chance s
hould be noted as follows:
List each result acc
ording to the value of the poin
ts, numbered 1 to 18. FOR EXAMPLE
:"
230 PRINT "1. 3
        2. 1.5
        3. 2
        4. 3 and so on."
240 PRINT "So that the computer
can calculate the highes
t possible points, first enter
the number of score draws, no-s
core draws and aways from the c
oupon."
250 PRINT "When prompted, enter
the points from your list."
260 PRINT "ANY KEY TO CONTINUE.
"
270 IF INKEY$="" THEN GO TO 27
0

```

```

280 CLS
290 PRINT "Score draws ";
300 INPUT "Score draws? ";scd:
PRINT scd
310 PRINT "No-score draws ";
320 INPUT "No-score draws? ";nsd:
PRINT nsd
330 PRINT "Aways ";
340 INPUT "Aways? ";aws: PRINT
aws
360 IF scd>=8 THEN LET pts=24:
GO TO 430
370 LET pts=scd*3
380 IF scd+nsd>=8 THEN LET x=8
-scd: LET y=x*2: LET pts=pts+y:
GO TO 430
390 LET x=nsd*2: LET pts=pts+x
400 IF scd+nsd+aws>=8 THEN LET
x=8-(scd+nsd): LET y=x*1.5: LET
pts=pts+y: GO TO 430
410 LET x=aws*1.5: LET pts=pts+
x
420 LET x=8-(scd+nsd+aws): LET
pts=pts+x
430 PRINT "MAX POINTS = ";pts
440 DIM d(6)
450 IF pts<24 THEN GO TO 470
460 LET d(1)=24: LET d(2)=23: L
ET d(3)=22.5: LET d(4)=22: LET d
(5)=21.5: LET d(6)=21: GO TO 530
470 LET d(1)=pts
480 LET d(2)=pts-.5
490 LET d(3)=pts-1
500 LET d(4)=pts-1.5
510 LET d(5)=pts-2
520 LET d(6)=pts-2.5
530 PRINT "ANY KEY TO CONTINUE.
"
540 IF INKEY$="" THEN GO TO 54
0
550 CLS
560 PRINT "Enter points on winn
ing(?) line."
570 LET x=1
580 FOR n=2 TO 19: PRINT AT n,5
;x: LET x=x+1: NEXT n
590 FOR n=1 TO 18
600 INPUT "Selection points ";(
n); " ";a(n)
610 PRINT AT n+1,9;a(n)
620 NEXT n: PAUSE 20
630 PRINT "ARE THESE CORRECT? (
Y/N)"
640 IF INKEY$="" THEN GO TO 64
0
650 IF INKEY$="n" THEN GO TO 6
90
670 IF INKEY$="y" THEN CLS : 6
0 TO 730
680 GO TO 640
690 INPUT "Selectn. No. for Cor
tn. ";num
700 INPUT "Correct pts. ";a(num)

```

```

710 PRINT AT num+1,9;" ";AT n.
um+1,9;a(num)
720 GO TO 640
730 CLS
740 FOR x=1 TO 72
750 LET points=0
760 FOR n=1 TO 18
770 IF a$(n)(x TO x)="x" THEN
LET points=points+a(n)
775 NEXT n
780 PRINT x;TAB 5;points;" pts"
: POKE 23692,255
790 IF points>=d(6) THEN GO SU
B 820
800 NEXT x
810 GO TO 890
820 IF points=d(1) THEN LET fs
t=fst+1
830 IF points=d(2) THEN LET sn
d=snd+1
840 IF points=d(3) THEN LET th
d=thd+1
850 IF points=d(4) THEN LET fo
r=for+1
860 IF points=d(5) THEN LET fi
f=fif+1
870 IF points=d(6) THEN LET si
x=six+1
880 RETURN
890 PAUSE 100
900 CLS
910 PRINT AT 0,11;"DIVIDENDS"
920 PRINT AT 2,8;"First ";d(1)
;" ";fst
930 PRINT AT 4,8;"Second ";d(2)
;" ";snd
940 PRINT AT 6,8;"Third ";d(3)
;" ";thd
950 PRINT AT 8,8;"Fourth ";d(4)
;" ";for
960 PRINT AT 10,8;"Fifth ";d(5)
;" ";fif
970 PRINT AT 12,8;"Sixth ";d(6)
;" ";six
980 PRINT AT 14,0;"PRESS 'R' T
O CHECK ANOTHER LINE"
990 PRINT " Press 'S' to S
top"
1000 IF INKEY$="" THEN GO TO 10
00
1010 IF INKEY$="r" THEN GO TO 1
040
1020 IF INKEY$="s" THEN STOP
1030 GO TO 1000
1040 PRINT "ANY FURTHER WINS WI
LL BE ADDED"
1050 PRINT " ANY KEY TO CON
TINUE": PAUSE 10
1060 IF INKEY$="" THEN GO TO 10
60
1070 CLS : GO TO 70

```



more programs on page 97



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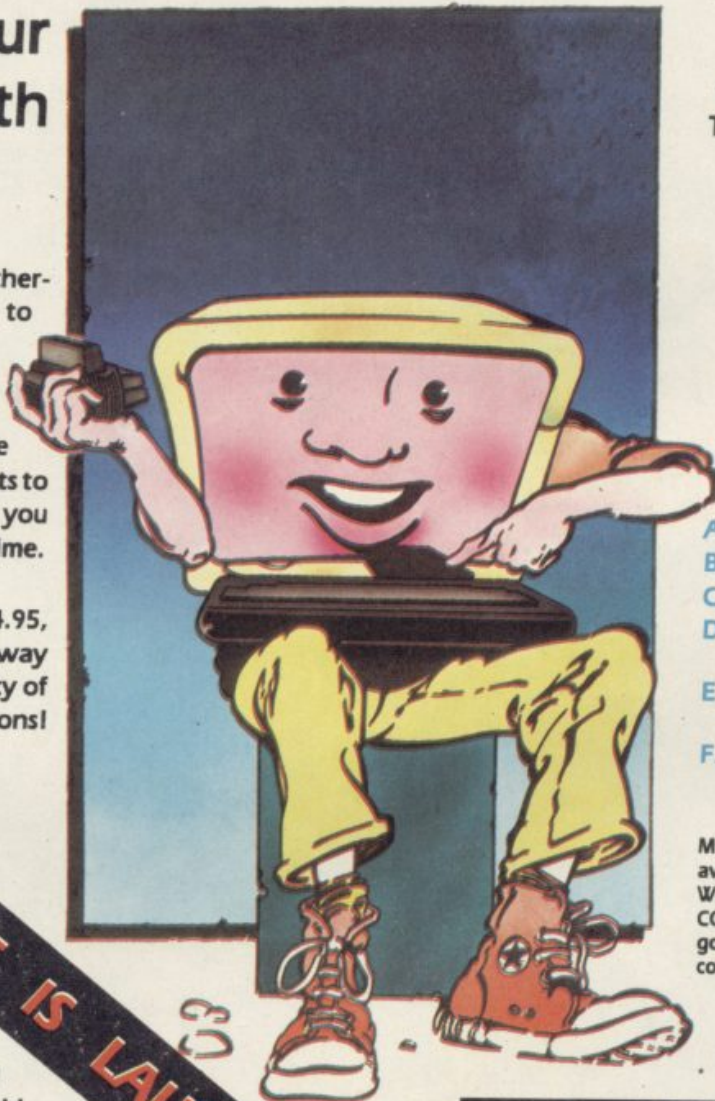
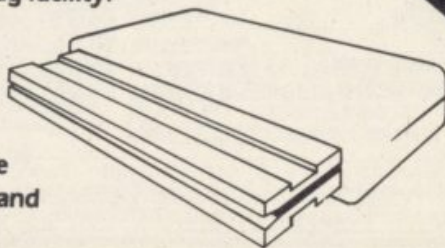
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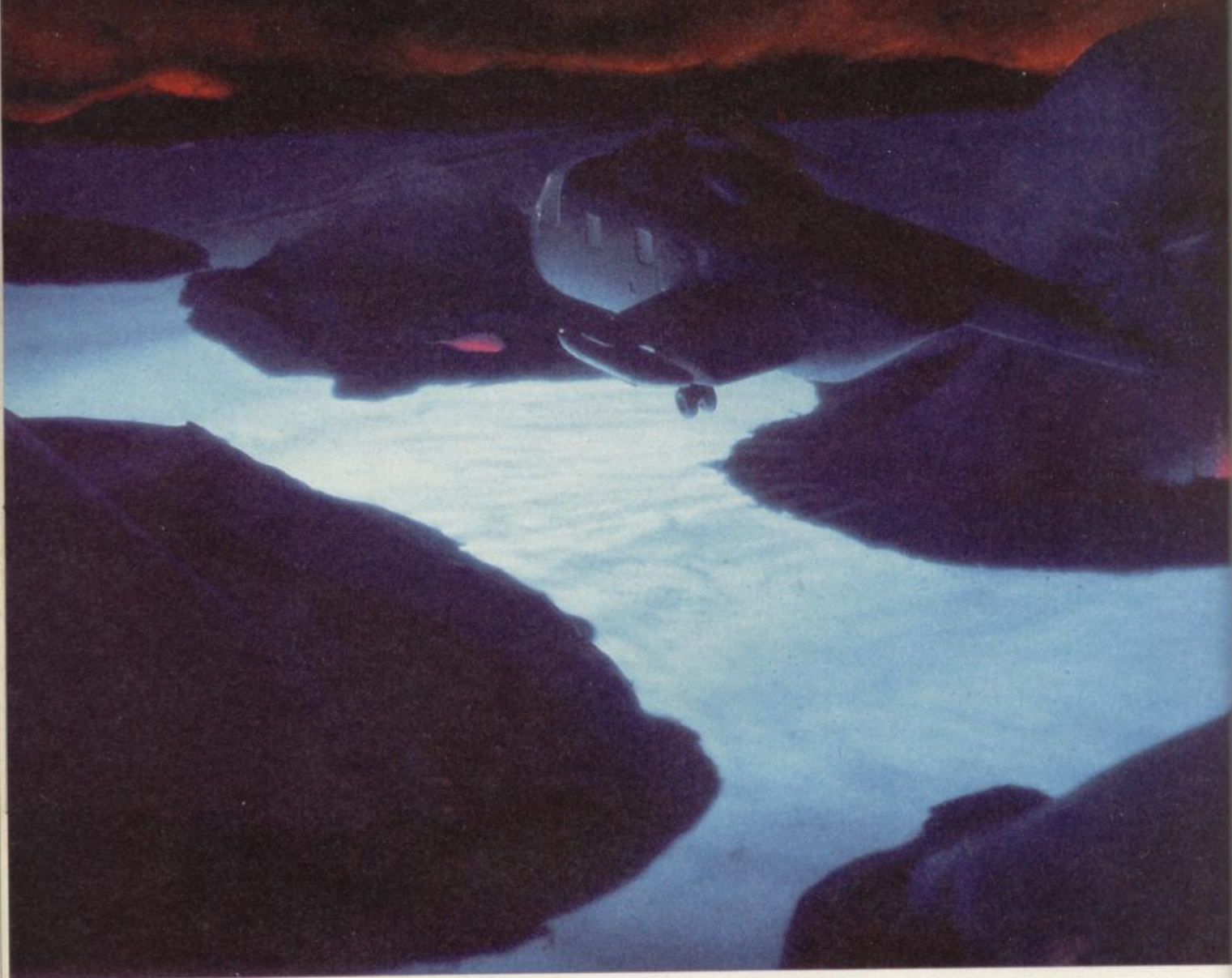
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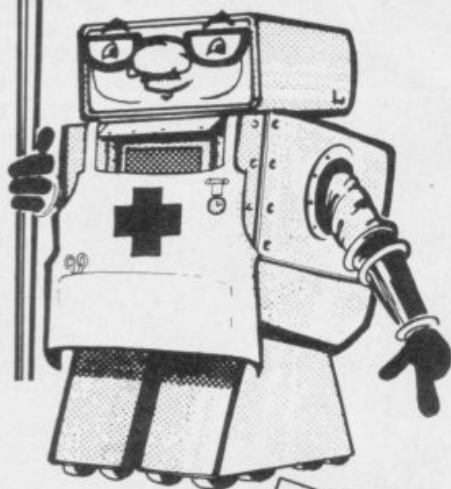


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**T**HE QL is capable of producing stunning graphics with quite simple procedures, but if you are not used to them you may find the commands a little confusing.

**Qool** Graphics by Neil Sampson of Oldham in Lancashire provides a series of routines to draw a variety of patterns, using **BLOCK**, **FILL**, **CIRCLE** and **LINE** commands to produce pleasing effects on the screen.

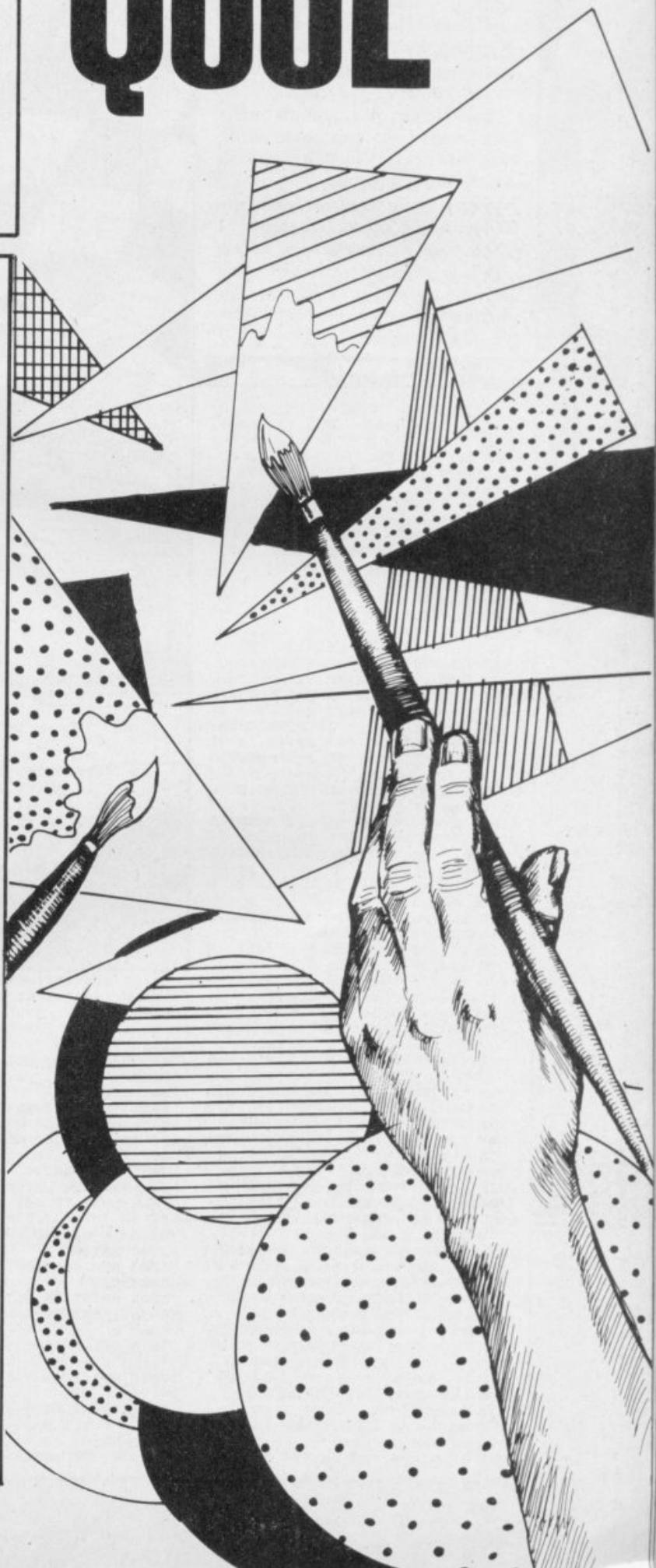
Try running the program in both display modes in order to compare the different effects of stipple colouring in the program.

# Qool

```

3 intro
4 Define PROCedure intro
5 WINDOW 1,512,256,0,0:SCALE 200,0,0:BORDER 4,2:PAPER
7:INK 0:CSIZE 3,1:CLS
6 PRINT" F1-TRIANGLES"
7 PRINT" F2-CIRCLES"
8 PRINT" F3-LINES FROM CENTRE"
9 PRINT" F4-LINES RANDOM"
10 PRINT" F5-BLOCK EFFECT"
11 PRINT" SHIFT+F1-MORE CIRCLES"
12 PRINT" S-STOP"
13 choose
14 END Define intro
15 Define PROCedure choose
16 a=CODE(INKEY$(-1))
17 SELECT a
18 =232:Triangles
19 =236:Circles
20 =240:lines_c
21 =244:lines
22 =248:beffect
23 =234:spc
24 =REMAINDER :choose
25 END SELECT
26 END Define choose
27 Define PROCedure lines_c
28 CLS:FILL 0
29 Repeat loop
30 IF INKEY$="s":intro
31 INK RND(255):LINE 150,100 TO RND(300),RND(200)
32 END Repeat loop
33 END Define lines_c
34 Define PROCedure Circles
35 CLS
36 Repeat loop
37 IF INKEY$="s":intro
38 FILL 1:INK RND(255):CIRCLE RND(300),
RND(200),RND(30):FILL 0
39 END Repeat loop
40 END Define Circles
41 Define PROCedure lines
42 CLS:FILL 0
43 Repeat loop
44 IF INKEY$="s":intro
45 INK RND(255):LINE TO RND(300),RND(200)
46 END Repeat loop
47 END Define lines
48 Define PROCedure Triangles
49 CLS
50 Repeat loop
51 IF INKEY$="s":intro
52 a=RND(300):b=RND(200)
53 FILL 1:INK RND(255):LINE a,b TO RND(300),RND(200) TO
RND(300),RND(200) TO a,b:
FILL 0
54 END Repeat loop
55 END Define Triangles
56 Define PROCedure beffect
57 CLS
58 FOR r=240 TO 0 STEP -2:BLOCK r*2,r,0,0,r
59 PAUSE -1:intro
60 END Define beffect
61 Define PROCedure c2
62 SCALE 100,0,0:CLS:x=0
63 FOR r=0 TO 100
64 INK x MOD 7:x=x+1
65 IF INKEY$="s":intro
66 CIRCLE 80,50,r
67 END FOR r
68 PAUSE -1:intro
69 END Define c2
70 Define PROCedure spc
71 SCALE 100,0,0:CLS
72 POINT 750,500
73 FOR f=0 TO 1000
74 PENUP:POINT 750,500:MOVE f:TURN f:PENDOWN
75 INK RND(255):FILL 1:CIRCLE_R,0,0,100:FILL 0
76 IF INKEY$="s":intro
77 END FOR f
78 PAUSE -1:intro
79 END Define spc

```





**T**EST DRIVE the last word in four-wheeled fury around ten different circuits in **Vroom** by Richard Judge and Stuart Harris of Scaldwell in Northamptonshire. Avoid the rocks and water hazards while picking up as many flags as you can.

Each screen is contained in its own routine, so you could write new ones easily. Vroom was written for the 48K Spectrum.

*The program uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout before entering the listing. Characters in graphics mode are printed in a different, faint, typeface.*

```

1 BORDER 4: PAPER 4: CLS
2 GO SUB 7000
3 CLS
4 GO SUB 6000
6 REM *VARIABLES*
10 LET x=15
20 LET y=20
30 LET m=18
40 LET z=8
45 LET screen=8000
50 LET dam=0
60 LET check=2000
70 LET time=0
80 LET bonus=0
90 LET d=.01
92 REM *DRAW SCREEN*
96 GO SUB 7900: GO SUB screen
98 REM *CONTROLS*
100 IF INKEY$="o" THEN LET z=z
-1: IF z=0 THEN LET z=8
110 IF INKEY$="p" THEN LET z=z
+1: IF z=9 THEN LET z=1
120 IF z=1 THEN GO SUB 4000: G
O TO 200
130 IF z=2 THEN GO SUB 4010: G
O TO 200
140 IF z=3 THEN GO SUB 4020: G
O TO 200
150 IF z=4 THEN GO SUB 4030: G
O TO 200
160 IF z=5 THEN GO SUB 4040: G
O TO 200
170 IF z=6 THEN GO SUB 4050: G
O TO 200
180 IF z=7 THEN GO SUB 4060: G
O TO 200
190 IF z=8 THEN GO SUB 4070: G
O TO 200
200 REM *GEARS*
202 IF INKEY$="1" THEN LET m=1
B
210 IF INKEY$="2" THEN LET m=1
1
220 IF INKEY$="3" THEN LET m=5
230 IF INKEY$="4" THEN LET m=0
235 IF m=0 THEN GO TO 241
240 FOR n=0 TO m: LET time=time
+.01: NEXT n
250 BEEP .01,-20
300 GO TO 100
1000 REM *SKID ROUTINE*
1002 LET z=INT (RND*7)+1
1010 BEEP .1,60
1020 PRINT AT y,x;"A": PAUSE 2:
BEEP .1,30: PRINT AT y,x;"C": PA
USE 2: BEEP .1,40: PRINT AT y,x;
"E": PAUSE 4: PRINT AT y,x;"G":
PAUSE 2: BEEP .1,50
1030 PRINT AT y,x;"B": PAUSE 2:
PRINT AT y,x;"D": PAUSE 2: PRINT
AT y,x;"F": PAUSE 2: PRINT AT y
,x;"H": PAUSE 2
1040 LET m=30
1050 RETURN
2000 REM *CHECK ROUTINE*
2002 LET a$=SCREEN$ (y,x)
2010 IF a$="E" OR a$="X" OR a$="

```

```

I" OR a$="T" THEN GO SUB 5100:
LET screen=screen+200: LET bonus
=bonus+1000: GO SUB 7900: GO SUB
screen: GO SUB 5400
2020 IF ATTR (y,x)=33 THEN LET
dam=dam+1: GO SUB 1000
2030 IF ATTR (y,x)=37 THEN GO S
UB 1000
2050 IF ATTR (y,x)=34 THEN LET
dam=dam+2: FOR n=5 TO -25 STEP -
3: BEEP .05,n: NEXT n: GO SUB 79
00
2055 IF ATTR (y,x)=35 THEN LET
dam=dam-.2: LET bonus=bonus+100:
FOR n=30 TO 40: BEEP .025,n: NE
XT n
2060 IF dam>10 THEN GO TO 3000
2100 RETURN
3000 REM *END OF GAME*
3005 CLS
3007 PRINT AT 3,10: FLASH 1: BRI
GHT 1:"END OF GAME": FLASH 0: BR
IGHT 0
3010 PRINT AT 5,1:"TIME TAKEN =
";INT time
3020 PRINT AT 7,1:"BONUS SCORED
=";bonus
3030 PRINT AT 9,1:"DAMAGE SUSTAI
NED =";INT dam
3035 PRINT AT 11,1:"SKILL ATTAIN
ED =";INT (bonus/time)

```

```

3040 PRINT AT 12,1;"BELOW 100 P
OOR',(16*sp)ABOVE 150 GOOD'"
3045 PRINT AT 20,9;"PRESS ANY KE
Y"
3050 GO SUB 5300: PAUSE 0: PAUSE
0: GO TO 0
3998 REM *BUGGY DIRECTION*
4000 LET x=x+1: LET y=y-1: GO SU
B check: PRINT AT y,x;"H": PRINT
AT y+1,x-1;"(sp)": RETURN
4010 LET x=x+1: GO SUB check: PR
INT AT y,x;"C": PRINT AT y,x-1;"
(sp)": RETURN
4020 LET x=x+1: LET y=y+1: GO SU
B check: PRINT AT y,x;"G": PRINT
AT y-1,x-1;"(sp)": RETURN
4030 LET y=y+1: GO SUB check: PR
INT AT y,x;"E": PRINT AT y-1,x;"
(sp)": RETURN
4040 LET x=x-1: LET y=y+1: GO SU
B check: PRINT AT y,x;"I": PRINT
AT y-1,x+1;"(sp)": RETURN
4050 LET x=x-1: GO SUB check: PR
INT AT y,x;"D": PRINT AT y,x+1;"
(sp)": RETURN
4060 LET x=x-1: LET y=y-1: GO SU
B check: PRINT AT y,x;"F": PRINT
AT y+1,x+1;"(sp)": RETURN
4070 LET y=y-1: GO SUB check: PR
INT AT y,x;"A": PRINT AT y+1,x;"
(sp)": RETURN

```



# OTM



```

5350 NEXT n
5360 RETURN
5400 DATA 0.1,12,.1,9,.1,7,.1,12
,.1,9,.1,7,.5,19
5410 RESTORE 5400
5420 FOR n=1 TO 7
5430 READ d: READ p
5440 BEEP d,p
5450 NEXT n
5460 RETURN
6000 REM *TITLE*
6010 PRINT AT 4,13; FLASH 1; BRI
GHT 1; INK 0;"*BUGGY*";AT 5,12;
FLASH 1; BRIGHT 1; INK 0;"*BONKE
RS*"
6020 BRIGHT 1; FLASH 1; INK 0: P
RINT AT 3,14;"*****";AT 6,11;"**
*****": BRIGHT 0; FLASH 0
6025 PRINT AT 9,3;"CONTROLS";AT
9,3; OVER 1;"-----"
6030 PRINT AT 11,3;"ROTATE BUGGY
LEFT...KEY 'O'";AT 13,3;"ROTATE
BUGGY RIGHT...KEY 'P'"
6040 PRINT AT 15,3;"GEARS.. '1',
'2', '3', AND '4', ARE ON
THERE RESPECTIVE KEYS"
6050 PRINT AT 20,9; FLASH 1;"PRE
SS ANY KEY": PAUSE 0; CLS
6060 PRINT AT 2,3;"INSTRUCTIONS"
;AT 2,3; OVER 1;"-----"
6070 PRINT AT 4,3;"HITTING ROCKS
'J' MEANS A DAMAGE FACTOR
OF 1 . HITTING THE BARRIER
'N' MEANS A DAMAGE FACTOR
OF 2, PLUS HAVING TO RES
TART THAT STAGE . IF TH
E DAMAGE FACTOR IS MOR
E THAN TEN THEN THE RACE
IS FINISHED . IF WATER 'KL
' IS HIT, YOU ARE SENT INTO
A VIOLENT SKID . IF YOU
HIT A FLAG 'H' THEN IT REDUC
ES YOUR DAMAGE BY 0.2 ."
6080 PRINT AT 20,5; FLASH 1;"PRE
SS ANY KEY TO START": PAUSE 0
6085 GO SUB 5000
6090 RETURN
6100 REM *U.D.G.*
7000 DATA 0,90,90,24,24,90,126,9
0,90,126,90,24,24,90,90,0,0,230,
64,254,254,64,230,0,0,103,2,127,
127,2,103,0,0,126,64,124,64,64,1
26,0
7010 DATA 216,200,35,155,220,14,
52,48,12,44,112,59,217,196,19,27
,27,19,196,217,59,112,44,12,48,5
2,14,220,155,35,200,216,126,198,
151,217,91,110,100,60,6,110,127,
255,255,255,63,57
7020 DATA 4,78,223,254,254,231,1
98,0,224,120,76,103,127,64,64,64
,195,255,189,255,195
7025 RESTORE 7000
7030 FOR n=0 TO 104: READ a: POK
E USR "a"+n,a: NEXT n
7040 POKE USR "n"+0,BIN 11111111
7050 POKE USR "n"+1,BIN 01000010
7060 POKE USR "n"+2,BIN 00100100
7070 POKE USR "n"+3,BIN 11111111
7080 POKE USR "n"+4,BIN 11111111
7090 POKE USR "n"+5,BIN 00100100
7100 POKE USR "n"+6,BIN 01000010
7110 POKE USR "n"+7,BIN 11111111
7120 RETURN
7900 REM *SCREEN BORDER*
7905 CLS
7910 FOR n=0 TO 31: PRINT AT 21,
n; INK 2;"(g3)": NEXT n
7920 FOR n=0 TO 31: PRINT AT 0,n
; INK 2;"(g3)": NEXT n
7930 FOR n=0 TO 21: PRINT AT n,0
; INK 2;"(g5)": NEXT n
7940 FOR n=0 TO 21: PRINT AT n,3
1; INK 2;"(g5)": NEXT n
7950 PRINT AT 0,0; INK 2;"(g4)"
7960 PRINT AT 21,31; INK 2;"(g2)"
7970 PRINT AT 21,0; INK 2;"(g1)"
7980 PRINT AT 0,31; INK 2;"(g7)"
7990 GO TO screen
7999
8000 REM *STAGE 1*
8003 FOR n=21 TO 15 STEP -1: PRI

```

```

NT AT n,12; INK 2;"N": NEXT n
8010 FOR n=21 TO 11 STEP -1: PRI
NT AT n,18; INK 2;"N": NEXT n
8020 FOR n=18 TO 5 STEP -1: PRI
NT AT n,10; INK 2;"N": NEXT n
8030 FOR n=12 TO 0 STEP -1: PRI
NT AT n,15; INK 2;"N": NEXT n
8040 FOR n=0 TO 23: PRINT AT 5,n
; INK 2;"N": NEXT n
8050 FOR n=5 TO 10: PRINT AT n,2
3; INK 2;"N": NEXT n
8060 FOR n=23 TO 31: PRINT AT 11
,n; INK 2;"N": NEXT n
8070 FOR n=19 TO 26: PRINT AT 16
,n; INK 2;"N": NEXT n
8080 FOR n=11 TO 21: PRINT AT n,
31; INK 2;"N": NEXT n
8085 FOR n=16 TO 21: PRINT AT n,
26; INK 2;"N": NEXT n
8090 PRINT AT 20,13;"(5*g6)"
8095 PRINT AT 20,27; INK 0;"EXIT
"
8100 PRINT AT 14,15; INK 5;"KL";
AT 8,19; INK 5;"KL";AT 8,4; INK
1;"J";AT 14,24; INK 1;"J"
8120 LET x=15: LET y=20
8130 LET z=8
8150 PRINT AT 13,3; INK 3;"H";AT
13,21; INK 3;"H";AT 9,10; INK 3
;"H"
8160 PRINT AT 18,19;"STAGE 1"
8190 RETURN
8200 REM *STAGE 2*
8210 FOR n=31 TO 6 STEP -1: PRI
NT AT 7,n; INK 2;"N": NEXT n
8215 PRINT AT 1,27; INK 0;"(4*ig
6)"
8220 FOR n=26 TO 0 STEP -1: PRI
NT AT 2,n; INK 2;"N": NEXT n
8230 FOR n=0 TO 2: PRINT AT n,26
; INK 2;"N": NEXT n
8240 FOR n=6 TO 31: PRINT AT 16,
n; INK 2;"N": NEXT n
8250 FOR n=7 TO 16: PRINT AT n,6
; INK 2;"N": NEXT n
8260 PRINT AT 17,30;"E";AT 18,30
;"X";AT 19,30;"I";AT 20,30;"T"
8270 PRINT AT 5,20; INK 1;"J";AT
4,15; INK 1;"J";AT 7,4; INK 1;"
J";AT 17,10; INK 1;"J";AT 19,15;
INK 1;"J"
8280 PRINT AT 19,2; INK 5;"KL"
8290 PRINT AT 18,20; INK 5;"KL"
8300 LET y=1: LET x=28: LET z=4
8310 PRINT AT 5,16; INK 3;"H";AT
17,17; INK 3;"H"(cc3)
8320 FOR n=7 TO 14: PRINT AT n,2
; INK 2;"N": NEXT n
8330 INK 0: PRINT AT 8,1;"S";AT
9,1;"T";AT 10,1;"A";AT 11,1;"B";
AT 13,1;"2"; INK 2: PRINT AT 7,0
;"NN";AT 14,0;"NN"
8350 INK 0: RETURN
8400 REM *STAGE 3*
8403 FOR n=5 TO 31: PRINT AT 7,n
; INK 2;"N": NEXT n
8410 FOR n=0 TO 27: PRINT AT 16,
n; INK 2;"N": NEXT n
8415 FOR n=17 TO 20: PRINT AT n,
1; INK 0;"(ig6)": NEXT n
8420 FOR n=10 TO 16: PRINT AT n,
10; INK 2;"N": NEXT n
8430 FOR n=16 TO 15 STEP -1: PRI
NT AT n,5; INK 2;"N": NEXT n
8440 FOR n=7 TO 12: PRINT AT n,5
; INK 2;"N": NEXT n
8450 FOR n=8 TO 13: PRINT AT n,2
3; INK 2;"N": NEXT n
8460 FOR n=16 TO 10 STEP -1: PRI
NT AT n,18; INK 2;"N": NEXT n
8470 INK 0: PRINT AT 1,30;"E";AT
2,30;"X";AT 3,30;"I";AT 4,30;"T
": INK 2: PRINT AT 5,30;"N";AT 6
,30;"N";AT 6,22;"N"
8475 FOR n=22 TO 29: PRINT AT 5,
n; INK 2;"N": NEXT n
8480 PRINT AT 19,4; INK 5;"KL";A
T 18,10; INK 1;"J";AT 18,23; INK
1;"J"
8485 PRINT AT 6,23; INK 0;"STAGE
3"

```

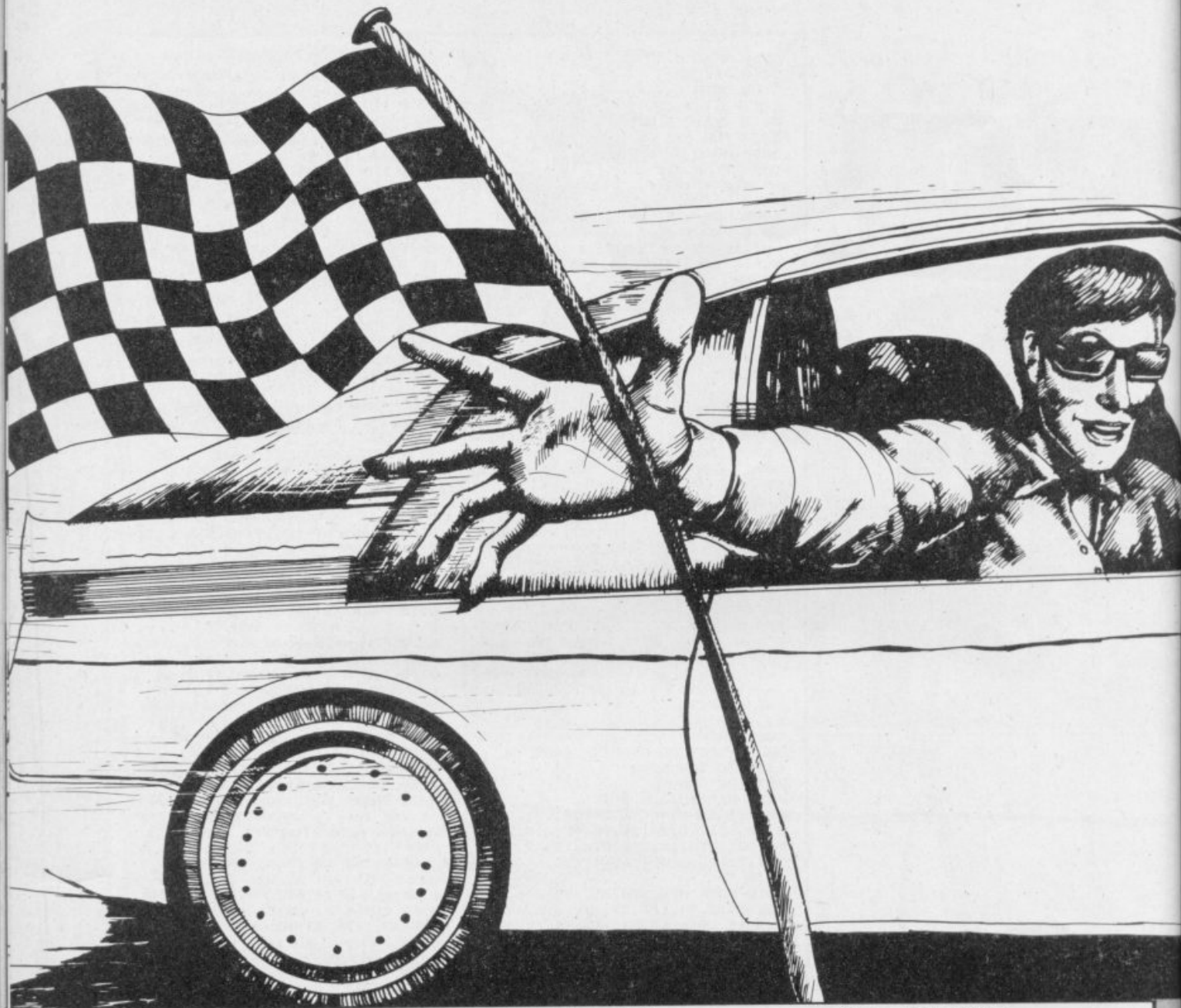
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```

5000 REM *TUNES*
5005 DATA .2,2,.2,7,.2,2,.2,5,.2
,2,.2,4,.1,2,.2,0,.5,0
5010 DATA .2,2,.2,7,.2,2,.2,5,.2
,2,.2,4,.1,2,.2,0,.5,0
5015 DATA .2,2,.2,9,.2,2,5,.2,7,.2
,14,.2,7,.2,19
5016 DATA .2,2,.2,9,.2,5,.2,7,.2
,14,.2,7,.2,19
5020 RESTORE 10
5030 FOR n=1 TO 32
5040 READ d
5050 READ p
5060 BEEP d,p
5070 NEXT n
5080 RETURN
5100 DATA .15,9,.15,11,.15,9,.15
,7,.15,9,.15,14,.15,9,.15,19
5110 RESTORE 5100
5120 FOR n=1 TO 8
5130 READ d
5140 READ p
5150 BEEP d,p
5160 NEXT n
5170 RETURN
5300 DATA .2,14,.2,2,.2,7,.2,2,.
2,7,.2,14,.2,17,.2,14,1,19
5310 RESTORE 5300
5320 FOR n=1 TO 9
5330 READ d: READ p
5340 BEEP d,p

```





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```

8490 LET x=1: LET y=19: LET z=2
8500 PRINT AT 17,20: INK 3;"M";A
T 14,8: INK 3;"M";AT 3,20: INK 3
;"M";AT 5,20: INK 3;"M": INK 0
8510 RETURN
8600 REM *STAGE 4*
8603 LET z=2: LET x=3: LET y=2
8615 FOR n=1 TO 4: PRINT AT n,1:
INK 0;"(ig6)": NEXT n
8630 FOR n=0 TO 21: PRINT AT 5,n
: INK 2;"N": NEXT n
8640 FOR n=0 TO 7: PRINT AT 12,n
: INK 2;"N": NEXT n
8650 FOR n=8 TO 12: PRINT AT n,8
: INK 2;"N": NEXT n
8660 FOR n=8 TO 25: PRINT AT 17,
n: INK 2;"N": NEXT n
8670 FOR n=14 TO 21: PRINT AT n,
8: INK 2;"N": NEXT n
8680 FOR n=14 TO 16: PRINT AT n,
3: INK 2;"N": NEXT n
8690 FOR n=3 TO 7: PRINT AT 14,n
: INK 2;"N": NEXT n
8700 FOR n=17 TO 21: PRINT AT n,
25: INK 2;"N": NEXT n
8710 FOR n=13 TO 31: PRINT AT 12,
n: INK 2;"N": NEXT n
8720 FOR n=9 TO 12: PRINT AT n,1
2: INK 2;"N": NEXT n
8730 FOR n=12 TO 31: PRINT AT 9,

```

```

n: INK 2;"N": NEXT n
8740 FOR n=5 TO 9: PRINT AT n,25
: INK 2;"N": NEXT n
8750 PRINT AT 9,3: INK 5;"KL";AT
2,19: INK 5;"KL";AT 3,27: INK 5
;"KL";AT 7,15: INK 5;"KL";AT 14,
13: INK 5;"KL";AT 15,26: INK 5;"
KL"
8760 INK 1: PRINT AT 20,30:"J";A
T 3,8:"J";AT 2,12:"J";AT 4,26:"J
";AT 7,5:"J";AT 14,18:"J";AT 17,
28:"J": INK 0
8770 INK 3: PRINT AT 4,28:"M";AT
6,28:"M";AT 7,4:"M";AT 9,2:"M";
AT 11,2:"M";AT 11,4:"M";AT 9,6:"
M";AT 13,6:"M";AT 13,5:"M";AT 13
,4:"M";AT 13,3:"M";AT 13,2:"M";A
T 15,2:"M";AT 17,2:"M";AT 18,4:"
M";AT 16,6:"M": INK 0
8780 PRINT AT 20,26:"EXIT"
8785 PRINT AT 18,13: INK 0;"STAG
E 4";AT 20,12: INK 0;"BONUS RUN"
8790 RETURN
8800 REM *STAGE 5*
8804 LET z=4
8805 LET x=29: LET y=2
8810 FOR n=0 TO 14: PRINT INK 2
:AT n,28;"N": NEXT n
8815 PRINT AT 1,29: INK 0;"(2*ig
6)"
8820 FOR n=6 TO 24: PRINT INK 2

```

```

:AT 6,n;"N": NEXT n
8830 FOR n=6 TO 21: PRINT INK 2
:AT n,24;"N": NEXT n
8840 FOR n=6 TO 24: PRINT INK 2
:AT 15,n;"N": NEXT n
8850 FOR n=0 TO 10: PRINT INK 2
:AT 12,n;"N": NEXT n
8860 FOR n=0 TO 19: PRINT INK 2
:AT 19,n;"N": NEXT n
8870 FOR n=19 TO 21: PRINT INK
2:AT n,19;"N": NEXT n
8880 PRINT AT 20,2;"HIGH SPEED T
RACK"
8890 INK 5: PRINT AT 4,18:"KL";A
T 18,20:"KL": INK 0
8900 INK 1: PRINT AT 3,6:"J";AT
10,4:"J";AT 8,16:"J";AT 15,3:"J"
: INK 0
8910 INK 3: PRINT AT 18,28:"M";A
T 11,25:"M";AT 13,11:"M";AT 14,7
:"M";AT 17,21:"M": INK 0
8920 PRINT AT 20,20:"EXIT"
8930 RETURN
9000 REM *STAGE 6*
9004 LET x=20: LET y=2: LET z=4
9005 FOR n=14 TO 31: PRINT INK
2:AT 19,n;"N": NEXT n
9010 FOR n=0 TO 7: PRINT INK 2:
AT n,18;"N": NEXT n
9015 PRINT AT 1,19:"(4*ig6)"
9020 FOR n=18 TO 25: PRINT INK

```

continued on page 105



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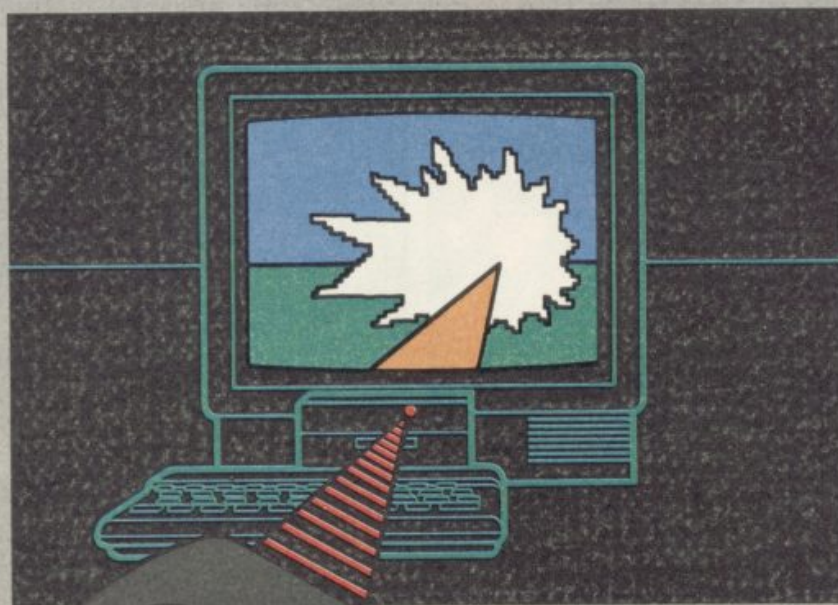
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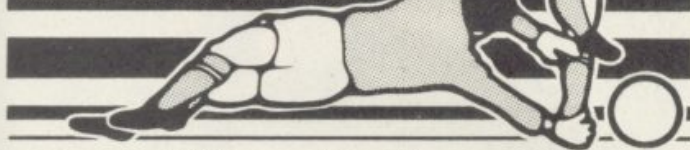


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Release 1.8 is more powerful than ever! We don't have space to do this program justice – if you can't believe the ad, send us a large S.A.E. for further information.

Features: Commands are single-entry keywords in graphics mode. Syntax is checked on entry. Fully compatible with Spectrum Basic. Microdrive compatible. Comprehensive manual.

NOTE: Release 1.0 is still available for 16/48K Spectrum at £11.00.

**ALTER** screen colours (general or specific)  
**AUTO** line numbering  
**BREAK** out of code loops  
**CLOCK** digital clock  
**CURSOR CONTROL** codes allow strings to have complex shapes  
**DEF KEY** user definable keys  
**DELETE** a block of lines  
**DO-LOOP** structure  
**DPOKE** double poke  
**EDIT** specified line  
**ELSE** used with IF... THEN  
**EXIT** leave DO-LOOP

**FILL** enclosed area with specified ink or paper  
**GET** wait for keypress  
**JOIN** two program lines  
**KEYIN** a string  
**KEYWORDS** new keywords on/off  
**LIST/ALIST** line TO line  
**USED** used with GOTO, GOSUB  
**ON ERROR** trap errors  
**PLINE** a string (may contain cursor control codes)  
**POKE** a string  
**POP** Basic's stack  
**PROC**, **DEF PROC**, **END PROC** (for named procedures)

**RENUM** versatile renumber  
**ROLL** all or part of screen in any direction by specified number of pixels, with or without attributes  
**SCROLL** like ROLL, but without wrap round  
**SORT** arrays (very fast)  
**SPLIT** program lines  
**TRACE** program execution  
**UNTIL** used with DO or LOOP  
**USING** used with PRINT  
**WHILE** used with DO or LOOP  
**XOS**, **YOS** move PLOT origin  
**XRG**, **YRG** change PLOT scale

### FUNCTIONS

**AND** (bit-by-bit)  
**BINT** decimal to binary  
**CHARN** number to 2 characters  
**CODE** text cosine  
**DEC** hexadecimal to decimal  
**DPOKE** double PEEK  
**FILL** filled area

**HEX8** decimal to hexadecimal  
**INSTR** string search  
**MEM** free memory  
**MEMORY** all of memory as a string  
**MOD** modulus  
**NUMBER** 2 characters to number  
**OR** (bit-by-bit)

**RND8** fast RND  
**SCREEN** recognises user graphics  
**SINE** fast sine  
**STRING** repeats strings  
**TIME** current time  
**USING** format numbers  
**XOR** (bit-by-bit)

Only £11.00 inclusive! (Upgrade price for Release 1.0 owners is £4.00. This includes a 12-page supplement to your manual. Please quote date of purchase. If you did not purchase from us, state supplier and return original cassette.)

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Beta Basic, Release 1.8. Payment of £11.00 is enclosed.  
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### Athlete

Do you want to make the Olympics? Never mind, here's a selection of track and field events where you can show the selection how you can make your own tough competition. Sprinter (100m & 400m). Hurdler (100m & 400m).

### Super Bridge

For beginners and experts alike. Designed to give above average players a good run for their money and to give beginners an excellent introduction without the worry of an opponent partner.

### Make Music

A music synthesizer program designed to compose 3 part harmonies when used with the Sun, Fuller and Tivoli sound boards or any other using the AY-3-8912 chip where the CDP command is known. Brilliant – ZX Computing



### Buffer Adventure

Featuring the real life characters who work at Buffer Micro. Can you unravel the mysteries behind the story? Are the people who serve you quite as weird as they seem? An amusing, puzzle-based adventure.

### Mysterious Fairground

All the fun of the fair, plus unimagined horrors in the House of Horror and the Ghost Train before you can find the five pieces of treasure hidden somewhere in the Fairground.

### Pools Predictions

Score draws, no score draws, home and away wins in this menu-driven program to help you fill in that winning coupon. English/Scottish leagues and Australian leagues for all your round-robin needs.



### Racing Predictions

Covers the flat racing season at the touch of the keyboard – all the major courses covered for in this user friendly prediction program. Pick the first three horses with confidence – or a pat!

### Card Games

CRIBBAGE is the most fascinating of the games, produced in response to Challenge's challenge. Also in the same category are PAIRS, BINOCO and PATIENCE.

### Loony Bin

Mind adventure requiring critical logical thinking to escape from the asylum and travel the world following the clues. Uses all but 8 bytes of the Spectrum's 48K memory.



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```

9160 INK 3: PRINT AT 9,28;"M";AT
  9,15;"M";AT 4,16;"M";AT 2,14;"M
";AT 16,6;"M";AT 16,28;"M";AT 16
,29;"M": INK 0
9170 PRINT AT 20,15;"LOW SPEED T
RACK"
9180 PRINT AT 20,9;"EXIT"
9190 RETURN
9200 REM *STAGE 7*
9205 INK 2: LET x=10: LET y=1: L
ET z=4
9210 FOR n=0 TO 8: PRINT INK 2;
AT 2,n;"N": NEXT n
9215 PRINT AT 1,9; INK 0;"(4*ig6
)"
9220 FOR n=0 TO 2: PRINT INK 2;
AT n,8;"N": NEXT n
9230 FOR n=0 TO 10: PRINT INK 2
;AT 9,n;"N": NEXT n
9240 FOR n=0 TO 18: PRINT INK 2
;AT n,13;"N": NEXT n
9250 FOR n=4 TO 13: PRINT INK 2
;AT 5,n;"N": NEXT n
9260 FOR n=3 TO 13: PRINT AT 13,
n;"N"(cc14): NEXT n
9270 FOR n=0 TO 9: PRINT AT 18,n
;"N": NEXT n
9280 FOR n=18 TO 21: PRINT AT n,
9;"N": NEXT n
9290 FOR n=4 TO 21: PRINT AT n,1
7;"N": NEXT n
9300 FOR n=0 TO 17: PRINT AT n,2
1;"N": NEXT n
9310 FOR n=4 TO 21: PRINT AT n,2
5;"N": NEXT n
9320 FOR n=0 TO 7: PRINT AT n,29
;"N": NEXT n
9330 FOR n=29 TO 31: PRINT AT 7,
n;"N": NEXT n
9340 FOR n=12 TO 21: PRINT AT n,
29;"N": NEXT n
9350 FOR n=29 TO 31: PRINT AT 12
,n;"N": NEXT n
9360 INK 5: PRINT AT 19,20;"KL";
AT 16,3;"KL"
9370 INK 1: PRINT AT 20,11;"J";A
T 11,11;"J";AT 2,17;"J";AT 2,25;
"J": INK 0
9380 INK 3: PRINT AT 6,1;"H";AT
10,15;"H";AT 10,19;"H";AT 10,24;
"H": INK 0
9390 INK 0: PRINT AT 1,1;"TRACK
7";AT 19,3;"GEAR";AT 20,3;"1--2"
;AT 8,30;"E";AT 9,30;"X";AT 10,3
0;"I";AT 11,30;"T"
9399 RETURN
9400 LET x=1: LET y=10: LET z=2
9410 INK 2: FOR n=0 TO 2: PRINT
AT 12,n;"N": NEXT n
9420 FOR n=12 TO 21: PRINT AT n,
2;"N": NEXT n
9430 FOR n=0 TO 6: PRINT AT 7,n;
"N": NEXT n
9440 FOR n=0 TO 7: PRINT AT n,6;
"N": NEXT n
9450 FOR n=8 TO 25: PRINT AT 2,n
;"N": NEXT n
9460 FOR n=8 TO 25: PRINT AT 7,n
;"N": NEXT n
9470 FOR n=2 TO 7: PRINT AT n,8;
"N": NEXT n
9480 FOR n=2 TO 7: PRINT AT n,25
;"N": NEXT n
9485 FOR n=0 TO 7: PRINT AT n,27
;"N": NEXT n
9490 FOR n=27 TO 31: PRINT AT 7,
n;"N": NEXT n
9495 FOR n=12 TO 20: PRINT AT n,
27;"N": NEXT n
9510 FOR n=27 TO 31: PRINT AT 12
,n;"N": NEXT n: INK 0
9520 INK 5: FOR n=8 TO 20: PRINT
AT n,16;"KL": NEXT n
9530 INK 1: FOR n=8 TO 20 STEP 2
: PRINT AT n,14;"J";AT n,19;"J":
NEXT n
9540 INK 3: FOR n=9 TO 20 STEP 2
: PRINT AT n,14;"H";AT n,19;"H":
NEXT n: INK 0
9560 INK 0: PRINT AT 4,13;"CAUTI
ON";AT 2,1;"STAGE";AT 4,3;"B";AT
8,30;"E";AT 9,30;"X";AT 10,30;"
I";AT 11,30;"T": FOR n=8 TO 11:
PRINT AT n,1;"(ig6)": NEXT n
9570 RETURN
9598 REM *** screen 9 ***
9600 LET x=1: LET y=10: LET z=2

```

```

9610 INK 2: FOR n=0 TO 7: PRINT
AT n,15;"N";AT n,26;"N": NEXT n
9620 FOR n=12 TO 15: PRINT AT 7,
n;"N";AT 12,n;"N": NEXT n
9630 FOR n=7 TO 12: PRINT AT n,1
2;"N": NEXT n
9640 FOR n=12 TO 18: PRINT AT n,
15;"N": NEXT n
9650 FOR n=15 TO 28: PRINT AT 18
,n;"N": NEXT n
9660 FOR n=18 TO 31: PRINT AT 15
,n;"N": NEXT n
9670 FOR n=3 TO 15: PRINT AT n,1
8;"N": NEXT n
9680 FOR n=23 TO 31: PRINT AT 13
,n;"N": NEXT n
9690 FOR n=3 TO 13: PRINT AT n,2
3;"N": NEXT n
9695 FOR n=18 TO 22: PRINT AT 3,
n;"N": NEXT n
9700 FOR n=26 TO 31: PRINT AT 8,
n;"N": NEXT n
9705 FOR n=0 TO 2: PRINT AT 12,n
;"N": NEXT n
9710 FOR n=12 TO 21: PRINT AT n,
2;"N": NEXT n
9715 FOR n=0 TO 6: PRINT AT 7,n;
"N": NEXT n
9720 FOR n=3 TO 12: PRINT AT 4,n
;"N": NEXT n
9725 FOR n=4 TO 15: PRINT AT n,9
;"N": NEXT n
9730 FOR n=7 TO 18: PRINT AT n,6
;"N": NEXT n
9735 FOR n=6 TO 9: PRINT AT 18,n
;"N": NEXT n
9740 FOR n=9 TO 12: PRINT AT 15,
n;"N": NEXT n
9745 FOR n=15 TO 21: PRINT AT n,
12;"N": NEXT n: INK 0
9750 FOR n=8 TO 11: PRINT AT n,1
;"(ig6)": NEXT n
9755 PRINT AT 13,1;"S";AT 14,1;"
T";AT 15,1;"A";AT 16,1;"G";AT 17
,1;"E";AT 19,1;"9"
9760 PRINT AT 5,19;"DEAD";AT 7,1
9;"SLOW"
9765 PRINT AT 11,19;"GEAR";AT 13
,19;"1..2"
9770 INK 5: PRINT AT 9,16;"KL";A
T 16,22;"KL";AT 6,3;"KL": INK 0
9775 INK 1: PRINT AT 2,6;"J";AT
2,9;"J";AT 2,12;"J";AT 13,4;"J";
AT 10,7;"J";AT 17,13;"J";AT 15,1
4;"J";AT 19,10;"J";AT 11,17;"J";
AT 19,22;"J";AT 20,25;"J";AT 9,2
5;"J";AT 1,24;"J": INK 0
9780 INK 3: PRINT AT 2,5;"H";AT
2,8;"H";AT 2,11;"H";AT 19,27;"H"
;AT 9,11;"H";AT 16,4;"H": INK 0
9785 PRINT AT 9,30;"E";AT 10,30;
"X";AT 11,30;"I";AT 12,30;"T"
9790 RETURN
9798 REM *** screen 10 ***
9800 LET x=1: LET y=11: LET z=2
9810 INK 2: FOR n=0 TO 19: PRINT
AT n,10;"N": NEXT n
9820 FOR n=0 TO 8: PRINT AT n,26
;"N": NEXT n
9830 FOR n=27 TO 31: PRINT AT 8,
n;"N": NEXT n
9840 FOR n=0 TO 10: PRINT AT 8,n
;"N": NEXT n
9850 FOR n=0 TO 3: PRINT AT 13,n
;"N": NEXT n
9860 FOR n=13 TO 21: PRINT AT n,
3;"N": NEXT n
9870 INK 1: FOR n=11 TO 26: PRIN
T AT 9,n;"J";AT 10,n;"J";AT 15,n
;"J";AT 16,n;"J": NEXT n
9880 FOR n=11 TO 14: PRINT AT n,
11;"J";AT n,12;"J";AT n,25;"J";A
T n,26;"J": NEXT n
9890 INK 3: FOR n=14 TO 23: PRIN
T AT 11,n;"H";AT 12,n;"H";AT 13,
n;"H";AT 14,n;"H": NEXT n
9900 INK 0: FOR n=11 TO 25: PRIN
T AT 1,n;"(g6)";AT 2,n;"(g6)";AT
3,n;"(g6)": NEXT n
9910 PRINT AT 1,15;"FINISH";AT 2
,2;"STAGE";AT 4,3;"10";AT 6,2;"G
EAR..2"
9915 PRINT AT 2,16; INK 0; BRIGH
T 0;"EXIT"
9920 RETURN
9999 GO TO 3000

```



continued from page 100

```

2;AT 7,n;"N": NEXT n
9030 FOR n=7 TO 9: PRINT INK 2;
AT n,25;"N": NEXT n
9040 FOR n=0 TO 2: PRINT INK 2;
AT n,25;"N": NEXT n
9050 FOR n=23 TO 31: PRINT INK
2;AT 2,n;"N": NEXT n
9060 FOR n=4 TO 17: PRINT INK 2
;AT n,3;"N": NEXT n
9070 FOR n=3 TO 13: PRINT INK 2
;AT 4,n;"N": NEXT n
9080 FOR n=4 TO 12: PRINT INK 2
;AT n,13;"N": NEXT n
9090 FOR n=13 TO 31: PRINT INK
2;AT 12,n;"N": NEXT n
9100 FOR n=9 TO 21: PRINT INK 2
;AT n,8;"N": NEXT n
9110 FOR n=8 TO 25: PRINT INK 2
;AT 15,n;"N": NEXT n
9120 FOR n=19 TO 21: PRINT INK
2;AT n,13;"N": NEXT n
9130 FOR n=0 TO 2: PRINT INK 2;
AT n,8;"N": NEXT n
9135 FOR n=0 TO 2: PRINT INK 2;
AT n,23;"N": NEXT n
9140 INK 5: PRINT AT 2,5;"KL";AT
5,25;"KL";AT 17,12;"KL": INK 0
9150 INK 1: PRINT AT 10,16;"J";A
T 6,2;"J";AT 11,1;"J";AT 19,5;"J
";AT 11,6;"J";AT 12,10;"J": INK
0

```



**T**ake ship for the New World and found an empire in a thrilling simulation of the struggles of European nations to compete for a share of America's riches in the 15th Century.

Columbus, by Nicholas Holgate, was a runner up in the 1984 Cambridge Awards competition. The game is for two to five players, but should prove entertaining for one.

Enter listing 1 first, and SAVE it with SAVE "col" LINE 10. Then Enter listing 2 and SAVE with SAVE "Columbus" LINE 3. Then the first listing will automatically RUN and LOAD the second. The program runs on the 48K Spectrum.

Each turn begins with a financial statement, following which you may choose a number of options.

**Ships** allows you to explore, build ships and improve their design. It also allows you to engage in piracy, invade an opponent, or seek to blockade his ports if at war. A further option is to protect trade or move troops in convoy.

**Soldiers** gives four options. You may explore, attack or defend in the New World. You may also recruit new troops.

**Spies** allows you to examine certain details of your rivals' progress and plans.

**Crop changes** allows you to instruct your colonists on what products they should aim to send home. What you decide will depend on the type of land colonised.

**Tax changes** may be used to increase revenue, but high taxes can deter colonists.

**War** allows you to plot an attack on a player the following turn. A declaration of war will only be announced on that turn.

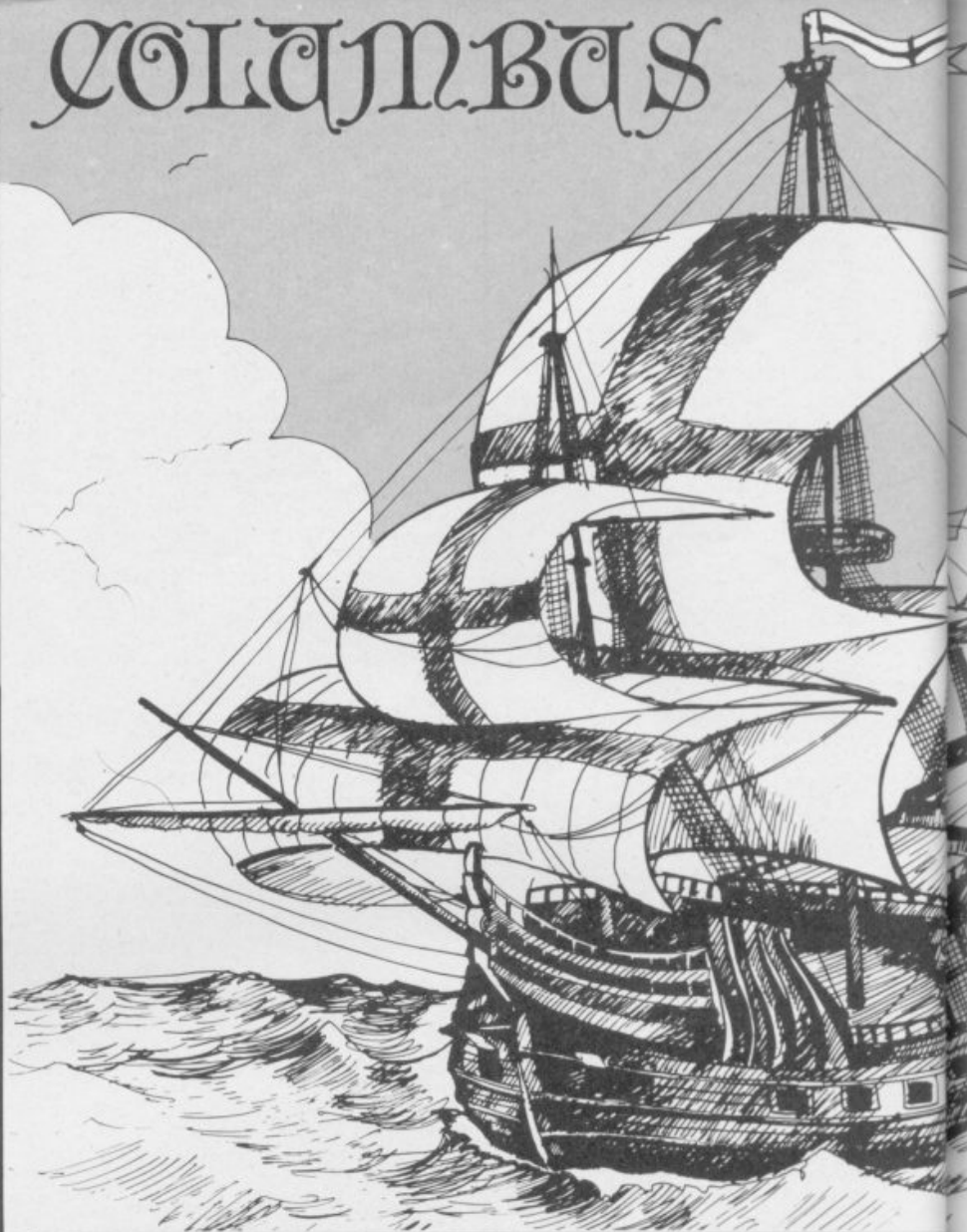
The different types of land are colour coded. White indicates tundra or desert, of territorial significance only. Yellow is plains, the best for growing crops. Green is forest producing timber thus cutting ship-building costs. Purple may produce silver or gold.

Some land is inhabited, and you will have to deal with the natives there. You can trade with them or oppress them.

At the end of each round, all players may see a report on the outcome of trading and wars, along with an indication of who is winning. The game ends when one player has achieved colonial domination, but that player may not be the overall winner.

*Columbus uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout.*

# COLUMBUS



## Listing 1

```

3 PRINT AT 9,5; FLASH 1;"Plea
se stop the tape.": BEEP .5,.5:
PAUSE 200: CLS
5 GO TO 90
25 BEEP .5,.5: PRINT AT 21,19:
"Try again!": RETURN
90 LET f=0: CLS : PRINT AT 10,
11: INK 1; INVERSE 1;"COLUMBUS":
GO SUB 9000
100 INPUT "How many players ? (
2-5) " : x$
103 IF CODE x$ < 50 OR CODE x$ > 53
THEN BEEP .5,.5: GO TO 100
104 LET p=VAL x$: POKE 65471,p
125 LET n$="SPAIN PORTUGALHOL
LAND FRANCE ENGLAND ": DEF FN g
$(n$,x)=n$(8*x-7 TO x*8)
126 FOR x=1 TO p
128 IF CODE n$(x*8-7)=32 THEN
PRINT AT 10+x,6; INK x;n$(8*x-6
TO 8*x); " is playing": GO TO 13
0
129 PRINT AT 10+x,6; INK x;FN g
$(n$,x); " is playing."
130 NEXT x
131 PAUSE 200
135 CLS : PRINT AT 10,2; FLASH
1;"Start tape running please."
140 LOAD "Columbus"
150 STOP
9000>DATA 119,170,221,255,119
,170,221,255
9001 DATA 0,16,120,60,120,147,25
4,0
9002 DATA 25,26,60,60,56,88,24,2
4
9003 DATA 28,20,28,42,42,42,42,1

```

```

07
9004 DATA 0,8,30,60,30,201,127,0
9005 DATA 0,16,16,126,255,86,118
,118
9006 DATA 16,16,56,56,124,108,23
8,238
9007 DATA 24,126,122,223,126,24,
24,24
9008 DATA 152,88,60,60,28,26,24,
24
9010 DATA 255,129,129,129,129,12
9,129,255
9012 DATA 102,102,126,126,126,12
6,126,126
9015 DATA 24,24,60,60,60,24,24,2
4
9020 LET n=12: FOR x=1 TO n*8
9022 READ p
9024 POKE 65367+x,p
9025 NEXT x
9030 RETURN

```

## Listing 2

```

3 LET p=PEEK 65471: LET x$=ST
R$ p
4 IF p=0 THEN INPUT "How man
y players ? (2-5) " : x$: IF CODE x
$ < 50 OR CODE x$ > 53 THEN BEEP .5
,.5: GO TO 4
5 LET p=VAL x$: GO TO 90
7 LET m=m+1: RETURN
10 INPUT "Press ENTER to conti
nue. " : x$: RETURN
15 INK 0: PAPER 7: RETURN
20 LET m=m+1: LET x$=STR$ x: I
F x<0 THEN INK 2
21 IF m>21 THEN LET m=21
22 PRINT AT m,30-LEN x$: PAPER
7;"(sp) ": PRINT AT m,31-LEN x$:

```





```
x: INK 0
23 IF LEN x$=1 THEN PRINT AT
m,28; FLASH 0; PAPER 7; "sp)"
24 RETURN
25 BEEP .5,.5: PRINT AT 21,19;
"Try again!": RETURN
28 LET a=8
29 LET b=21
30 FOR x=a TO b: PRINT AT x,18
;"(14*sp)": NEXT x: RETURN
35 INPUT "Choice (number) ? ";
x$
40 IF CODE x$<48 OR CODE x$>48
+n THEN BEEP .5,.5: GO TO 35
45 RETURN
50 LET c=INT ((a(b,a)/10-INT (
a(b,a)/10))*10+.5): RETURN
55 LET b(q,z)=INT (b(q,z)/2):
RETURN
60 LET k=1+INT (RND*(p-.5)): R
ETURN
65 LET c=INT (a(b,a)/10+.2): R
ETURN
75 LET a=a-m: LET b=b-n: RETUR
N
90 LET f=1: GO SUB 7200: GO SU
B 8000
105 LET co=0: LET ff=0: LET f=0
110 LET nb=0: LET cr=7: LET int
=.1: LET m1=250: LET m2=10: LET
t=1480: LET h=100: DIM c$(p,300-
p-20): DIM b(p,80)
112 LET i$="SPHFE": LET m$="Spa
nish(3*sp)PortugueseDutch(5*sp)F
rench(4*sp)English(3*sp)"
115 LET s$="(sp)submit(2*sp)to(
2*sp)ally(2*sp)with(2*sp)trade w
ith(2*sp)mistrust(4*sp)attack(5*
sp)": LET h$="explore invade(2*sp

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p)blockade(2*sp)convoy(2*sp)
p)patrol(2*sp)build(3*sp)design(
2*sp)nothing(sp)"
120 LET p$="": FOR k=1 TO p: LE
T p$=p$+CHR$(k+48): NEXT k: LET
p$=p$(p)+p$( TO p-1)
125 LET n$="(sp)SPAIN(2*sp)PORT
UGALHOLLAND(2*sp)FRANCE ENGLAND(
sp)": DEF FN g$(n$,q)=n$(8*q-7 T
O 8*q)
127 DIM q(12,5): FOR k=1 TO 12:
LET q(k,1)=INT (h*RND)/3: LET q
(k,2)=1+RND/5: LET q(k,3)=.1+RND
+RND: LET q(k,4)=INT (RND*h)+1:
NEXT k
128 LET q(8,4)=INT (250-h*RND):
LET q(9,4)=INT (175-h*RND)
130 DIM e$(21,4): FOR k=1 TO 21
: LET e$(k)=CHR$(k+64)+CHR$(97
+25*RND)+CHR$(97+25*RND)+CHR$(
97+25*RND): NEXT k
135 LET f$="Corn(4*sp)Fish(4*sp
)Furs(4*sp)Hides(3*sp)Timber(2*sp
)Sugar(3*sp)Tobacco Gold(4*sp)S
ilver(2*sp)Cotton(2*sp)Coffee(2*
sp)"
140 FOR k=1 TO p: LET b(k,6)=IN
T (RND*2000+10500): LET b(k,12)=
3+INT (4*RND): LET b(k,21)=INT (
h+RND*h): LET b(k,24)=INT (20+RN
D*20)/h: LET b(k,25)=1
145 LET b(k,29)=300+INT (200*RND
): LET b(k,32)=INT (h+RND*h): L
ET b(k,56)=50: LET b(k,57)=50: N
EXT k
200 LET kkk=0: LET t=t+4: FOR k
=1 TO p: LET b(k,9)=b(k,5): NEXT
k
205 LET p$=p$(2 TO p)+p$(1)
210 LET kkk=kkk+1
215 IF kkk=p+1 THEN GO TO 7000
220 LET q=VAL p$(kkk)
222 IF CODE c$(q,1)<>32 THEN L
ET b(q,20)=b(q,20)+b(q,21)
225 LET b(q,74)=1: LET b(q,75)=
0: LET b(q,76)=0: LET w=INT (h+
RND*h+5*(t-1496)+b(q,8)*4): LET
b(q,21)=INT (w-b(q,24)*w): FOR
y=1 TO 3: LET b(q,28+5*y)=3: LET
b(q,27+5*y)=b(q,27+5*y)+b(q,29+
5*y): NEXT y
230 LET ch=0: IF b(q,73)>10 THE
N LET b(q,25)=b(q,25)+.1
235 IF b(q,73)>h THEN LET b(q,
25)=b(q,25)+.1
250 PAPER q: INK 7: FLASH 1: CL
S: FLASH 0: PRINT AT 8,12;FN g$
(n$,q);AT 12,8;"The year is ";t:
GO SUB 10
255 GO SUB 15
300 CLS: BORDER q: IF q<>3 THE
N PRINT AT 3,9;"Your Majesty !"
305 IF q=3 THEN PRINT AT 3,8;"
Fellow burghers !"
310 PRINT AT 6,2;"The Treasurer
begs leave to";AT 7,12;"report.
": GO SUB 10
312 IF b(q,6)<(-4000-(2000*RND)
) THEN GO SUB 6800
315 CLS: PRINT AT 1,12; INK q;
FLASH 1;FN g$(n$,q)
320 LET m=3: PRINT AT 2,29; INV
ERSE 1;"£";AT 4,1;"Funds"; INVER
SE 0;" (";t-4;")": LET x=b(q,6):
GO SUB 20
325 LET sh=0: FOR k=1 TO 7: LET
sh=sh+b(q,11+k): LET b(q,11+k)=
0: NEXT k: LET b(q,12)=sh
330 LET m=7: PRINT AT 7,1; PAPE
R 5;"Plus": PRINT AT 8,1;"Taxes"
335 PRINT AT 8,18; PAPER 6;"(";
b(q,24)*h;"%";")": LET x=INT b(q
,70): GO SUB 20
337 IF b(q,10)<0 THEN LET b(q,
10)=0
340 LET m=11: PRINT AT 11,1; IN
K 7; PAPER 2;"Minus": PRINT AT 1
2,1;"Fleet ("; PAPER 5;sh; PAPER
7; PAPER 7;" old + "; PAPER 5;b
(q,19); PAPER 7;" new)": LET x=I
NT ((b(q,19)*m1*20)/(b(q,10)+10)
+b(q,73)+sh*m1): GO SUB 20
342 LET b(q,12)=b(q,12)+b(q,19)
: LET so=b(q,32)+b(q,37)+b(q,42)
345 PRINT AT 13,1;"Soldiers";AT
13,18;"("; INK 2; INVERSE 1;so;
INK 0; INVERSE 0;")": LET x=m2*
so: GO SUB 20
350 PRINT AT 14,1;"Crop subsidi

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es": LET x=b(q,69): GO SUB 20
355 PRINT AT 15,1;"Spies": LET
x=b(q,1): GO SUB 20
357 IF b(q,6)<0 THEN PRINT AT
16,1;"Interest";AT 16,18; PAPER
6;"(";int*h;"%")": LET x=INT (int
*-b(q,6)): LET b(q,6)=b(q,6)-x:
LET x$=STR$ x: PRINT AT 16,31-LE
N x$;x$
360 LET b(q,6)=INT (b(q,6)+b(q,
70)-sh*m1-(b(q,19)*m1*20)/(b(q,10
)+10))-so*m2-b(q,69)-b(q,1)-b(q,
73)): LET b(q,19)=0: LET b(q,73)
=0
362 PLOT 200,26: DRAW 48,0
365 LET m=18: PRINT AT 19,1; IN
VERSE 1;"Funds"; INVERSE 0;" (";
t;")": LET x=b(q,6): GO SUB 20
366 LET b(q,69)=0: LET b(q,1)=0
370 GO SUB 10: BORDER 7: CLS
400 FOR y=1 TO 21: PRINT AT y,1
; PAPER 5; INK 7;"AAAAAAAAAAAAAAA
AAA": NEXT y: IF f=10 THEN RETU
RN
405 PRINT AT 0,21; INVERSE 1;FN
g$(n$,q)
410 IF CODE c$(q,1)<>32 THEN L
ET z=q: GO SUB 8500: GO TO 420
415 PRINT AT 3,19;"No colonies"
;AT 4,19;"founded yet.": GO SUB
10
417 LET a=3: LET b=6: GO SUB 30
420 LET m=1: INK 7: PAPER 5: PR
INT AT 2,19;"Fleet": LET x=b(q,1
2): GO SUB 20
425 INK 7: PAPER 2: PRINT AT 3,
19;"Army": LET x=so: GO SUB 20
430 INK 7: PAPER 4: PRINT AT 4,
19;"Old settlers": LET m=4: LET
x=b(q,20): GO SUB 20
432 GO SUB 15
435 LET m=6: PAPER 6: PRINT AT
6,19;"New settlers": LET x=b(q,2
1): GO SUB 20: PAPER 7
450 GO SUB 28: PRINT AT 10,19;"
Which do you";AT 11,19;"wish to
use?"
455 PRINT AT 13,19; INK 1;"1 Sh
ips"
456 PRINT AT 14,19; INK 2;"2 So
ldiers"
457 PRINT AT 15,19; INK 3;"3 Sp
ies"
458 PRINT AT 16,19; INK 4;"4 Cr
op change"
460 PRINT AT 17,19; INK 3;"5 Ta
x change"
461 PRINT AT 18,19; INK 2;"6 Wa
r"
463 PRINT AT 19,19;"7 Nothing"
470 LET n=7: GO SUB 35
480 GO SUB 28
485 GO TO (CODE x$-48)*h+400
500 IF ch=1 THEN PRINT AT 15,1
9;"All done.": GO TO 450
505 PRINT AT 9,19;"What do you"
;AT 10,19;"wish to do?"
510 LET m=11: FOR y=1 TO 9: PRI
NT AT 11+y,18;y;"(sp)";FN g$(h$,
y): IF y<8 THEN LET x=b(q,12+y)
: GO SUB 20
512 NEXT y
515 LET n=9: GO SUB 35
522 IF f=15 THEN LET f=0: GO T
O 532
525 LET s=VAL x$: IF s=9 THEN
GO SUB 28: GO TO 555
527 IF s=8 THEN GO TO 550
530 INPUT "How many ships ? ";x
$: LET n=9: GO SUB 40: LET ch=1
532 LET i=VAL x$: IF s=7 AND i>
10 THEN LET i=10000: GO TO 535
533 IF s=7 THEN LET b(q,19)=i:
LET m=17: LET x=i: GO SUB 20:
LET i=0: GO TO 515
535 IF i>b(q,12) THEN BEEP .5,
.5: PRINT AT 21,18; FLASH 1;"Too
many(2*sp)": GO TO 530
540 LET b(q,12)=b(q,12)-i: LET
b(q,s+12)=i: LET m=10+s: LET x=i
: GO SUB 20: LET m=1: LET x=b(q,
12): PAPER 5: INK 7: FLASH 1: GO
SUB 20: GO SUB 15: FLASH 0
545 IF b(q,12)>0 THEN GO TO 51
5
547 IF b(q,12)<=0 THEN GO TO 5
55
550 INPUT "How much money ? ";x

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continued on page 108



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552 IF CODE x#>48 AND CODE x#<5
B THEN LET b(q,73)=VAL x#: LET
m=18: LET x=VAL x#: GO SUB 20: P
RINT AT 19,30-INT LEN x#;"f": GO
TO 545
555 FOR k=13 TO 18
556 GO SUB 20: IF b(q,k)=0 THEN
NEXT k: GO TO 450
557 PRINT AT k-1,21; FLASH 1;FN
g$(h$,k-12)
558 IF k=13 THEN GO SUB 8600
560 IF k=14 OR k=17 THEN GO SU
B 8700
595 NEXT k
596 GO TO 450
600 LET a=15: GO SUB 29: LET g=
7: PRINT AT 14,20;"Men": LET m=1
5: FOR z=1 TO 3: PRINT AT 15+z,1
9;"Force ";z: LET x=b(q,27+z*5):
GO SUB 20: NEXT z
605 IF f=5 THEN LET f=0: GO TO
653
606 FOR y=1 TO 3: PRINT AT 15+y
,25; INVERSE 1;y: PAUSE 50: IF f
f=0 AND b(q,25+5*y)<=0 THEN NEX
T y: GO TO 650
607 LET a=b(q,25+5*y): LET b=b(
q,26+5*y): LET y$="c": PRINT AT
a,b;y$: PAUSE h: IF ff=1 THEN L
ET g=0: NEXT y: LET ff=0: LET q=
qq: GO SUB 10: GO TO 700
608 LET g=7: LET f=2: GO SUB 86
17: IF x$="x" OR b(q,28+5*y)<=0
THEN NEXT y: GO TO 650
610 IF a(b,a)=0 THEN PRINT AT
a,b; PAPER 7; INK 5;"a": PRINT A
T 21,20;"sea": GO SUB 75: GO TO
608
612 GO SUB 8410
620 GO SUB 50: PRINT AT a,b; PA
PER c;y$
625 LET b(q,28+5*y)=b(q,28+5*y)
-1: GO SUB 65: IF c=0 THEN GO S
UB 8636
630 LET b(q,25+5*y)=a: LET b(q,
26+5*y)=b: IF b(q,28+5*y)<=0 THE
N NEXT y: GO TO 650
635 GO TO 608
650 LET a=8: GO SUB 29: LET f=5
: GO TO 600
653 FOR y=1 TO 3: PRINT AT 15+y
,25; FLASH 1;y: IF y>1 THEN PRI
NT AT 15+y-1,25; INVERSE 1;y-1
655 INPUT "Recruiting how many
?" ;x$
660 IF CODE x#<48 OR CODE x#>57
THEN BEEP .5,.5: PRINT AT 21,1
9;"Try again": GO TO 655
665 IF VAL x#>500 THEN LET x$=
"a": GO TO 660
670 LET b(q,29+5*y)=VAL x#: NEX
T y
695 GO TO 450
700 PRINT AT 9,22; PAPER 3; INK
7;"SPIES"
705 LET a=10: GO SUB 29: PRINT
AT 11,19;"Spy on whom?"
710 LET m=1: FOR x=1 TO p
712 IF x=q THEN NEXT x: GO TO
718
714 IF CODE n$(x*8-7)=32 THEN
PRINT AT 12+m,20; INK x;x;"(sp)"
;n$(8*x-6 TO 8*x): LET m=m+1: NE
XT x: GO TO 718
715 PRINT AT 12+m,20; INK x;x;"
(sp)":FN g$(n$,x): LET m=m+1

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717 NEXT x
718 PRINT AT 12+m,20;p+1;"(2*sp
)": "NOBODY": IF f=6 THEN PRINT
AT 19,19;"(One only)"
720 LET n=p+1: GO SUB 35
730 LET z=VAL x#: IF z=q THEN
BEEP .5,.5: GO TO 720
735 IF z=p+1 THEN LET f=0: GO
TO 450
736 IF f=6 THEN LET b(q,5)=z:
LET f=0: GO TO 450
740 LET a=11: GO SUB 29
742 LET b(q,1)=b(q,1)+h
745 PRINT AT 11,20;"For what ?"
750 PRINT AT 13,20; INK 3;"1 Fi
nances": AT 14,20; INK 4;"2 Colon
ies": AT 15,20; INK 1;"3 Ships": A
T 16,20; INK 2;"4 Troops": AT 17,
20; INK 4;"5 Crops": AT 18,20; IN
K 2;"6 War plans"
752 LET n=6: GO SUB 35
755 LET a=11: GO SUB 29
760 LET s=VAL x#: IF s<>5 THEN
PRINT AT 11,21; INVERSE 1;FN g$
(n$,z)
762 IF s=1 THEN PRINT AT 13,19
;"Funds:f": LET m=12: LET x=INT
(b(z,6)*(1+RND-RND)): GO SUB 20:
PRINT AT 14,19;"Tax(z)": LET x=
INT (b(z,24)*h+RND/20-RND/20): G
O SUB 20: GO SUB 10: GO TO 700
763 LET f=0: IF s=5 AND b(z,11)
>0 THEN LET f=2
765 IF s=5 THEN LET m=9: FOR n
=1 TO cr+f: PRINT AT 9+n,19;FN g
$(f$,n): LET x=b(z,55+n): GO SUB
20: PRINT AT m,31;"z": NEXT n:
GO SUB 10: GO TO 700
770 IF s=2 THEN GO SUB 8500: G
O TO 700
775 IF s=3 THEN LET m=14: PRIN
T AT 13,19;"Fleet": FOR n=1 TO 7
: PRINT AT 14+n,19;FN g$(h$,n):
LET x=b(z,12+n): GO SUB 20: NEXT
n: GO SUB 10: GO TO 700
780 IF s=4 THEN LET qq=q: LET
q=z: LET ff=1: GO TO 600
785 IF s=6 AND b(z,5)<>0 THEN
PRINT AT 13,21;"Plans to": AT 14,
21;"attack": AT 15,21; FLASH 1; I
NK b(z,5);FN g$(n$,b(z,5)): PAUS
E 200: GO TO 700
787 IF s=6 AND b(z,9)<>0 THEN
PRINT AT 13,21;"Attacking": AT 14
,21; FLASH 1; INK b(z,9);FN g$(n
$,b(z,9)): PAUSE 200: GO TO 700
790 IF s=6 THEN PRINT AT 14,21
;"No plans": PAUSE h: GO TO 700
800 LET f=0: PRINT AT 8,19; PAP
ER 4; INK 7;"CROP CHANGE"
802 IF b(q,11)>0 AND cr=7 THEN
LET f=2
805 LET a=10: GO SUB 29
810 LET m=9: FOR y=1 TO cr+f: P
RINT AT 9+y,19;FN g$(f$,y): LET
x=b(q,55+y): GO SUB 20: PRINT AT
9+y,31;"z": NEXT y
815 LET w=0: FOR y=1 TO cr+f: P
RINT AT 9+y,19; FLASH 1;FN g$(f$
,y): IF y>1 THEN PRINT AT 8+y,1
9;FN g$(f$,y-1)
816 IF (y=8 OR y=9) AND b(q,11)
<=0 THEN LET b(q,55+y)=0: GO TO
835
817 IF y=5 AND b(q,10)<=0 THEN
LET b(q,60)=0: GO TO 835
820 INPUT "What percentage ? ";
x$: LET n=9: GO SUB 40
822 LET z=VAL x#: IF z>h THEN
BEEP .5,.5: PRINT AT 21,19;"Too
much": GO TO 820
825 IF z>b(q,55+y) THEN LET b(
q,69)=INT ((b(q,69)+(z-b(q,55+y)
)*b(q,8))*b(q,24)*2)
830 LET w=w+z: LET b(q,55+y)=z:
LET x=z: LET m=8+y: GO SUB 20
832 IF w=h THEN FOR w=y+1 TO c
r+f: LET x=0: GO SUB 20: LET b(q
,55+w)=0: NEXT w: PRINT AT 21,19
;"All done.": LET y=cr+f
835 NEXT y
840 LET y=0: FOR x=1 TO 12: LET
y=y+b(q,55+x): NEXT x
845 IF y>100 THEN LET a=9: GO
SUB 29: PRINT AT 10,19;"Your pla
nned": AT 11,19;"output is": AT 12
,19;"above 100%": AT 14,19;"Try

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again!": PAUSE 200: GO TO 800
895 PAUSE h: GO TO 450
900 PRINT AT 9,19; INK 7; PAPER
3;"TAX CHANGE"
910 PRINT AT 12,19;"Old rate":
LET x=b(q,24)*h: LET m=11: GO SU
B 20: PRINT AT 12,31;"%"
915 PRINT AT 14,19;"New rate ?"
;AT 16,19;"(Between 10": AT 17,19
;"and 50 %)": PRINT AT 14,31;"%"
920 LET n=9: GO SUB 35
925 LET x=INT VAL x#: IF x>50 O
R x<10 THEN BEEP .5,.5: GO TO 9
15
930 LET b(q,24)=x/h: LET m=13:
GO SUB 20
945 PAUSE h: GO TO 450
1000 LET b(q,5)=0: PRINT AT 9,22
; INK 7; PAPER 2;"WAR"
1010 IF b(q,9)>0 THEN LET y=b(q
,9): PRINT AT 11,19;"You are now
": AT 12,19;"attacking": AT 13,19;
INK y; FLASH 1;FN g$(n$,y): GO
TO 1020
1015 PRINT AT 11,19;"You are not
": AT 12,19;"attacking.": AT 13,19
;"anyone."
1020 PRINT AT 15,19;"You are bei
ng": AT 16,19;"attacked by"
1025 LET m=17: FOR k=1 TO p
1027 IF b(k,9)=q THEN PRINT AT
m,19; INK k; FLASH 1;FN g$(n$,k)
: GO SUB 7
1028 NEXT k
1030 IF m=17 THEN PRINT AT m,19
;"nobody."
1035 GO SUB 10: LET a=11: GO SUB
29
1040 PRINT AT 9,19;"Next turn.":
AT 10,19;"do you plan": AT 11,19;
"to attack": LET f=6: GO TO 710
1200 GO TO 210
5000 BORDER 7: PRINT AT 20,6; FL
ASH 1;FN g$(n$,z); FLASH 0;" has
won
!"
5010 COPY : GO SUB 10
5020 CLS : LET f=10: GO SUB 400
5030 PRINT AT 0,3; INK 1;"THE NE
W WORLD": FOR z=1 TO p: GO SUB 8
500: NEXT z
5055 GO SUB 9100
5060 COPY : INPUT "Press any key
for rematch! ";x$
5070 CLEAR : RUN
6000 IF a(b,a)<58 THEN GO TO 61
00
6010 LET aa=a: LET bb=b: LET a=1
5: GO SUB 29
6012 LET c=INT (a(bb,aa)/10)-5
6013 IF d(c,q)=1 THEN GO SUB 60
50: GO SUB 6085: RETURN
6015 PRINT AT 15,19;"You find": A
T 16,19;"the "; FLASH 1;e$(c)
6020 PRINT AT 18,19;"Will you": A
T 19,19;"1 Fight": AT 20,19;"2 Tr
ade"
6025 INPUT "Strategy (1-2) ?";x$
6030 IF CODE x#<49 OR CODE x#>50
THEN BEEP .5,.5: GO TO 6025
6032 LET a=18: LET b=21: GO SUB
30: LET d=VAL x$(1)
6035 IF d(c,q)=0 THEN LET d(c,q
)=INT (2+3.4*RND)
6040 LET a=aa: LET b=bb: IF d=1
THEN LET d(c,q)=5
6045 IF d(c,q)<5 AND y$="c" THEN
LET a=a-m: LET b=b-n
6050 IF d(c,q)<5 THEN PRINT AT
19,19;"They": AT 20,18;s$(d(c,q)*
12-11 TO d(c,q)*12): AT 21,19;"yo
u": PAUSE 50: RETURN
6060 PRINT AT 18,21; FLASH 1;"BA
TTLE!": IF y$="c" THEN LET v=b(
q,27+5*y)/(d(c,6)+1)
6065 PAUSE h: IF y$="e" THEN LE
T v=b(q,k)*25/(d(c,6)+1)
6070 LET d(c,6)=INT (d(c,6)-v*d(
c,6)): IF d(c,6)<=0 OR v>1 THEN
PRINT AT 19,21; FLASH 1;"VICTOR
Y": LET d(c,q)=1: PRINT AT 20,19
;"Land and": AT 21,19;"slaves tak
en": GO TO 6085
6075 PRINT AT 19,21; FLASH 1;"DE
FEAT!": IF y$="c" THEN LET b(q,
27+5*y)=INT (b(q,27+5*y)*(1-RND
/2)): LET a=a-m: LET b=b-n: RETU
RN

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# 3



1. Nuggets
2. Giant Rats
3. Burrowing Rat
4. Support
5. Cave In
6. Snake
7. Snake Nest
8. Gremlin
9. Mound
10. Pile of Earth
11. Cave

## FORTY NINER

In 1849 the Great American Gold Rush started. Almost everyone who could sold up everything and dashed to the west coast to look for this precious metal – including you!

You must excavate this precious metal – but can you survive the giant rats and that vicious Gremlin which will come to infest your mine? Can you trick the snakes into leaving their comfortable nests and destroy the rats for you? Can you keep the Gremlin at bay?

Riches await you – but so do the hazards!

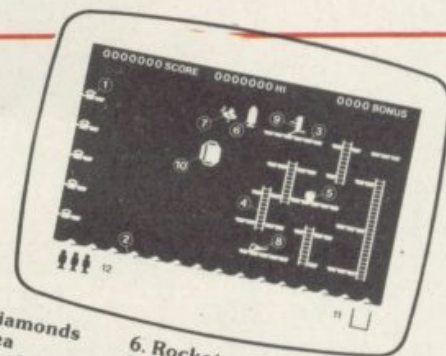
## ROCKET MAN

Get rich quick by collecting Diamonds that are simply lying there waiting for you! Oh... I forgot to mention that there are one or two problems!

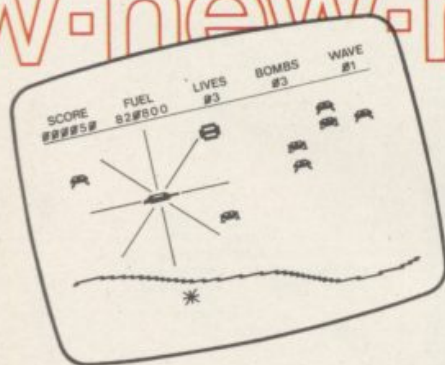
There is an expanse of shark infested water between you and the Diamonds and a strange breed of Bubble that seems hell bent on getting you in it! Somehow you must cross it....

You have a Rocket Pack to help you (a Vulture on higher levels) but you must rush around the platforms and ladders collecting cans of fuel (legs of lamb with the Vulture) and cursing that weird Bubble. Once you have enough fuel then it's Chocks Away!

Oh... but don't run out of fuel on the way – otherwise it's... SPLASH!



1. Diamonds
2. Sea
3. Platforms
4. Ladders
5. Fuel Cans
6. Rocket
7. Vulture
8. Leg of Lamb
9. Player
10. Bubble
11. Fuel Gauge
12. Men remaining



## Z-XTRICATOR

A long time ago, in a galaxy far, far, away a terrible war took place between two hostile races. Any prisoners taken could not expect to live very long in the hands of their captors. Their only hope lay with a group of valiant warriors – the XTRICATORS – whose task it was to rescue fellow beings from the alien planet's surface. You are about to take on the role of such a warrior....

Please send me:

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Z-XTRICATOR £5.95		
TOTAL		

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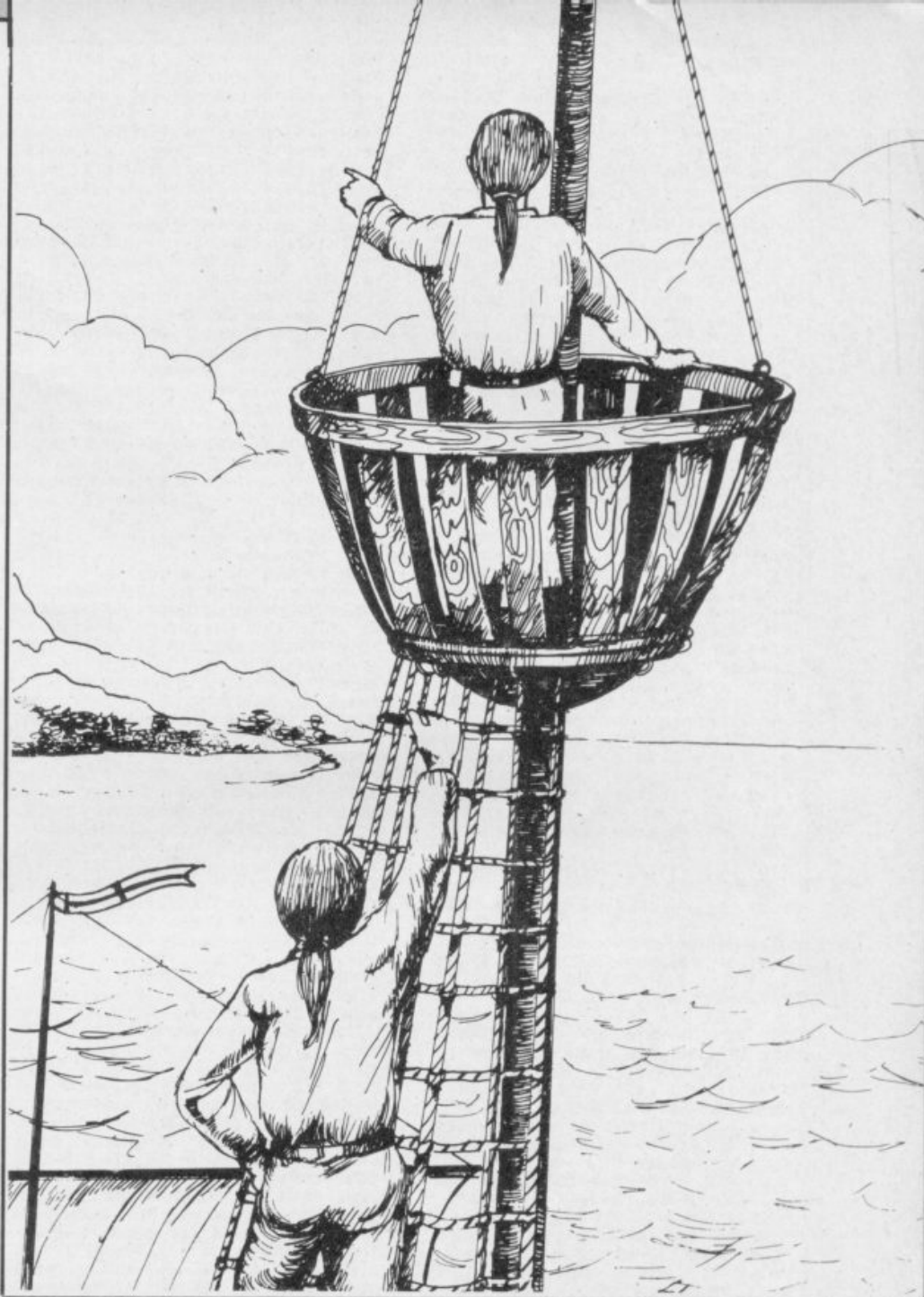


continued from page 108

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6080 IF b(q,13)>1 THEN LET b(q,
k)=INT (b(q,13)*.9)
6082 RETURN
6085 LET a=aa: LET b=bb: LET b(q
,22)=b(q,22)+INT (300*RND): LET
a(b,a)=a(b,a)-10*c: GO SUB 8636
6090 RETURN
6105 GO SUB 65: IF c=q THEN RET
URN
6110 IF c<>b(q,9) AND y$="C" THE
N GO SUB 75: LET m=0: LET n=0
6115 IF c<>b(q,9) THEN RETURN
6117 IF y$="E" THEN RETURN
6120 LET g=1: LET k=q: LET r=b(q
,9): GO SUB 8845
6125 IF g=2 THEN PRINT AT 20,19
;"Enemy";AT 21,19;"attacked": LE
T b(q,20+5*y)=0: RETURN
6127 GO SUB 50: LET a(b,a)=c: LE
T g=5: LET v=b(q,9): GO SUB 8636
: GO SUB 8887: LET g=0
6130 RETURN
6500 PRINT PAPER 6;"N.B. In all
cases, players must occupy the
lands of submissive natives to
control them."
6510 PAUSE h: LET nb=t: RETURN
6700 LET ww=0: FOR k=1 TO p: LET
b(k,8)=0
6710 LET z=1: IF CODE c$(k,1)=32
THEN GO TO 6750
6715 LET b=VAL c$(k,z TO z+1): L
ET a=VAL c$(k,z+2 TO z+3)
6720 GO SUB 50: IF c>6 THEN GO
TO 6722
6721 LET b(k,8)=b(k,8)+c
6722 IF CODE c$(k,z+4)>32 THEN
LET z=z+4: GO TO 6715
6725 IF z>240-p*20 THEN LET ww=
1
6730 LET b(k,7)=z
6750 NEXT k
6760 RETURN
6800 CLS : PRINT AT 3,0;"You hav
e been recklessly extra- vagant
and owe your Italian bankers
"; INK 2;"£";-INT b(q,6)
6805 LET m=7
6810 IF b(q,19)>2 THEN PRINT AT
m,0;"They refuse to pay for hal
f your new ships": LET m=m+3: LET
z=19: GO SUB 55
6815 IF b(q,32)+b(q,37)+b(q,42)>
400 THEN PRINT AT m,0;"They ref
use to pay your army: desertio
n is rife.": LET z=32: GO SUB 55
: LET z=37: GO SUB 55: LET z=42:
GO SUB 55: LET m=m+3
6825 IF m>9 THEN PRINT AT 20,0;
"With friends like these ..."
6830 GO SUB 10: RETURN
7000 LET f=0: BORDER 0: PAPER 6:
CLS : PRINT AT 9,2;"All decisio
ns have been made. Their conse
quences will now be revealed
"
7005 GO SUB 10
7007 LET y=0: FOR k=1 TO p: IF b
(k,9)>0 THEN LET y=1
7008 NEXT k: IF y=0 THEN GO TO
7100
7010 PAPER 5: CLS : PRINT AT 1,1
3; INVERSE 1;"WARS"
7012 FOR k=1 TO p: PAUSE h: CLS
7015 LET r=b(k,9): IF r<=0 THEN
NEXT k: GO TO 7100
7017 LET r=b(k,9): IF r>0 THEN
PRINT AT 3,0;FN g$(n$,k);" is at
war with ";FN g$(n$,r)
7018 LET m=4: IF b(k,14)<=0 THEN
GO TO 7032
7020 PRINT AT 4,0;"- invasion by
sea"
7021 PRINT AT 21,0; PAPER 4;"(10
*sp)"; INK 5; PAPER 7;"AAAAAAA
AAAAAAAAAAAA": PRINT AT 20,RND*
3; INK 6;"(2*ig3)": PRINT AT 20,
RND*3;"H";AT 20,2+RND*3;"E"
7022 LET x$="E E E(13*sp)": FOR
x=5 TO 15: PRINT AT 20,32-f-x; I
NK 2;x$(1 TO x): PAUSE 8: NEXT x
: IF f=7 THEN LET f=0: RETURN
7025 IF b(k,14)/(b(r,18)+1)<2 TH
EN PRINT AT 20,11; INK 1;"B B":
PRINT AT m,17;"sea battle": LE
T w=k: LET x=14: LET y=r: LET z=
18: GO SUB 8800: GO SUB 7

```



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7027 IF b(k,14)<=0 THEN FOR l=1
TO 3: IF b(k,27+5*l)=-1 THEN L
ET b(k,25+5*l)=0: LET l=3
7028 IF b(k,14)<=0 THEN NEXT l:
GO TO 7050
7030 GO SUB 7: PRINT AT m,2;"for
ce landed": LET f=7: GO SUB 7022
: PRINT AT 20,8; INK 2;"I I": GO
SUB 7
7032 LET g=0: FOR y=1 TO 3
7033 GO SUB 8850
7034 NEXT y
7035 IF b(k,15)<=0 THEN GO TO 7
050
7037 LET f=7: PRINT AT m,0;"- bl
ockade": GO SUB 7021
7040 LET w=k: LET x=15: LET y=r:
LET z=18: GO SUB 8800: GO SUB 7
7045 IF f=1 THEN LET f=0: LET w
=(b(r,18)+5)/(b(k,15)+5): IF w<1
THEN LET b(r,74)=b(r,74)*w
7050 IF b(k,16)<=0 THEN GO TO 7
095
7055 GO SUB 7: PRINT AT m,0;"- p
iracy"
7060 PRINT AT 20,0;"(32*sp)": PR
INT AT 21,0; INK 5; PAPER 7;"(32
*sp)": LET x$="(sp)E E E": FOR x:

```

```

1 TO 12: PRINT AT 20,x; INK 1;x$
: NEXT x: PRINT AT 20,22; INK 2;
"E E"
7065 LET w=k: LET x=16: LET y=r:
LET z=17: GO SUB 8800: GO SUB 7
7070 IF f=1 THEN LET f=0: LET w
=(b(k,16)+5)/(b(r,17)+5): IF w>1
THEN LET b(k,75)=w-1: IF b(k,7
5)>.4 THEN LET b(k,75)=.3+RND/1
0
7080 PAUSE h
7095 NEXT k
7100 GO SUB 15: LET f=0: CLS : P
RINT AT 1,6; INVERSE 1;"COLONIAL
PRODUCTION": PRINT AT 2,10;"(s
hiploads)"
7101 GO SUB 6700
7102 FOR k=1 TO p: LET b(k,2)=0
7103 IF INT b(k,8)=0 THEN GO TO
7110
7105 LET b(k,2)=(b(k,20)+2*b(k,2
2))/(b(k,8)+1): IF b(k,2)<1 THEN
LET b(k,2)=b(k,2)*b(k,8): GO T
O 7110
7107 LET y=0: FOR x=1 TO INT b(k
,2): LET y=y+1/x: NEXT x: LET b(
k,2)=b(k,8)*y: IF b(k,11)>0 AND
cr=7 THEN LET f=2

```

continued on page 114



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7108 IF b(k,63)>RND*50 OR b(k,64)
>RND*50 THEN LET b(k,2)=b(k,2)*
(.9-RND/3)
7110 NEXT k
7120 FOR x=1 TO cr+1: PRINT AT 8
+x,0;FN g$(f$,x): NEXT x: FOR x=
1 TO p: PRINT AT 5,5+(10-p)*x; I
NK x; i$(x): NEXT x
7125 FOR k=1 TO p: FOR l=1 TO cr
+1: LET x$=STR$(INT (.5+b(k,2)*
b(k,55+1)/h)): PRINT AT 8+1,6+(1
0-p)*k-LEN x$;x$: NEXT l: NEXT k
7130 GO SUB 10: LET g=0
7132 LET l=0: FOR k=1 TO p
7133 IF b(k,74+g)<>1 AND b(k,74+
g)<>0 THEN LET l=1
7134 NEXT k: IF l=0 THEN GO TO
7150+g
7135 IF g=1 THEN GO TO 7151
7136 PRINT AT 1,4; INVERSE 1;"LO
SSES THROUGH BLOCKADE "
7137 FOR k=1 TO p
7138 IF b(k,74)<.1 THEN LET b(k
,74)=.1+RND/10
7140 NEXT k
7142 FOR k=1 TO p: FOR l=1 TO cr
+1: LET x$=" "+STR$(INT ((b(k,
2)*b(k,55+1)-b(k,2)*b(k,55+1)*b(
k,74))/h)): PRINT AT 8+1,6+(10-p
)*k-LEN x$;x$: NEXT l: NEXT k
7145 GO SUB 10
7150 LET g=1: GO TO 7132
7151 IF l=0 THEN GO TO 7180
7155 PRINT AT 1,2; INVERSE 1;"GA
INS/LOSSES THROUGH PIRACY"
7157 FOR k=1 TO p
7158 IF b(k,75)>.24 THEN LET b(
k,75)=.2+RND/21
7165 LET r=b(k,9): FOR l=1 TO cr
+1
7166 IF r=0 THEN LET x=0: GO TO
7168
7167 LET x=b(k,75)*b(r,2)*b(r,55
+1)*b(r,74)
7168 LET b(k,76)=0: LET y=0: FOR
m=1 TO p
7170 IF m=k THEN GO TO 7172
7171 IF b(m,9)=k THEN LET y=y+b
(m,75)
7172 NEXT m
7175 LET b(k,76)=y: LET x$=" "+S
TR$(INT ((x-b(k,2)*b(k,55+1)*y)/
h)): IF LEN x$=2 THEN LET x$=" "
+x$
7176 IF VAL x$>0 THEN LET x$(1
TO 2)=" "+x$(2 TO 2)
7177 PRINT AT 8+1,6+(10-p)*k-LEN
x$;x$: NEXT l: NEXT k
7178 GO SUB 10
7180 CLS : FOR k=1 TO p: LET b(k
,2)=b(k,2)*b(k,74)*(1-b(k,76)):
NEXT k
7185 GO SUB 15: PRINT AT 1,9; PA
PER 1; INK 7;"SALES IN EUROPE":
PRINT AT 1,27;t: PRINT AT 3,7; I
NK 1;"Total";AT 4,7;"sales";AT 5
,6;"(loads)": PRINT AT 4,13; INK
2;"Price";AT 5,14;"(£)": PLOT 1
35,103; DRAW 0,-8*(cr+1)
7187 PRINT AT 3,22; INK 3;"Marke
t";AT 4,20;"Share (%)": FOR x=1
TO cr+1: PRINT AT 8+x,0;FN g$(f
$,x): NEXT x: FOR x=1 TO p: PRIN
T AT 6,16+3*x; INK x; i$(x): NEXT
x
7188 FOR k=1 TO p: LET b(k,70)=0
: NEXT k
7190 LET x=0: FOR l=1 TO cr+1: F
OR k=1 TO p: LET x=x+INT (.5+b(k
,2)*b(k,55+1)/h)
7192 IF b(k,9)>0 THEN LET x=x+I
NT (.5+b(b(k,9),2)*b(b(k,9),55+1

```

```

)*b(k,75)/h)
7193 NEXT k: LET q(1,5)=x: LET x
$=STR$ x: PRINT AT 8+1,12-LEN x$
;x$: IF x=0 THEN LET q(1,4)=q(1
,4)+INT (RND*5)
7195 IF x>0 THEN LET q(1,1)=q(1
,1)*q(1,2): LET q(1,4)=INT (q(1
,4)+(q(1,1)-x)/q(1,1)*q(1,3)): LE
T q(1,1)=(q(1,1)*3+x)/4
7196 IF q(1,4)<=0 THEN LET q(1,
4)=1+INT (5.3*RND)
7197 IF q(1,4) 500 THEN LET q(1
,4)=INT (400+RND*50)
7200 LET x$=STR$ q(1,4): PRINT A
T 8+1,16-LEN x$;x$
7205 FOR k=1 TO p: LET y=INT (.5
+b(k,2)*b(k,55+1)/h)
7207 IF b(k,9)>0 THEN LET y=y+I
NT (.5+b(b(k,9),2)*b(b(k,9),55+1
)*b(k,75)/h)
7208 IF x>0 THEN LET y=INT (h*y
/x+.5): LET b(k,70)=b(k,70)+INT
(y*q(1,4)*q(1,5)*b(k,24)/h)
7210 IF y>0 THEN LET x$=" "+STR
$ y: PRINT AT 8+1,17+3*k-LEN x$;
x$
7212 NEXT k
7215 LET x=0: NEXT l
7220 COPY : GO SUB 10
7225 CLS : PRINT AT 1,5; PAPER 4
;"NATIVE TRADING/LOOTING": FOR k
=1 TO p: LET b(k,2)=0: NEXT k
7230 FOR x=1 TO 21: LET y=0: FOR
k=1 TO p
7235 IF d(x,k)=1 THEN LET b(k,2
)=b(k,2)+d(x,7)
7236 IF d(x,k)=2 OR d(x,k)=3 THE
N LET y=y+1
7240 NEXT k
7245 IF y=0 THEN GO TO 7255
7247 FOR k=1 TO p
7248 IF d(x,k)=2 OR d(x,k)=3 THE
N LET b(k,2)=b(k,2)+INT (d(x,7)
/y)
7250 NEXT k
7260 NEXT x
7270 PRINT AT 3,18;"Value of";AT
4,14;"native trade (£)": FOR x=
1 TO p: LET y=b(x,2)*b(x,74)*(1-
b(x,76)): LET b(x,70)=b(x,70)+IN
T (y*b(x,24)): PRINT AT 6+2*x,2;
INK x;m$(10*x-9 TO 10*x): LET x
$=STR$ INT b(x,2): PRINT AT 6+2*
x,23-LEN x$;x$: NEXT x:
7275 GO SUB 10
7277 LET f=0
7280 CLS : PRINT AT 1,10; INK 7;
PAPER 3;"How to win.": PRINT AT
4,1;"The game ends when one pla
yer has about "; INVERSE 1;60-
p*5; INVERSE 0;" blocks of land.
": PRINT AT 6,1;"Players score"
7285 PRINT AT 9,3; PAPER 5;"1000
"; PAPER 7;" points for each are
a of land";AT 13,3;"and";A
T 16,3; PAPER 5;"1"; PAPER 7;" p
oint for each pound in the
Treasury (or "; INK 7; PAPER 2;
"-1"; INK 0; PAPER 7;" per
pound of debt)."
7286 IF f=1 THEN PRINT AT 20,0;
("The map for this game is being
generated."): RETURN
7287 GO SUB 10
7290 CLS : PRINT AT 3,17;"Points
"
7292 FOR x=1 TO p
7295 IF CODE n$(x*8-7)=32 THEN
PRINT AT 5+2*x,6; INK x;n$(8*x-6
TO 8*x): GO TO 7300
7296 PRINT AT 5+2*x,6;FN g$(n$,x
)
7300 NEXT x
7302 LET z=1: LET yy=-10000: FOR
x=1 TO p: LET y=b(x,7)*250+b(x,
6)+b(x,70)
7306 IF y>yy THEN LET z=x: LET
yy=y
7320 LET x$=STR$ INT y: PRINT AT
5+2*x,23-LEN x$;x$: NEXT x
7330 PRINT AT 20,6; FLASH 1;FN g
$(n$,z); FLASH 0;" is winning!"
7340 IF ww=1 THEN GO TO 5000
7350 COPY : GO SUB 10
7430 PAUSE h: CLS : PRINT "EVENT
S": PRINT " ": FOR k=1 TO p
7432 LET z=1
7450 LET x=b(k,8)/(b(k,7)+1): IF

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x<.6 THEN LET x=.6
7452 IF x>1.1 THEN LET x=1.1
7455 LET b(k,20)=INT (b(k,20)*x)
7457 FOR y=1 TO 3: LET b(k,27+5*
y)=INT (b(k,27+5*y)*x): NEXT y
7460 LET b(k,22)=INT (b(k,22)*(x
-.2)): IF x<.2<.6 AND RND>.7 THE
N PRINT "Epidemic among ";m$(k*
10-9 TO k*10);" slaves"
7470 FOR x=1 TO 21
7472 IF d(x,k)=0 THEN GO TO 748
5
7475 LET y=INT (RND*1.9-RND*1.9)
7480 LET w=d(x,k): IF y<>0 AND w
+y<6 AND w+y>0 THEN LET d(x,k)=
w+y: PRINT "The ";e$(x);s$(d(x,k
)*12-11 TO d(x,k)*12);FN g$(n$,k
): IF d(x,k)=1 AND nb<>t THEN G
O SUB 6500
7485 LET d(x,7)=INT (d(x,7)*(1-R
ND/3+RND/3)): NEXT x
7490 NEXT k
7500 PAUSE h: CLS : IF RND>.85 T
HEN CLS : PRINT AT 9,0;"The POP
E proclaims peace between Christi
ans. No wars are allowed next tu
rn (except against the natives
)": FOR k=1 TO p: LET b(k,5)=0:
NEXT k: GO TO 7900
7515 LET w=0: FOR k=1 TO p
7516 IF b(k,11)>1 THEN LET w=1
7517 NEXT k: IF w=1 AND cr=7 THE
N LET cr=9
7520 IF RND>.9 AND cr>8 AND cr<1
1 THEN LET cr=cr+1: CLS : PRINT
AT 9,0;FN g$(f$,cr);"is introdu
ced into the New World.": GO TO
7900
7540 GO SUB 60: IF b(k,6)>-h AND
RND>.85 THEN PRINT AT 9,1;"Pro
ducts from the East Indies dis
rupt demand for your goods.": FO
R l=1 TO cr: LET q(1,1)=q(1,1)*(
1-RND/2): NEXT l: GO TO 7900
7580 CLS : GO SUB 60: IF b(k,6)>
RND+h AND b(k,24)>.25 AND RND>.5
THEN FOR x=1 TO p: LET b(x,70)
=b(x,70)*(1-b(x,24)): NEXT x: PR
INT AT 9,0;"All states are affec
ted by tax evasion, (some more
than others)but savage penalties
ensure that it is a short-lived
phenomenon.": GO TO 7850
7600 CLS : GO SUB 60: IF b(k,6)>
RND+h AND RND>.5 THEN PRINT AT
9,1;"Your (mercenary) forces dem
and a pay rise.": LET m=INT (m
2*1.2): PAUSE 300
7620 LET w=1: FOR k=1 TO p:
7622 IF b(k,25)>=b(w,25) THEN L
ET w=k
7625 NEXT k: IF b(w,25)=1 THEN
GO TO 7900
7630 CLS : IF RND>.6 THEN PRINT
AT 9,0;m$(10*w-9 TO 10*w);" shi
p design boosts";AT 10,0;"receip
ts from entrepot trade.": FOR k=
1 TO p: LET b(w,70)=b(w,70)+(.1*
b(k,70)/b(k,24))
7900 GO SUB 10: GO TO 200
8000 DIM a(17,21)
8005 LET m=2+RND*4: LET n=RND*5-
RND*5+3
8010 FOR x=1 TO 21
8015 LET m=m+RND*3-RND*3: LET n=
n+RND*4-RND*4
8020 IF m>6 THEN LET m=6-RND*2
8025 IF m<0 THEN LET m=RND*3
8030 IF n<0 THEN LET n=RND*3
8035 IF n>10 THEN LET n=10-RND*
3
8037 IF x=21 THEN LET n=4+RND:
LET m=2+RND
8040 IF m>0 THEN FOR k=1 TO m:
LET a(7-k,x)=1: NEXT k
8045 IF n>0 THEN FOR k=1 TO n:
LET a(6+k,x)=1: NEXT k
8050 IF x<21 AND n<6+RND THEN L
ET a(8+n,x)=1
8055 IF n<7+RND AND RND>.7 THEN
LET a(9+n,x)=1
8060 NEXT x
8065 FOR y=1 TO 21: FOR x=1 TO 1
7
8070 IF a(x,y)=0 THEN GO TO 809
5
8075 LET a(x,y)=INT (3+RND*4.5):
GO SUB 8900

```





```

8080 IF x=1 OR y=1 THEN GO TO 8
8095
8085 IF RND>.6 AND a(x,y-1)>1 TH
EN LET a(x,y)=a(x,y-1): GO TO 8
8095
8090 IF RND>.7 AND a(x-1,y)>1 TH
EN LET a(x,y)=a(x-1,y)
8100 NEXT x: NEXT y
8200 DIM d(21,7): FOR k=6 TO 26:
LET n=0
8210 LET x=1+RND*15: LET y=1+RND
*19
8215 IF a(x,y)=0 OR a(x,y)>7 THE
N LET n=n+1: IF n<5 THEN GO TO
8210
8217 IF n>=5 THEN GO TO 8250
8220 LET a(x,y)=a(x,y)+10*k: LET
d(k-5,6)=99+INT (RND*1000): LET
d(k-5,7)=RND*2000
8225 IF a(x+1,y)<>0 AND a(x+1,y)
<7 THEN LET a(x+1,y)=a(x+1,y)+k
*10
8227 IF x<15 AND INT (a(x+1,y)/1
0)=k THEN IF a(x+2,y)<>0 AND a(
x+2,y)<7 THEN LET a(x+2,y)=a(x+
2,y)+k*10
8230 IF a(x,y+1)<>0 AND a(x,y+1)
<7 THEN LET a(x,y+1)=a(x,y+1)+k
*10
8235 IF y>2 THEN IF a(x,y-1)<>0
AND a(x,y-1)<7 THEN LET a(x,y-
1)=a(x,y-1)+k*10
8250 NEXT k
8260 RETURN
8410 GO SUB 50: IF a(b,a)>57 THE
N PRINT AT a,b: PAPER c: "G": GO
SUB 6000: RETURN
8412 IF a(b,a)<=57 AND a(b,a)>7
THEN PRINT AT a,b: PAPER c: i$(I
NT (a(b,a)/10)+.1): GO SUB 6000:
RETURN
8420 PRINT AT a,b: PAPER c: "(sp)
": IF y$="C" THEN GO SUB 8636
8450 RETURN
8500 LET m=1: IF CODE c$(z,1)=32
THEN PRINT AT 13,20: "No coloni
es": PAUSE h: RETURN
8510 LET b=VAL c$(z,m TO m+1): L
ET a=VAL c$(z,m+2 TO m+3)
8515 GO SUB 50: PRINT AT a,b: PA
PER c: i$(z): GO TO 8525
8525 IF CODE c$(z,m+4)<>32 THEN
LET m=m+4: GO TO 8510
8550 RETURN
8600 LET g=0: LET y$="E": PRINT
AT 14-q*2,17:y$
8605 LET l1=0: LET l=0: LET a=14
-2*q: LET b=17
8615 LET f=1
8617 LET m=0: LET n=0: PRINT AT
15-g,19: "Where ? ": AT 16-g,1
9: "Enter n,s,e": AT 17-g,19: "or w
": LET x$=INKEY$: IF f=2 THEN P
RINT AT 18-g,19: "or x for next":
AT 19-g,19: "force": FOR z=14 TO
21: PRINT AT z,19: "(12*sp)": NEX
T z
8618 IF x$="" THEN GO TO 8617
8620 IF CODE x$=110 THEN LET m=
-1
8621 IF CODE x$=115 THEN LET m=
1
8622 IF CODE x$=101 THEN LET n=
1
8623 IF CODE x$=119 THEN LET n=
-1
8624 IF f=2 AND CODE x$=120 THEN
RETURN
8625 IF (m=0 AND n=0) OR a+m<1 O
R a+m>21 OR b+n<1 OR b+n>17 THEN
BEEP .5,.5: GO TO 8617
8627 LET b=b+n: LET a=a+m: IF f=
2 THEN RETURN
8630 IF a(b,a)=0 THEN LET l=1+.
04-(t-1492)/1000: PRINT AT a,b:y
$: PRINT AT a-m,b-n: PAPER 5: IN
K 7: "a": GO TO 8660
8635 LET l1=l+.25: GO SUB 8410:
PRINT AT 19,19: "(9*sp)": AT 20,1
9: "Land ahoy!": AT 21,19: "(3*sp)
": IF a(b,a)>7 THEN GO TO 8655
8636 LET w$=STR$ b: IF LEN w$=1
THEN LET w$="0"+w$
8637 LET z$=STR$ a: IF LEN z$=1
THEN LET z$="0"+z$
8640 LET d=b(q,7): IF k=13 THEN
LET b(q,20)=b(q,20)+INT (b(q,21
)*.9): LET x=b(q,20): LET mm=m:

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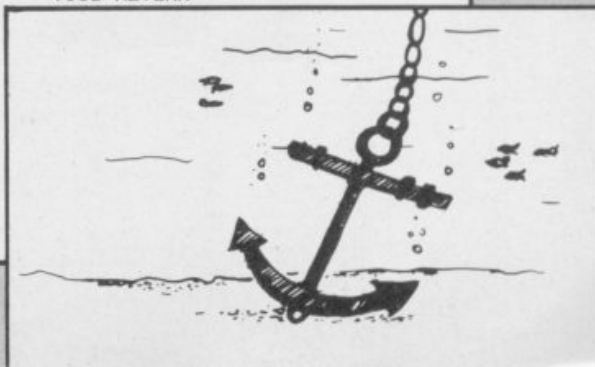
LET m=4: INK 7: PAPER 4: GO SUB
20: LET b(q,21)=0: PAPER 6: LET
m=6: LET x=0: GO SUB 20: GO SUB
15: LET m=mm
8642 IF a(b,a)>0 THEN LET c$(q)
=c$(q, TO d)+w$+z$
8644 LET d=b(q,10): IF a(b,a)=4
OR a(b,a)=3 THEN LET b(q,10)=d+
1: IF a(b,a)=3 THEN LET b(q,10)
=d: LET b(q,11)=b(q,11)+1
8645 GO SUB 50: IF a(b,a)>0 THEN
LET a(b,a)=c+10*q: LET b(q,7)=
b(q,7)+4
8650 IF f=2 OR f=3 THEN RETURN
8655 LET a=a-m: LET b=b-n
8657 IF l1>RND THEN PRINT AT 18
,19: "Ships return": PAUSE h: PRI
NT AT a,b: PAPER 5: INK 7: "a": R
ETURN
8660 IF l1>RND AND b(q,13)>1 THEN
LET b(q,13)=b(q,13)-1: PRINT A
T 18,19: "Ship lost": PAUSE h: PA
USE h: PRINT AT 18,19: "(9*sp)"
8665 IF l1>RND AND b(q,13)=1 THEN
LET l1=2: GO TO 8657
8670 GO TO 8615
8700 IF k=17 AND b(q,7)=0 THEN
RETURN
8702 IF k=14 AND b(q,9)=0 THEN
RETURN
8703 INPUT "Which force (1-3) or
0 ? ": x$
8704 LET n=3: GO SUB 40: LET z=V
AL x$: IF z=0 THEN NEXT k
8705 IF b(q,27+5*z)>b(q,k)*50 TH
EN LET b(q,27+5*z)=b(q,k)*50
8715 FOR x=1 TO 21: PRINT AT x,0
: INK 1: CHR$ (x+96): NEXT x
8720 INPUT "Which row ? (a-u) ":
x$
8725 IF CODE x$<97 OR CODE x$>11
7 THEN BEEP .5,.5: GO SUB 25: G
O TO 8720
8730 FOR x=1 TO 17: PRINT AT 0,x
: INK 1: CHR$ (x+96): NEXT x
8735 INPUT "Which column (a-q) ?
": y$
8740 IF CODE y$<97 OR CODE y$>11
3 THEN BEEP .5,.5: GO SUB 25: G
O TO 8730
8745 LET b=CODE y$-96: LET a=COD
E x$-96
8747 IF a(b,a)=0 THEN PRINT AT
18,19: "That's sea!": AT 19,19: "Tr
y again.": GO TO 8720
8750 IF a+1<=21 THEN IF a(b,a+1
)=0 THEN GO TO 8760
8751 IF a-1>=1 THEN IF a(b,a-1)
=0 THEN GO TO 8760
8752 IF b+1<18 THEN IF a(b+1,a)
=0 THEN GO TO 8760
8753 IF b-1>0 THEN IF a(b-1,a)=
0 THEN GO TO 8760
8755 PRINT AT 18,19: "There is no
": AT 19,19: "sea route.": GO TO 8
720
8760 GO SUB 65: IF k=17 AND c<>q
THEN PRINT AT 18,19: "Not a col
ony.": GO TO 8720
8765 IF k=14 AND c<>b(q,9) THEN
PRINT AT 18,19: "Not an enemy.":
GO TO 8720
8780 LET b(q,25+5*z)=a: LET b(q,
26+5*z)=b: LET b(q,28+5*z)=0: PR
INT AT a,b: "c": IF k=14 THEN LE
T b(q,28+5*z)=-1
8790 RETURN
8800 LET f=0: GO SUB 7: LET v=(b
(w,x)*b(w,25)+1)/(b(y,z)*b(y,25)
+1)*(1+RND/2-RND/2)
8810 IF v<1 THEN PRINT AT m,2: "
attacker defeated": LET b(w,x)=I
NT (b(w,x)-2*b(y,z)/v)
8815 IF v>=1 THEN LET f=1: PRIN
T AT m,2: "defender defeated": LE
T b(y,z)=INT (b(y,z)-v/2*b(w,x))
8820 IF b(w,x)<=0 THEN LET b(w,
x)=0
8822 IF b(y,z)<=0 THEN LET b(y,
z)=0
8825 RETURN
8845 LET w=a: LET x=b
8847 IF b(q,9)=0 THEN RETURN
8848 GO TO 8851
8850 LET g=0: LET w=b(k,25+5*y):
LET x=b(k,26+5*y)
8852 IF w=0 THEN RETURN
8855 LET u=0: FOR l=1 TO 3: LET

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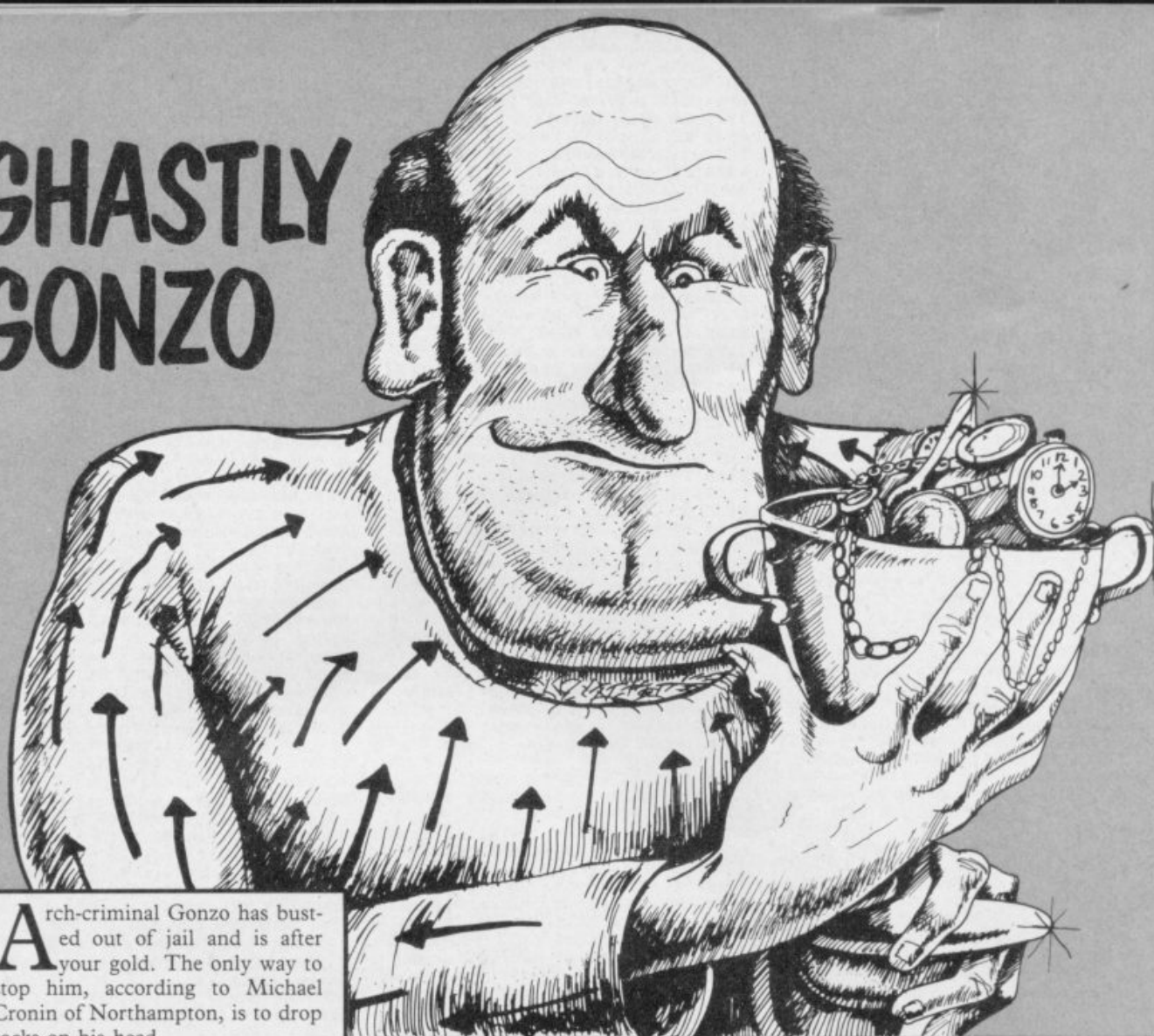
co=0: LET o=b(r,25+5*1): LET u=b
(r,26+1*5)
8860 IF w=0 AND x=u THEN LET co
=1
8862 IF g=1 AND co=1 THEN LET l
=3: NEXT l: LET g=2: RETURN
8863 IF co=1 THEN GO SUB 8870
8865 NEXT l: IF co=0 AND INT (a(
x,w)/10)=k THEN RETURN
8868 IF co=0 THEN LET f=3: GO T
O 8882
8870 PRINT AT m,0: "1 and battle
": LET v=(b(k,27+5*y)+1)/(b(r,27
+5*1)+1)*(RND/2-RND/2+1)
8875 IF v>1 THEN PRINT AT m,17:
"attacker wins": GO SUB 7: LET b
(r,27+5*1)=INT (b(r,27+5*1)-(v/2
*b(k,27+5*y))): LET f=3: IF b(r,
27+5*1)<=0 THEN FOR z=1 TO 4: L
ET b(r,27+5*1)=0: NEXT z
8880 IF v<=1 THEN PRINT AT m,17
: "defender wins": GO SUB 7: LET
b(k,27+5*y)=INT (b(k,27+5*y)-(2/
v*b(r,27+5*1))): LET f=2: IF b(k
,27+5*y)<=0 THEN FOR z=1 TO 4:
LET b(k,27+5*y)=0: NEXT z
8882 LET a=w: LET b=x: IF f=2 TH
EN LET q=r
8883 IF f=3 THEN LET q=k
8884 IF INT (a(b,a)/10)<>q THEN
GO SUB 8636
8885 IF q=r THEN LET v=k: GO TO
8887
8886 IF q=k THEN LET v=r
8887 LET z=1: IF CODE c$(v,1)=32
THEN LET b(v,7)=0: LET b(v,8)=
0: RETURN
8888 IF VAL c$(v,1 TO 2)=b AND V
AL c$(v,3 TO 4)=a THEN LET c$(v
,1 TO 2)=c$(v,z+4 TO b(v,7)): GO
TO 8892
8890 IF VAL c$(v,z TO z+1)=b AND
VAL c$(v,z+2 TO z+3)=a THEN LE
T c$(v,1 TO 2)=c$(v,1 TO z-1)+c$(
v,z+4 TO b(v,7))
8892 IF CODE c$(v,z+4)<>32 THEN
LET z=z+4: GO TO 8890
8893 LET b(v,7)=b(v,7)-4: GO SUB
50: LET ti=b(v,10): IF c=4 OR c
=3 THEN LET b(v,10)=ti-1: IF c=
3 THEN LET b(v,10)=ti: LET b(v,
11)=b(v,11)-1
8897 RETURN
8900 IF a(x,y)=5 AND RND>.5 THEN
LET a(x,y)=4
8910 IF a(x,y)=5 AND RND>.4 THEN
LET a(x,y)=6
8915 IF a(x,y)=5 THEN LET a(x,y
)=3
8920 RETURN
9100 LET f=0: LET e=.75
9101 LET a=.5*e: LET b=.25*e: LE
T c=.375*e: LET d=.125*e
9105 BEEP b,9: BEEP a,12: BEEP b
,14: BEEP c,16: BEEP d,17: BEEP
b,16: BEEP a,14: BEEP b,11: BEEP
c,7: BEEP d,9: BEEP b,11: LET f
=f+1: IF f=2 THEN GO TO 9112
9107 BEEP a,12: BEEP b,9: BEEP c
,9: BEEP d,8: BEEP b,9: BEEP a,1
1: BEEP b,8: BEEP a,4: IF f=3 TH
EN GO TO 9115
9110 IF f=1 THEN GO TO 9105
9112 BEEP c,12: BEEP d,11: BEEP
b,9: BEEP c,8: BEEP d,6: BEEP b,
8: BEEP (a+b),9: BEEP b,9: PAUSE
(b*50)
9115 BEEP (a+b),19: BEEP c,19: B
EEP d,18: BEEP b,16: BEEP a,14:
BEEP b,11: BEEP c,7: BEEP d,9: B
EEP b,11: LET f=f+1
9117 IF f=3 THEN GO TO 9107
9125 BEEP c,12: BEEP d,11: BEEP
b,9: BEEP c,8: BEEP d,6: BEEP b,
8: BEEP (a+b),9: BEEP a,9
9130 RETURN

```





# GHASTLY GONZO



Arch-criminal Gonzo has busted out of jail and is after your gold. The only way to stop him, according to Michael Cronin of Northampton, is to drop rocks on his head.

Whether or not you can think of more desirable methods of dealing with burglars, **Ghastly Gonzo** runs on the ZX-81 in 16K, and demonstrates how clever use of the character set in Inverse mode can juice up a game's graphics considerably.

[illegible]

```

100 G=100 THEN FOR F=6 TO 15
110 IF AT G=100 THEN PRINT AT F,Y+
120 F=Y+1.
130 IF AT G=100 THEN NEXT F
140 RAND=Y THEN LET SC=SC-10
150
160 LET DOPE=INT (RAND*7)
170 DOPE=1 THEN PRINT AT X,Y
180
190 IF DOPE=1 THEN LET Y=Y-2 A
200
210 IF DOPE=5 THEN PRINT AT X,Y
220
230 IF DOPE=5 THEN LET Y=Y+2 AN
240
250 IF F=16 AND Y+1=N THEN LET
260
270 HIT=1000 THEN PRINT AT 1
280
290 HIT=1000 THEN PAUSE 100
300
310 HIT=1000 THEN PRINT AT 1
320
330 IF HIT=1000 THEN LET SC=SC+
340
350 IF HIT=1000 THEN LET LIVES=
360
370 CL=1
380 IF LIVES=0 THEN GOTO 300
390
400 IF LIVES=100 AND HIT=1000 THEN
410 PRINT AT 1,N-1.
420
430 IF LIVES=100 AND HIT=1000 THEN
440 PRINT AT 1,N-1.
450
460 IF LIVES=100 AND HIT=1000 THEN
470 PRINT AT 1,N-1.
480
490 IF LIVES=100 AND HIT=1000 THEN
500 PRINT AT 1,N-1.
510
520 IF LIVES=100 AND HIT=1000 THEN
530 PRINT AT 1,N-1.
540
550 IF LIVES=100 AND HIT=1000 THEN
560 PRINT AT 1,N-1.
570
580 IF LIVES=100 AND HIT=1000 THEN
590 PRINT AT 1,N-1.
600
610 IF LIVES=100 AND HIT=1000 THEN
620 PRINT AT 1,N-1.
630
640 IF LIVES=100 AND HIT=1000 THEN
650 PRINT AT 1,N-1.
660
670 IF LIVES=100 AND HIT=1000 THEN
680 PRINT AT 1,N-1.
690
700 IF LIVES=100 AND HIT=1000 THEN
710 PRINT AT 1,N-1.
720
730 IF LIVES=100 AND HIT=1000 THEN
740 PRINT AT 1,N-1.
750
760 IF LIVES=100 AND HIT=1000 THEN
770 PRINT AT 1,N-1.
780
790 IF LIVES=100 AND HIT=1000 THEN
800 PRINT AT 1,N-1.
810
820 IF LIVES=100 AND HIT=1000 THEN
830 PRINT AT 1,N-1.
840
850 IF LIVES=100 AND HIT=1000 THEN
860 PRINT AT 1,N-1.
870
880 IF LIVES=100 AND HIT=1000 THEN
890 PRINT AT 1,N-1.
900
910 IF LIVES=100 AND HIT=1000 THEN
920 PRINT AT 1,N-1.
930
940 IF LIVES=100 AND HIT=1000 THEN
950 PRINT AT 1,N-1.
960
970 IF LIVES=100 AND HIT=1000 THEN
980 PRINT AT 1,N-1.
990
1000 IF LIVES=100 AND HIT=1000 THEN
1010 PRINT AT 1,N-1.
1020
1030 IF LIVES=100 AND HIT=1000 THEN
1040 PRINT AT 1,N-1.
1050
1060 IF LIVES=100 AND HIT=1000 THEN
1070 PRINT AT 1,N-1.
1080
1090 IF LIVES=100 AND HIT=1000 THEN
1100 PRINT AT 1,N-1.
1110
1120 IF LIVES=100 AND HIT=1000 THEN
1130 PRINT AT 1,N-1.
1140
1150 IF LIVES=100 AND HIT=1000 THEN
1160 PRINT AT 1,N-1.
1170
1180 IF LIVES=100 AND HIT=1000 THEN
1190 PRINT AT 1,N-1.
1200
1210 IF LIVES=100 AND HIT=1000 THEN
1220 PRINT AT 1,N-1.
1230
1240 IF LIVES=100 AND HIT=1000 THEN
1250 PRINT AT 1,N-1.
1260
1270 IF LIVES=100 AND HIT=1000 THEN
1280 PRINT AT 1,N-1.
1290
1300 IF LIVES=100 AND HIT=1000 THEN
1310 PRINT AT 1,N-1.
1320
1330 IF LIVES=100 AND HIT=1000 THEN
1340 PRINT AT 1,N-1.
1350
1360 IF LIVES=100 AND HIT=1000 THEN
1370 PRINT AT 1,N-1.
1380
1390 IF LIVES=100 AND HIT=1000 THEN
1400 PRINT AT 1,N-1.
1410
1420 IF LIVES=100 AND HIT=1000 THEN
1430 PRINT AT 1,N-1.
1440
1450 IF LIVES=100 AND HIT=1000 THEN
1460 PRINT AT 1,N-1.
1470
1480 IF LIVES=100 AND HIT=1000 THEN
1490 PRINT AT 1,N-1.
1500
1510 IF LIVES=100 AND HIT=1000 THEN
1520 PRINT AT 1,N-1.
1530
1540 IF LIVES=100 AND HIT=1000 THEN
1550 PRINT AT 1,N-1.
1560
1570 IF LIVES=100 AND HIT=1000 THEN
1580 PRINT AT 1,N-1.
1590
1600 IF LIVES=100 AND HIT=1000 THEN
1610 PRINT AT 1,N-1.
1620
1630 IF LIVES=100 AND HIT=1000 THEN
1640 PRINT AT 1,N-1.
1650
1660 IF LIVES=100 AND HIT=1000 THEN
1670 PRINT AT 1,N-1.
1680
1690 IF LIVES=100 AND HIT=1000 THEN
1700 PRINT AT 1,N-1.
1710
1720 IF LIVES=100 AND HIT=1000 THEN
1730 PRINT AT 1,N-1.
1740
1750 IF LIVES=100 AND HIT=1000 THEN
1760 PRINT AT 1,N-1.
1770
1780 IF LIVES=100 AND HIT=1000 THEN
1790 PRINT AT 1,N-1.
1800
1810 IF LIVES=100 AND HIT=1000 THEN
1820 PRINT AT 1,N-1.
1830
1840 IF LIVES=100 AND HIT=1000 THEN
1850 PRINT AT 1,N-1.
1860
1870 IF LIVES=100 AND HIT=1000 THEN
1880 PRINT AT 1,N-1.
1890
1900 IF LIVES=100 AND HIT=1000 THEN
1910 PRINT AT 1,N-1.
1920
1930 IF LIVES=100 AND HIT=1000 THEN
1940 PRINT AT 1,N-1.
1950
1960 IF LIVES=100 AND HIT=1000 THEN
1970 PRINT AT 1,N-1.
1980
1990 IF LIVES=100 AND HIT=1000 THEN
2000 PRINT AT 1,N-1.
2010
2020 IF LIVES=100 AND HIT=1000 THEN
2030 PRINT AT 1,N-1.
2040
2050 IF LIVES=100 AND HIT=1000 THEN
2060 PRINT AT 1,N-1.
2070
2080 IF LIVES=100 AND HIT=1000 THEN
2090 PRINT AT 1,N-1.
2100
2110 IF LIVES=100 AND HIT=1000 THEN
2120 PRINT AT 1,N-1.
2130
2140 IF LIVES=100 AND HIT=1000 THEN
2150 PRINT AT 1,N-1.
2160
2170 IF LIVES=100 AND HIT=1000 THEN
2180 PRINT AT 1,N-1.
2190
2200 IF LIVES=100 AND HIT=1000 THEN
2210 PRINT AT 1,N-1.
2220
2230 IF LIVES=100 AND HIT=1000 THEN
2240 PRINT AT 1,N-1.
2250
2260 IF LIVES=100 AND HIT=1000 THEN
2270 PRINT AT 1,N-1.
2280
2290 IF LIVES=100 AND HIT=1000 THEN
2300 PRINT AT 1,N-1.
2310
2320 IF LIVES=100 AND HIT=1000 THEN
2330 PRINT AT 1,N-1.
2340
2350 IF LIVES=100 AND HIT=1000 THEN
2360 PRINT AT 1,N-1.
2370
2380 IF LIVES=100 AND HIT=1000 THEN
2390 PRINT AT 1,N-1.
2400
2410 IF LIVES=100 AND HIT=1000 THEN
2420 PRINT AT 1,N-1.
2430
2440 IF LIVES=100 AND HIT=1000 THEN
2450 PRINT AT 1,N-1.
2460
2470 IF LIVES=100 AND HIT=1000 THEN
2480 PRINT AT 1,N-1.
2490
2500 IF LIVES=100 AND HIT=1000 THEN
2510 PRINT AT 1,N-1.
2520
2530 IF LIVES=100 AND HIT=1000 THEN
2540 PRINT AT 1,N-1.
2550
2560 IF LIVES=100 AND HIT=1000 THEN
2570 PRINT AT 1,N-1.
2580
2590 IF LIVES=100 AND HIT=1000 THEN
2600 PRINT AT 1,N-1.
2610
2620 IF LIVES=100 AND HIT=1000 THEN
2630 PRINT AT 1,N-1.
2640
2650 IF LIVES=100 AND HIT=1000 THEN
2660 PRINT AT 1,N-1.
2670
2680 IF LIVES=100 AND HIT=1000 THEN
2690 PRINT AT 1,N-1.
2700
2710 IF LIVES=100 AND HIT=1000 THEN
2720 PRINT AT 1,N-1.
2730
2740 IF LIVES=100 AND HIT=1000 THEN
2750 PRINT AT 1,N-1.
2760
2770 IF LIVES=100 AND HIT=1000 THEN
2780 PRINT AT 1,N-1.
2790
2800 IF LIVES=100 AND HIT=1000 THEN
2810 PRINT AT 1,N-1.
2820
2830 IF LIVES=100 AND HIT=1000 THEN
2840 PRINT AT 1,N-1.
2850
2860 IF LIVES=100 AND HIT=1000 THEN
2870 PRINT AT 1,N-1.
2880
2890 IF LIVES=100 AND HIT=1000 THEN
2900 PRINT AT 1,N-1.
2910
2920 IF LIVES=100 AND HIT=1000 THEN
2930 PRINT AT 1,N-1.
2940
2950 IF LIVES=100 AND HIT=1000 THEN
2960 PRINT AT 1,N-1.
2970
2980 IF LIVES=100 AND HIT=1000 THEN
2990 PRINT AT 1,N-1.
3000
3010 IF LIVES=100 AND HIT=1000 THEN
3020 PRINT AT 1,N-1.
3030
3040 IF LIVES=100 AND HIT=1000 THEN
3050 PRINT AT 1,N-1.
3060
3070 IF LIVES=100 AND HIT=1000 THEN
3080 PRINT AT 1,N-1.
3090
3100 IF LIVES=100 AND HIT=1000 THEN
3110 PRINT AT 1,N-1.
3120
3130 IF LIVES=100 AND HIT=1000 THEN
3140 PRINT AT 1,N-1.
3150
3160 IF LIVES=100 AND HIT=1000 THEN
3170 PRINT AT 1,N-1.
3180
3190 IF LIVES=100 AND HIT=1000 THEN
3200 PRINT AT 1,N-1.
3210
3220 IF LIVES=100 AND HIT=1000 THEN
3230 PRINT AT 1,N-1.
3240
3250 IF LIVES=100 AND HIT=1000 THEN
3260 PRINT AT 1,N-1.
3270
3280 IF LIVES=100 AND HIT=1000 THEN
3290 PRINT AT 1,N-1.
3300
3310 IF LIVES=100 AND HIT=1000 THEN
3320 PRINT AT 1,N-1.
3330
3340 IF LIVES=100 AND HIT=1000 THEN
3350 PRINT AT 1,N-1.
3360
3370 IF LIVES=100 AND HIT=1000 THEN
3380 PRINT AT 1,N-1.
3390
3400 IF LIVES=100 AND HIT=1000 THEN
3410 PRINT AT 1,N-1.
3420
343
```

```

420 PRINT AT 7,5;" "
430 PRINT AT 8,5;" "
440 PRINT AT 9,5;" "
450 PRINT AT 10,5;" "
460 PRINT AT 11,5;" "
470 PRINT AT 2,4;"PRESS A KEY F
OR"
480 PRINT AT 5,5;" " " "
490 PRINT AT 6,5;" " " "
500 PRINT AT 7,5;" " " "
510 PRINT AT 8,5;" " " "
520 PRINT AT 9,5;" " " "
530 PRINT AT 10,5;" " " "
540 PRINT AT 11,5;" " " "
650 IF INKEY$="" THEN GOTO 390
660 FOR R=0 TO 21
670 SCROLL
680 PRINT AT 21,0;" "
690 NEXT R
700 PRINT AT 9,0;" "
710 PRINT AT 9,0;" "
720 PRINT AT 16,0;"YOUR MISSION
IS TO STOP GONGO"
730 PRINT AT 18,3;"PRESS A KEY
TO PLAY"
740 FOR T=0 TO 25
750 IF INKEY$("<") THEN RETURN
760 NEXT T
770 PRINT AT 18,3;"PRESS A KE
Y"
780 PRINT AT 20,0;"YOU HAVE TWO
LIVES YOU GET 50 POINTS PER H
IT"
790 GOTO 730

```



# SABRE WOLF

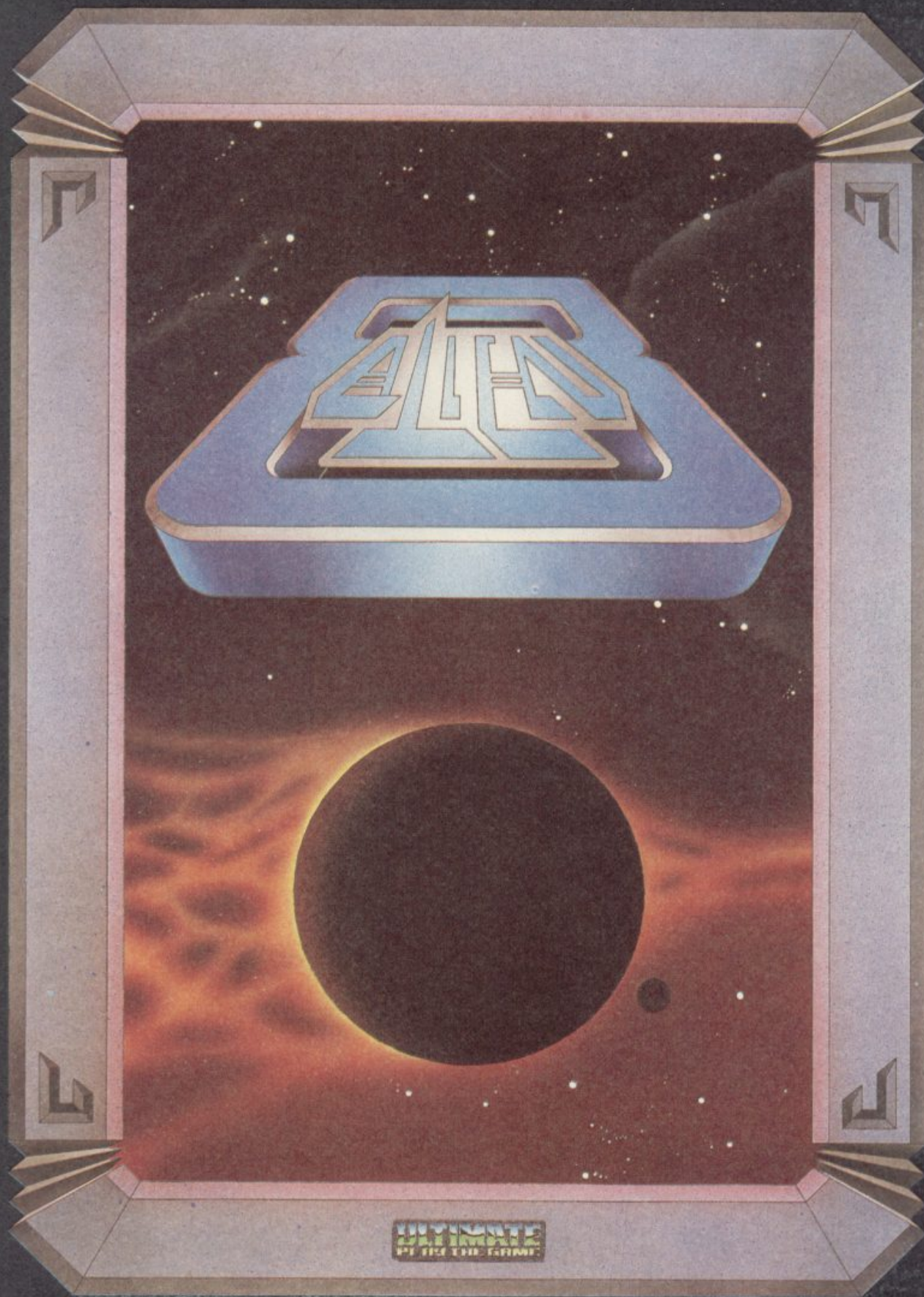
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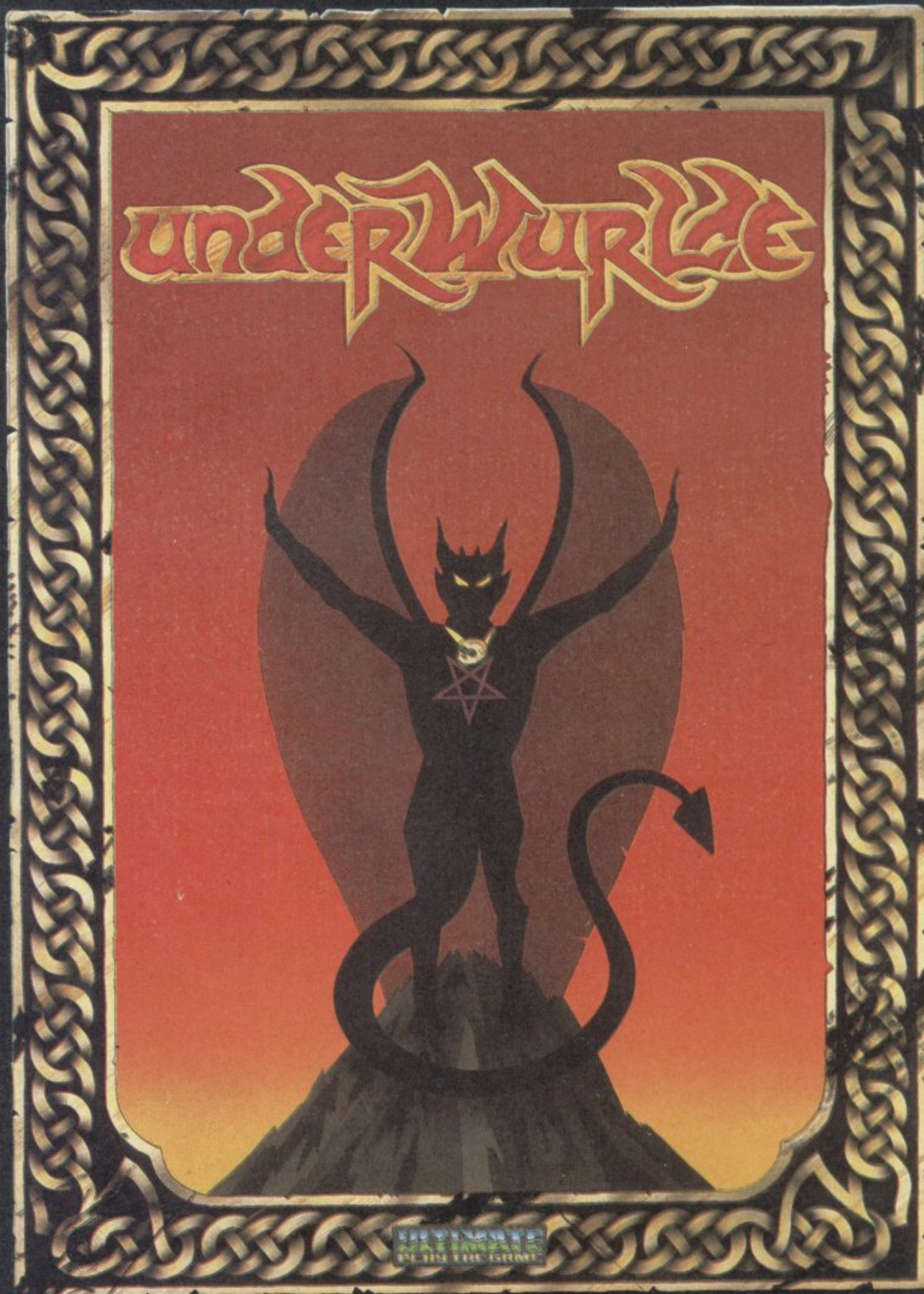
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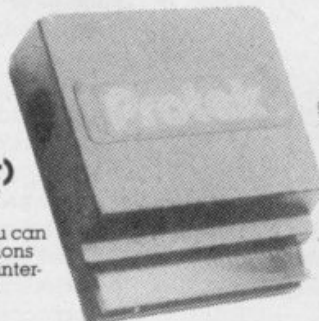
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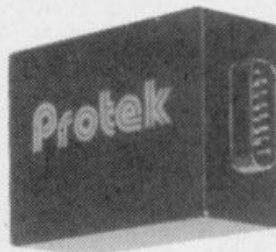
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Illustration: Graham Ward



# Escape from the modern world

Richard Price looks at some contemporary adventures

**W**HEN YOU are on the hunt for a new adventure what is it you are looking for?

You will naturally expect the game to have playability — that combination of technical factors most of us take for granted when we buy commercial programs. You have a right to demand a decent vocabulary, good response time and a flexible interpreter which comes across with some sort of personality during play. You will assume the writers have devised carefully designed puzzles set into a coherent structure.

Those are the requirements of any good game but it is fair to say that an adventure's success and the satisfaction it gives you will be decided mainly by the quality of its plot and the atmosphere it generates.

All of us want an escape into other worlds at times to savour the pleasure of being someone or somewhere else. That

fantasy is the core of the appeal of computer adventure. Fantasy, though, is fragile and, whether you prefer heroic, modern or futuristic scenarios, the setting you make your journey in must hold your belief right to the end.

Quite often people will say that fantasy works by suspending your disbelief. Tolkien himself did not think that was a convincing explanation of the way the mind handles fantasy. In *Tree and Leaf*, his short work about fairy stories, he put forward the idea that the writer — or games designer in our case — creates a 'secondary' world which your mind can enter. Once inside it you believe the general setting, the characters and action are true — meaning that they all obey the proper laws of their own world. The spell held over you may well be broken by some jarring intrusion from the real world or simply because the characters behave in a way that is out of kilter with the logic of their surroundings.

Far too many programs feature plots which, for instance, ask you to rescue a princess, find the scattered bits of some talisman or simply slash your way through a monster-infested cave riddled

with rising damp and littered with treasures which no sorcerer in his right mind would leave lying around.

You may not be too happy to be regularly cast as a Conan-clone whose fist is bigger than his brain. That must be desperately aggravating for female adventurers who are expected to undergo a mental sex-change before powering up their Spectrums. If software companies are going to survive then they had better start looking for games which will appeal to a much wider public than is currently the case.

To be fair, there is a growing variety of styles and plots in the adventure genre but games that use real story lines are still pretty thin on the ground. The concept of bookware, though, seems to be taking off. Creating computer implementations of successful stories has some obvious advantages as the books have already proved that their 'secondary' worlds can hold people's attention and imagination. It still does not mean that the program will necessarily match up to the excitement or invention of the original but if the programmers are sensitive about the adaptation there is a chance of a good fit. Of course, the memory size of home micros also imposes rigid boundaries and limitations.

If you are an amateur programmer searching for a theme there is nothing to stop you turning your favourite pulp fiction into an adventure for home consumption.



If you are bored with magic and monsters history can provide equally exciting themes. Your heroine or hero could attempt to infiltrate the lair of the Old Man of the Mountains, the original master of the feared Assassins at the time of the Crusades. Deserts, strange nomads, wild mountains and grim fortresses guarded by fanatical killers all have their place in this adventure.

There are some programs which meet all or most of the criteria for successful secondary worlds and yet mirror the preoccupations and paranoias of our own times. They reflect different angles of life and often carry some sharp social comment.

**Urban Upstart** from Richard Shepherd Software depicts the grim emptiness of inner-city life. Imagine any decaying ex-industrial town in Britain and you will have an idea of what it is like to live in Scarthorpe. No jobs, no money, nothing to do. No one will wander the streets. Thuggish skinheads and paranoid police rule here.

You must comb the town and find the means to escape. Your own character is pretty suspect and not above theft and fraud to raise much-needed cash. The mean streets are depicted in location graphics but the format is traditional text adventure and tricky at that.

The game may not seem like escapism and it is not difficult to recognise parallels with Cut Throat Alley or Grime Street. Definitely a slice of social realism with a gritty, dangerous, feel to it, though not without flashes of humour.

If you are one of those gamesters who thinks adventures written on the Quill cannot match the real thing then **Hampstead** could provide a cure for your scepticism. The technical presentation may be defined by the utility but the subject matter and approach is new and genuinely funny.

There you are, stuck in your nasty smelly flat somewhere in the wilderness of north-west London, parked in front of 3-2-1 on the telly. The only way is up — so you think — and you nip out in search of the dole office to get your giro. Outside the back yard, gleaming in the sunlight, is a sign pointing to Hampstead. Nothing can stop you now, so you cross your personal Jordan and pedal towards the Promised Land only to find you cannot attain Hampstead simply by going there. You will have to change your style and your gear, read the right books and do the right things with the right people.

*continued on page 124*

## At the sign of THE DANCING OGRE

*Up here on the Enkash Moors winter comes early and the wolves have been howling around the fence these last few weeks. The Dancing Ogre is in a lonely spot but the southern caravan route passes close by and a steady trickle of travellers and adventurers will overnight here — especially in this cold season when the nights are long and the beasts of the wilderness grow leaner and hungrier. The tap room is full of talk and argument and I hear tall tales that get taller by the minute after a few cups of Kreen wine.*

*Time after time I meet those who have travelled without success in the icy wastes of Valhalla, the after-world of the northern barbarians. A map in my possession may help Sheila from the township of Cambridge — she seeks Drapnir the ring of power. There are Pits in Hel and if she journeys east from there to a cave she will be able to jump to another part of Hel. North of here lies Despair. North once more will bring her to the ring.*

*Another lady, known only to me as Byford the Fair, has faced similar problems in that chill place; let us hope she finds solace in this news. Few women pass by the tavern — more's the shame. I would like to know why they go adventuring and how they fare in a trade dominated by men. More power to their sword arms!*

*Deep in his ale one night, Robert the Nailer, from Devizes Town, confessed he had been searching for the fabled land of Hampstead over many weeks. Though he had boarded a train and met a trader in antiques caller Perrier, he could get no further and was spurned by this odd creature.*

*In my youth — before I worked as a mercenary for Prince Janga in Maru — I visited the place myself. Set in a maze, amongst the filth and fumes of orcish factories, there is a great treasure. Perrier will be eager to buy this artifact. Robert should thus*

*find his way open, though final success will still be a long way off. To find the secret of the maze he will have to drop his belongings one by one and make a map, for the place is small but tricky.*

*My thanks to Mark Talbot, an initiate of great skill from the temple of Surclaf at Loughborough. He has sent me the map to Scarthorpe, that forbidden city of despair. Other students of Urban Upstart should take note — if you do not carry a book on the art of flying with you you will never escape from this dismal place of ruins. The key will also be necessary.*

*Philip James of North Wales has been examining the intricate and secret codes contained in System 15000. He has found a number attached to the name 'KP Codes' but can't grasp its significance. It is easy to become lost in this strange ritual but it is always wise to return to earlier contacts. If Philip uses this number at Kingsdown he'll discover much to his advantage. Also if you wish to get information from Selcra you must always place a message on the board first — enter 'Selcra' followed by the name of the organisation.*

*There are still those who brave the Third Continent on the trail of the Black Crystal. Hammerfist Pelaez from London dropped in not two moons ago, tired from his struggles in the Shoggoth's lair. Although he was refreshed by a side of bacon and a stoup of mead I was unable to help him more. He seeks the location of the Shoggoth's treasure chamber and the way out from its prison.*

*If you pass by the Ogre come in and talk with me — perhaps you have some advice to give him. Whether you need aid or can give it you're welcome up here on the Moors. Safe journey to you all.*

*Gordo Greatbelly, Landlord.*

*If you have a tale to tell, or are in need of a helping hand, write to the Landlord of the Dancing Ogre c/o Sinclair User, 67 Clerkenwell Road, London EC1R 5BH.*





continued from page 123

Not being totally stupid you will lie, cheat, even steal to get to this Nirvana of NW10 but you must avoid violence at all costs. The game is not merely about finding the right objects — it is also about attitudes as you must work out ways of making the correct deals. The answers are devious.

This is good situation comedy from Melbourne House and the game is attractively presented with a hilarious handbook. It is arguably one of the best Quilled adventures to date.

From this comfortable tweedy fantasy we descend into a shifting, threatening underworld of conspiracy, espionage and fear. A series of audio messages are recorded on your answering machine. Their growing urgency and the sound of a final shot leave you in no doubt — **Valkyrie 17** is active again, a cell of neo-Nazis whose deadly tentacles stretch around the world.

Thanks to the dying gasps of your agent you know their ruthless leader is holed up in an exclusive Austrian skiing resort at the Glitz Hotel. Your job is to seek him out and neutralise him. Take care; one foolish move and you will find yourself face down in the snow rapidly becoming a member of the great ma-

jority.

The level of paranoia is pumped up by ringing phones which, if answered, threaten you and make it clear that your cover is already broken. Everything a good thriller needs is here — locked safes, half-overheard conversations, blood on the crisp snow of the piste.

**Valkyrie 17** is produced by the Ram Jam Corporation, a new outfit, and features detailed atmospheric descriptions. The location graphics are interactive and will change to show the results of significant actions. No help is given and you are absolutely on your own in a race against danger.

Isolation and danger are also the major themes of **System 15000** from AVS. This is no standard text adventure but it is definitely one of the most gripping and compulsive Spectrum games so far. A brief note informs you that Comdata Company has been ripped off for a cool million or more bucks in a computerised bank fraud. Lurking behind the heist are the mob, ominous and menacing. Your single lead is one phone number.

On loading you will find only the user screen of the 15000 network and the basic instructions on how to operate it. From that beginning you must pene-

trate the files of the other computers which use the net to uncover the twisting threads of the plot. The giant mainframes of the international banks are well protected against intruders and police data protection squads will shut the system down temporarily once they get a sniff of what you are up to. Stay cool and keep dialling — piece by piece you will edge your way towards the truth and attempt to restore the Comdata lost millions.

Your only input routines are phone numbers and an occasional cryptic note on the message board. There is no need to take on any role — this is you against the network in the here and now, deep in the loneliness of the long-distance hacker.

After hours of tracing leads you will find yourself cheering in triumph as you enter the files of the Reserve Manhattan Bank with its glittering stars and stripes logo or you will curse in frustration as yet another faceless machine informs you that your data is bad. You will begin to sense the network as very real, a vast jigsaw of numbers, names and details. **System 15000** is utterly absorbing and compelling and recalls the atmosphere of the BBC series *Bird of Prey*. Absolutely recommended.

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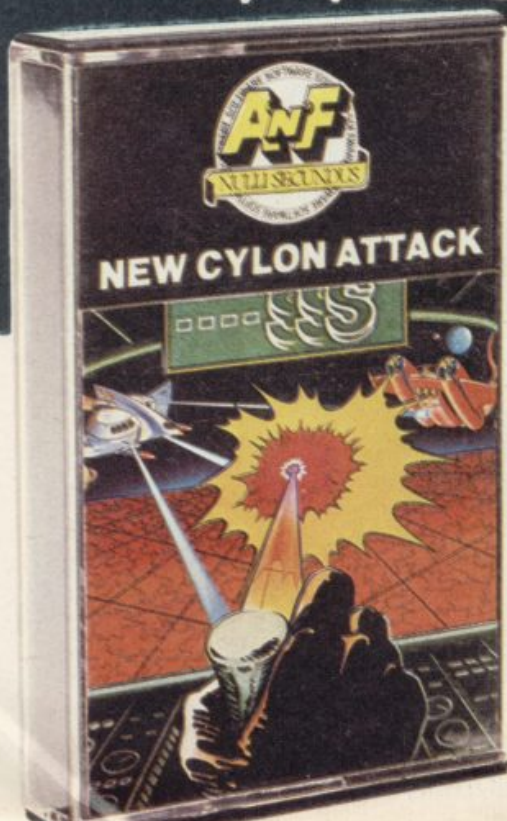
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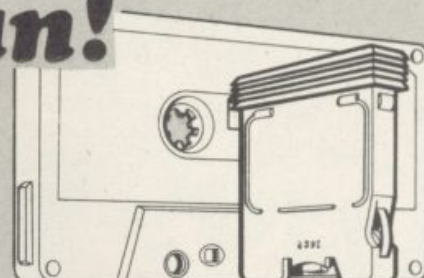
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## Easy on Basics

THE REALLY Easy Guide To Home Computing, by Sue Beasley and Ruth Clark, adopts the discovery led method of learning. There are lots of cartoons and funnies interspersed throughout the text to aid the user, based on the characters of Mike and Rose and Inspector Key. Those characters at times can be a little overwhimsical which, in a way, detracts from the text.

It has to be asked, however, whether yet another book on learning Basic is necessary. Learning Basic at all is considered in some quarters to be inferior to learning Logo as a first programming language at nine plus. As *The Really Easy Guide to Home Computing* is aimed at that age-group, it would seem that it could be superfluous on two counts.

Theo Wood

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THE ZX SPECTRUM  
Century Publishing  
Price: £6.95

## Case of the Pascal puzzle

THE INFLUX of different versions of Pascal for the Spectrum and QL has certainly made the language more popular with micro-computer enthusiasts and a good book on the subject is essential.

Surprisingly enough, one of the best books was written two years ago and creates a novel approach to the language.

*Elementary Pascal*, by Henry Ledgard and Andrew Singer, may seem an uninspired title for a book but the sub-title, *Teach Yourself Pascal by solving the mysteries of Sherlock Holmes*, gives some clue as to the tack that the authors follow.

After a brief preface in which an old manuscript containing some forgotten notes, written by that eminent GP Dr Watson, are discovered, the book launches into the first escapade involving Sherlock Holmes. He discovers the Analytical Engine, which we would call a computer, and shows Watson how it can be used by a criminologist to

collate facts and render clues more helpful.

Holmes does not see it as a miracle machine which can solve cases but as something that will be useful in proving that his conclusions are correct. "Of most interest to me is that it will provide a way of expressing my logical methods in a rigorous form, and perhaps be useful in communicating to others my modest attempts at formulating a Science of Deduction".

Indeed it does. The explanations given by Holmes, followed by the notes of the authors, combine to produce an excellent, stimulating and amusing text which provides at least a basic grounding in the main Pascal sub-set common to all versions of the language.

The main section of the book is used by Watson to discuss four cases in which Holmes used the Analytical Engine. The first, *Murder at the Metropolitan Club*, deals with algorithms and shows how ideas for programs can

be written down in the systematic way required by the Pascal programming language. Holmes finds the murderer by fitting clues together within a computer environment and then looping around the program instructions until one clue fits with another and the villain is found.

The remaining cases build on the knowledge of Pascal that the first gives. In the *Adventure of the Bathing Machine*, Holmes enters data about sea tides in order to find the time of a murder and trap a murderer; *A Study in Cigar Ash* shows how Holmes teaches Watson how to enter data into the Analytical Engine using Pascal and how that information can be accessed; and finally, *The Adventure of Clergyman Peter* finds Holmes trapping a religious thief with the aid of a train time table and the Analytical Engine.

Once the main body of the Pascal language has been introduced Holmes indulges in a series of three pipe problems. Those are simple cases which show how useful application programs can be written in Pascal. The programs grow more complex but the real authors of the book continue the notes with which they back up all of Holmes' cases. Those notes seem to be for people who have not followed the famous detective's thinking.

Despite its unorthodox approach, *Elementary Pascal* should help even the most accident prone potential programmer learn the language which is growing more popular all the time. The book's style is somewhat similar to that of Conan Doyle and Holmes is a reasonable counterfeiter.

John Gilbert

## Taking the QL to task

FEW PUBLISHERS have ever considered launching books about machine code on the QL or how to get the most from QDOS. While some have been capitalising on the power of the SuperBasic language others have just been worried whether the operating system will change or about how to treat the information.

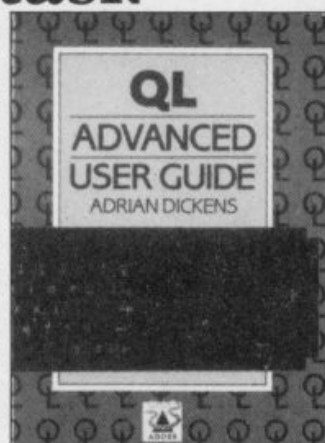
Neither of these worries has hit Adder Publishing which has just launched *The Advanced QL User Guide* by Adrian Dickens. It contains just about everything that both software houses and the private individual require to launch into machine code programming.

When taking the first steps towards QDOS mastery the reader is introduced to a

SuperBasic program called the *Experimenter* which will allow many of the 68008 registers to be changed. It also allows the beginner to see the results of QDOS routines, and how they will affect the running of the QL. Dickens suggests several experiments including suspending the operation of SuperBasic and printing a character on the screen.

The *Experimenter* is limited in its appeal but the author soon progresses into machine code manipulation of QDOS, giving a full list of QDOS utilities available and the traps required to invoke them.

Despite the sometimes convoluted style and the exorbitant price, *The Advanced QL User Guide* acts as an



excellent reference book as well as a tutorial. It is a stepping stone into the heart of the QL.

John Gilbert

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more books on page 133





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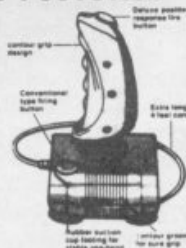
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# Advice for hopeful software superstars

ANYONE caught giving away the trade secrets of an industry would normally be regarded with suspicion by co-workers in that field. The culprit in this case, A J Harding with his book *Writing Software For Profit*, is, however, likely to be blessed by colleagues in the software industry and amateur programmers who want to get their ideas into the shops.

The book, published by Virgin Books, not only shows how to approach the business side of the operation — going to software houses, writing specific application programs and dealing with income tax — but also describes the ideas

behind the industry, which types of programs are likely to be accepted and how to go about writing them.

The advice given is that of a software publisher as Harding knows the business inside out. He has been in it six years as director of a software house.

The first section of the book describes the industry, how it has grown and the type of people who are involved in it. It covers mostly the upper, business, end of the market but the innovations shown by Tandy and Commodore are equally true of the smaller outfits attached to the home market.

Harding explains that professional authors write for chips and not for specific machines. In that way one program can be adapted for a wide variety of micros which contain the same chip. For instance, a game written for the 6502 could be easily run on the BBC Micro and the Commodore range of machines. A Z80 game could be transported across a wide variety of machines including Spectrum and Colour Genie.

The next section, choosing a subject, expands on the theme of machine popularity. Harding lists the types of programs which companies will accept and stresses that

you should pick companies carefully.

Programs on the list include arcade, adventure, board, utility and simple account software. Each category has a section to itself in which the author explains the area and the pitfalls involved in it. He defines an adventure as a puzzle in which "certain actions have to be carried out in a chronological order". Harding goes on to explore some of the aspects which should be incorporated in adventures, such as syntax decoders, and how they have been used in famous programs such as those written by Scott Adams.

It is a change to find an author who talks about software writing as a business and not as an art form. His message is clear. Good software makes big bucks. Creativity is a consideration, but as in any other business money has to be a prime concern or you will be bankrupt before your first program has been accepted.

Harding's reasons for writing such a book, to help programmers get the most out of publishers when he runs such a company, might be regarded as suspect. The reverse is true, however, for two reasons. Publishers will welcome the book because it shows programmers what a company requires for a quick turnover of material. Gone will be the days of endless dross sent through the post on bad-quality tape or as listings.

For the programmer the book provides all the answers. It might deter some from writing software but those are likely to be the ones who demand attention for their masterpieces which are sent in as miles of computer printer listing. As the book says, computers mean business.

John Gilbert

## No experience required

WHEN the QL sales finally take off there will no doubt be people buying the machine who have no previous experience with computers. For that reason the two books *QL Quill* and *QL Easel* are a comprehensive guide to their operation.

*QL Quill* was written by Clare Spottiswoode and Francesca Simon. The former has had a great deal of experience with both mainframes and micros. Francesca Simon, as arts journalist for the *Sunday Times*, has expertise in writing for a non-computer audience.

It is that combination which is responsible for the jargon-free nature of the book, which takes you step by step through the operation of Quill, the word processing program for the QL. The book is well laid out with ample explanation of each new concept. Besides that each new task is tied in to the story of Harold and Joyce Blake, their daughter Miranda, and her besotted admirer Nigel Wooton. Cartoons,



from Derek Alder of the *Sunday Times* liven up the text. Whether you like or loath the family concerned, the tales of Harold, a soft toy manufacturer, and Joyce, setting up her jewellery business, provide adequate examples of the uses of Quill in a business.

The book not only teaches you how to use the program, but also contains a great deal of sound business advice. An example of that is Joyce's action plan for Jada Jewellery which contains all the necessary ingredients for preliminary action before starting a new trading venture.

One tiny quibble comes at

the beginning, when you are warned "Don't ever plug in a monitor when the computer is switched on, or you could blow your system." That is not in bold characters but lost in the text which preambles setting up the computer.

There is also an error in the instructions for Search and Replace. If you follow the book the procedure does not work; simply follow the screen instructions instead.

*QL Easel*, written by Alison Spottiswoode, who is as well qualified as her sister in the micro field, is written in a similar vein. There are more examples based on Harold and Joyce. The power of the program is readily accessible, and by illustrating that power the author has made it extremely easy for the business user to understand the usefulness of graphic interpretations of business figures.

Theo Wood

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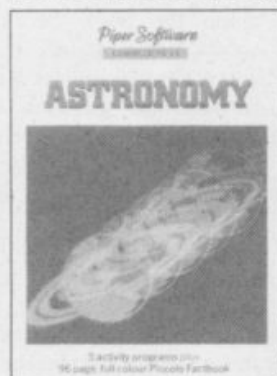
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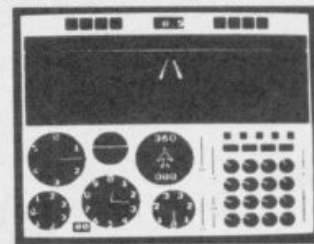
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# Fools' gold from the funny farm?

Chris Bourne digs into the past of ZX-81 specialist, Julian Chappell

**M**AKING a living out of the ZX-81 seems an odd thing to attempt in times when most software houses treat the machine as if it were carrying typhoid bacteria. Some retailers would prefer to see a rabid dog on their premises than a ZX-81 game. But such has been the success of Julian Chappell's Software Farm that not only is the company a going concern but it is even planning to expand into new and bigger offices.

Julian was born in Hounslow of nomadic parents in 1956. "My father was an oil depot manager, so we kept

and did a control system for the local nuclear power station. Unfortunately we couldn't throw it into critical to test the system. I don't know whether they used it in the end."

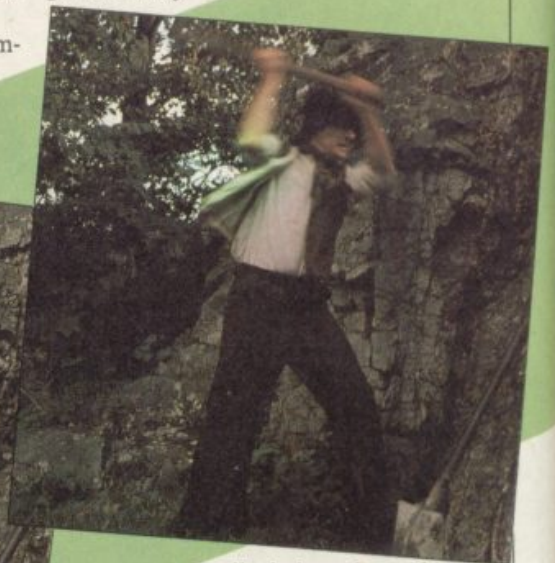
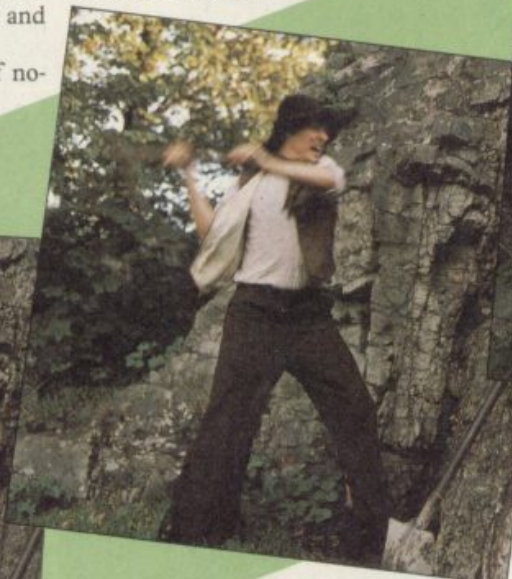
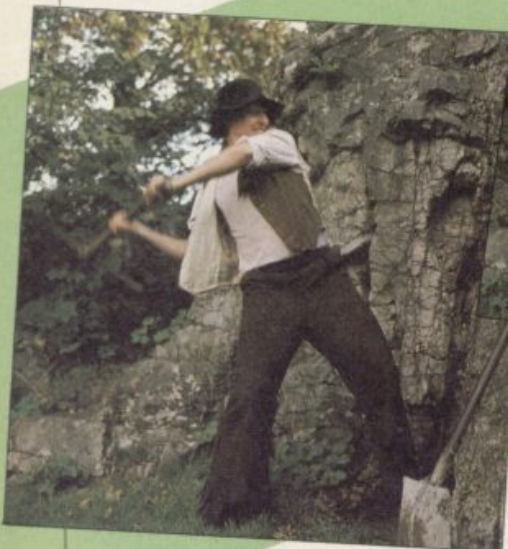
Before you heave a sigh of relief at the thought that nuclear devastation may after all not be under the control of the undoubtedly zany Julian, it is certainly true that a British Steel blast furnace is being monitored by bits of an old ZX-81, courtesy of the Chappell brothers.

"It provides a printout of the temperature," says Julian, "monitoring safety levels. Of course, it doesn't

crude as what I was doing myself at the time. Only nutcases had ZX-80s. When the '81 came out I thought I'd find out about this wonderful Basic language."

His first impression of wonderful Basic was that it was painfully slow, even when number-crunching. He wrote some games for it in code, a Pacman and Asteroids game, which were later marketed as **Asteroids** and **Gobblers**.

"I wrote them for fun. It was a busman's holiday really. Then I bought *Sinclair User* and saw that only about 10 per cent of the ads were for machine-code games. They



talked about it as if it was something amazing and mysterious. I realised that I might as well jump on the bandwagon."

Together with his girlfriend Sarah Green, Julian took out a quarter-page ad in *Sinclair User* and began to sell his games. The two of them worked from a back bedroom, saving the games directly from the machine and doing the labels themselves. Sarah herself is far from being just a convenient envelope-licker, but a business-programmer in her own right, having written for the Sirius, Apricot, "and IBM, yeuckk!"

"The response kept us up at night," Julian continues, "and we started making money. The problem, which still exists, was that the business side interferes with programming time."

Thus the Software Farm was born. Julian's parents had left the post office by now and had bought a small farm in South Wales, which became the business address, as Julian and Sarah were living in rented accommodation and

look like a ZX-81. We put it in a fancy box to make sure of that."

Machine-code expertise came haphazardly. "Paul would say, 'I've got this cheap chip we could bung in it' and half the time I had to hunt through the libraries for a list of mnemonics to program it. Sometimes there were only two registers and an accumulator."

Eventually the brothers fell out. "I wanted to do something on my own," Julian admits. "The business was unsteady, so I left him to go bust on his own. It was all very friendly."

Having drifted almost by chance into the world of micro-electronics, Julian had already acquired a ZX-81 of his own. "I was mildly interested in the ZX-80," he says, "but it was almost as

moving to new depots.

Eventually he retired to Weston-super-Mare and ran a sub-post office. I started work behind the counter when I was eighteen."

Julian had an older brother, Paul, who was an electronics graduate. Paul was setting up his own business constructing control devices for industrial processes. Julian was dragooned into learning machine-code programming in order to help write the routines to control the chips.

"Eventually we went high-falutin'

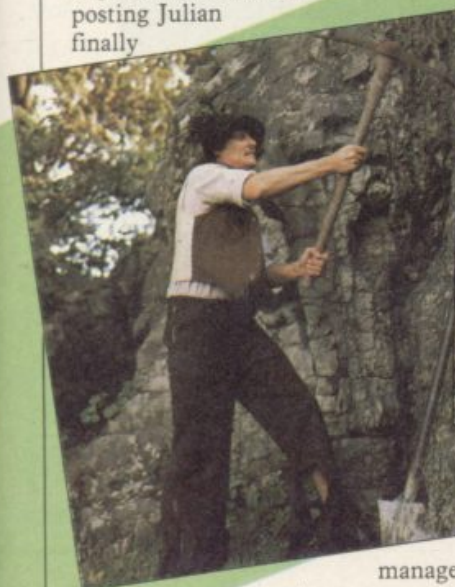


could not use it commercially.

"We were aware of the general attitude of fear towards computers, particularly among older people, so we thought calling the company a farm might help them relate to us. Originally we had a vegetable Pacman but eventually we decided on the cosmic cockerel."

In between long bouts of duplicating and letter-posting Julian finally

Eventually Software Farm decided what few software companies dared to consider: to remain with the ZX-81 in spite of the new machine.



Photographs — Mike McKnight

managed to write a new program, **Super-Scramble**. Instead of the usual missiles and neutron bombs Julian used bats and a witch at the end.

"It has very imaginative graphics even though they are not hi-res," interjects Sarah, supportively. The game was released for Christmas 1982 but the manual duplicating was becoming a major problem.

"At that time all the support agencies were in their infancy," says Julian, "but then we started getting information through the post. It was a godsend to us, even though it was still tape-to-tape. Only now, and only with big companies, can you get loop bin duplication systems."

Julian and Sarah took **Super-Scramble** to the very first ZX-Microfair just in time to see Spectrum fever hit the trade.

"We were deserted," says Julian. "We sold enough to break even, but it was a great disappointment. We made no trade contacts. Everyone wanted Spectrum games, and that has continued ever since."

Being left out in the cold did, however, give Julian a different perspective on what was happening. "We could see everybody was going bonkers. The software was all rubbish, with ten new companies a day. It was blatantly obvious that the market was flooded from day one."

"Although everyone was going stir-crazy, all those ZX-81s were not going to evaporate. We thought, let's do something clever and different with it. With any luck everybody else will leave us with the ZX-81 on our own."

For six months Software Farm lived off the dwindling profits from the original games, while Julian set himself to work out how to turn the ZX-81 screen into high resolution.

"It took six months to develop the system and three months to write the first program, **Forty Niner**. All the while the money was getting less. There was a sense of risk. If we had it wrong and the ZX-81s really were gathering dust then we would go bust."

The crunch came at the *Your Computer* Christmas Fair in 1983. At that time, the company was at rock-bottom. **Forty Niner** was launched, and took off. The gamble had worked.

**Forty Niner** was designed as a show-piece for the new graphics which give the same resolution as on the Spectrum. It is a digging game in which you must persuade the snakes to eat the giant rats or some such nonsense. Julian hit on the idea of projecting it as the first in a series of hi-res games, each one of which is to be on a distinct theme.

"It's like free wotsits in cornflakes packets," says Julian. "If you get one then you want the whole set."

The second game, **Rocket Man**, is a levels and ladders game in which you must collect diamonds while avoiding the man eating bubloid. If you get past

the third level you become a vulture and must eat legs of lamb to keep your strength up.

Selling the games to retailers was difficult.

"You could hear the voice at the other end of the phone drop as soon as they realised it was a ZX-81 game" says Julian. "We had to offer them sale or return terms, but once the media was on our side it changed. Now they keep badgering us for more."

The new game will be called **Z-Xtricator**, and will be of the **Defender** type. "It's not a vehicle for the graphics, otherwise we would have done it first. We are also going to do a hi-res utility so people can design their own games."

Z-Xtricator is not intended to be the last in the Software Farm hi-res series, but one thing you should not expect is any form of adventure game. Julian hates them.

"Normal adventures bore me to tears. You are in a dark hole. Something ferocious is approaching. Then you wait for twenty minutes while nothing happens... On the other hand, I have a hankering for a truly animated adventure, not a pretend one. If we did it, it would probably have to be on the Spectrum. The Software Farm," he adds, portentously, "being innovatory, will do it properly."

Sarah is anxious to dispel ideas that a Spectrum game would mean leaving the ZX-81. "Every letter we get says keep up the good work. We got one cute one which said the writer had written to *Jim'll Fix It* because he wanted to meet Julian."

Software Farm is certainly proud of its following. 'As long as consumers continue to buy the product we are not

continued on page 142





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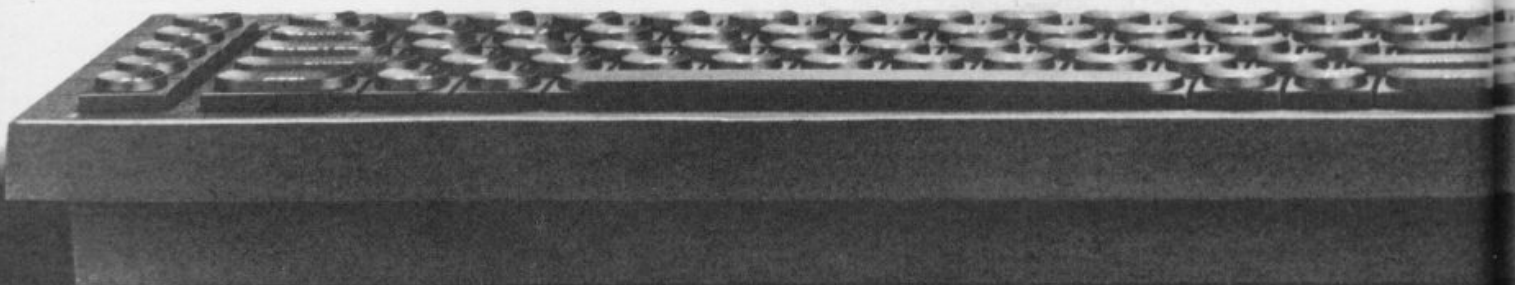
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continued from page 139

going to drop the ZX-81," says Julian. "We'd get lynched if we did."

The company even runs a software club for enthusiasts with a regular newsletter containing letters, hints and tips, program listings and a series of articles by Julian on machine-code.

Perhaps it is the company's recognition of the importance of maintaining a loyal and friendly customer base which ensures its success more than anything else. Selling a ZX-81 game is quite a different proposition from selling for the Spectrum.

"All the support industries base prices on what the source industry can afford," says Julian, "which means Spectrum prices. A ZX-81 program has to be a hit or it won't make any money at all."

The problem is simply that although ZX-81 games tend to be cheaper than Spectrum games in the shops, because the ZX-81 itself is cheaper, the cassettes, labels, duplication and so on all cost just as much, so the profit margins are much lower. Unfortunately many of the enthusiastic programmers who send material to Software Farm do not realise that fact.

"Out of the thousands we are sent

lots are no good and many are just not commercial propositions", Julian explains. "The rest have ideas based on the Spectrum market. But you won't get £40,000 for a Spectrum game, yet they think they can make that on the ZX-81. A hit is vital, and even then it is not big money. Then they think they are being ripped off."

With the hi-res series of games, Julian and Sarah appear to have got the business about right. Rocket Man reached 28 in a Gallup survey of top games, which is extraordinary for a market dominated by the Spectrum and Commodore 64. But determination and nerve have been as much a factor in their success as excellence of programming or games design.

Perhaps a clue to Julian's character can be found in his hobby, an esoteric form of karate known as Tang Soo Do, which is concerned with demolishing opponents wearing full body armour—with your bare hands. "Our instructor is the World Champion of All Martial Arts" says Julian. Apparently the man has beaten judo, kung-fu, and karate experts into the ground with his skills. "If you turn up late for a class, you have to spar with him," Julian grimaces.

It certainly sounds like good prep-

aration for taking on the equally well-armoured hordes of Spectrum games producers, and winning shelf space and ratings up there with the best of them. One thing is for sure—there is no room for turkeys on Julian's farm.



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Including all the above programs.

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This program will print out invoices, calculates discounts and VAT. The program will calculate totals from unit prices. Up to 50 accounts with 250 outstanding invoices.

### Word Processing by Tasman £13.90

Tasword Two is a powerful word processing program that will perform all the functions available on large processors. The program will give you 64 characters per line on screen.

### Masterfile by Campbell Systems £15.00

This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

### Dlan by Campbell Systems £7.95

Use your Spectrum to sell your products. Dlan will display messages in up to 11 different types. Will scroll text in any direction.

### 64 Column Generator by Tasman £5.50

You can use this program within your other programs to display 64 columns on screen.

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## NEW

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This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

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This is the long-awaited micro-drive version of omnicalc complete with histograms and many other features.

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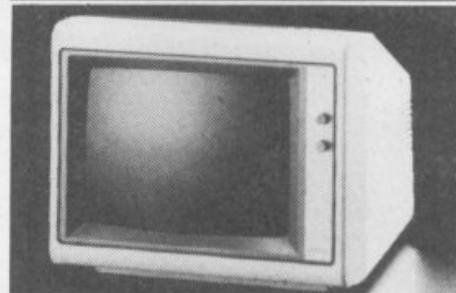
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Transform can supply a wide range of printers, monitors, and leads for the QL. For further details send S.A.E.

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## Contents

More from our postbag below, and on page 150 Mike Wright takes a look at new improved versions of old software.

# SINCLAIR BUSINESS USER

January 1985

## Excommunicated!

I TENDED to feel, at first, that Mr Simmonds — October — was a little harsh when speaking of **Vu-Calc**. In practice, however, the program is little more than an unmitigated disaster.

The program can be difficult to load, often will not respond to commands, frequently crashes and inevitably loses all one's hard won data.

I use the program in connection with the local church accounts and I dare not lose any more data or the Vicar will excommunicate me.

For my part, the theoretical facilities are adequate but the appalling unreliability and continual loss of data even in a simple spread-sheet have rendered the program unusable and caused me a lot of embarrassment. It is far safer to do things the old, hard way by hand and, strangely, it is much faster.

Can anyone tell me is Omnicalc is any more reliable? I don't care about extra facilities.

**W L Simpson,**  
Wimborne,  
Dorset.

## Proportional spacing

REFERRING to your answer to Charles Lane, *Sinclair Business User* November 1984, as I understand it the term 'proportional spacing' has now come to mean one of two things: (i) words can be

moved to square up lines of text so that there are equal gaps measured in units of less than one character space; (ii) it is possible to specify exactly how much space is to appear between each letter i.e. an 'm' will take more space than an 'i'.

I have been using a Juki 6100 Daisywheel printer, with **Tasword 2** as the word processor program. That printer supports proportional spacing of type (ii) above. I wish to print, as Mr Lane, justified right hand edge proportional print — to look the same in your magazine — but as yet I have not found any program which will do it using the Spectrum.

**Dr R M Megit,**  
Hastings, Sussex.

## Transform warning

FIRST, congratulations on an ever-improving magazine. Looking over back issues it certainly would appear that your editorial staff do take note of valid criticism — and the result is less trivia, more interest, in your letters pages.

Next, a warning to potential purchasers of the professional keyboard from Transform. I recently ordered one. It didn't work at all. To the company's credit they sent a replacement PCB and connectors by return.

However, having tested the keyboard for response, I then assembled it; loading

from tape was all right but programs crashed on running, the UDGs were corrupted, and other lines.

Microdrive loading was even worse. Apart from program corruption, the machine commands — SAVE and MERGE — were interfered with, and the microdrive would not stop.

Transform is obviously aware of those problems, as enclosed with the keyboard is a letter admitting that, offering an add-on buffer at £6.95.

If the problem is so well

known, why isn't the original board modified to include the buffer?

**L S Delby, Shefford,**  
Bedfordshire.

## Software in the toolroom

I OWN a 48K Spectrum, and I wish to know if there is a software house which produces a program on the skills of carpentry and joinery.

**J Mitchell,**  
9 Clive Avenue,  
Crayford, Kent.

## Shop Window

*SHOP WINDOW enables you to publish details of programs with limited markets once only in Sinclair Business User, at no charge. If readers would like details to appear regularly they can advertise in Sinclair Supermart.*

**Mozart.** Three 48K programs giving details of the Köchel catalogue of Mozart's music. Program 1) deals with the complete catalogue, and programs 2) and 3) with instrumental and vocal music respectively. Each costs £5 from John Halsall, 18 St Michael's Close, Exeter EX2 8XH.

**Cub Pack Record.** A record system for Cub Scout Leaders, with analyses, promotion and proficiency tables. 48K Spectrum. Roger Missing, 16 Kedleston Drive, Orpington, Kent BR5 2DR. Price £5.

**Hair Defenders.** Program 1 deals with knowledge of hairdressing, programs 2 and 3 with scientific aspects of hair care. 48K or 16K. John Lyons, 6 Queens Road, Camberley, Surrey, GU15 3AN. £5.75 or £15.00 the set.

**Organic Chemistry.** Draws ring-containing structural formulae, from simple compounds to steroids and antibiotics. Handles heteroatoms, stereochemistry, bond types, and substituent groups. 48K. M Davis, Dept of Chemistry, La Trobe University, Bundoora, Vic, Australia 3083.

**Survey II.** Analyses questionnaire data. Generates full frequency distributions, histograms, cross tabulations, chi-square statistics. 48K Spectrum, from Lobos Software, 10 Randall Place, Bradford BD9 4AE. Price £10.00.

**Curtain Estimator and Receipt Printer.** 16/48K. Calculates all curtain requirements from bare window measurements, and prints a receipt of details. Plushscale Ltd, 14-16 Little Walk, Harlow, Essex CM20 1HY. £24.99.







# Something old, something new

## A survey of extras

UNLIKE GAMES software which, in general, achieves volume sales rapidly before virtually disappearing, applications software tends to sell steadily and have a much longer life. Many applications programs are developed and improved during their life. With the *Sinclair Business User* section just over a year old it is a good time to look at the updates to some of the programs we have reviewed.

The very first review in December 1983 was of the **OCP Finance Manager** for the 48K Spectrum. That has been upgraded to include microdrive compatibility, allowing both the program and data to be saved separately to face. That set up routine is only used when loading from the original tape.

Saving the program — to tape or microdrive — also saves the printer interface codes to give a personalised

version for subsequent use. The print-out for the +80 version shows the date of transaction, the account, the details, separate columns for debit and credit and the balance. That compares with the date, account, amount and balance on the ordinary version.

OCP has upgraded its other programs in the same way. According to Francis Ainley the good news for QL owners is that he is working on an enhanced program allowing a class heading, in addition to the account and description, to be used with the transaction. The program is likely to feature some sort of windowing.

Upgrading to microdrive compatibility was not possible with the **Transform Sales/Purchase Ledger/Invoicing** package as it was designed to run using twin microdrives anyway. Instead, improvements have been made to the Accounting program. Previously it was only possible to produce an overall total figure for all, or some, of the accounts by loading each account separately, noting totals and adding them up. Now a series of extra menus allows the list of accounts to be displayed and any combination of those to be selected and totalled. Accounts can be erased from a cartridge as another option. The package was reviewed in the November issue.

The **Kemp Stock Control** program was reviewed in the August issue and version 3.0 has been released recently. Like any other programs which have been improved Stock Control is now microdrive compatible but the improvements do not end there. It now has the option of selecting a full-sized printer and a 64-column printout.

If a full-sized printer is to be used and your printer interface needs software to drive the printer then that must be loaded each time before the program. The option of a full-sized printer must also be made every time. Although the resulting printouts are more widely spaced they are no more informative than those on the ZX printer.

Other improvements include making the length of the stock numbers and descriptions user definable. The stock number can be up to ten characters long while the stock description, previously

20 characters, can now be set at any length between 4 and 30 characters. Of course, the more characters used for those fields the less room there will be for the records.

Another improvement now allows up to two decimal places to be used for stock quantities. With those improvements this is now the most flexible stock control program available on the Spectrum.

It is difficult to imagine many improvements which could be made to **Tasword II**, the word processing program from Tasman Software. Instead, Tasman has released its equivalent of Wordstar's Mailmerge program called **Tasmerge**. The program is designed to operate with Tasword II and the Campbell Systems **Masterfile** and allows you to insert names and addresses from a Masterfile database into a standard document produced using Tasword II.

Now that it has a mailmerge facility Tasword II is once again streets ahead of its nearest rival, although the Softek word processor for the Wafadrive will be a strong contender if rumours of a database and a mailmerge facility are true. With Tasword II and Masterfile included as part of the microdrive/interface 1 Expansion Pack Tasmerge has a whole new market.

Speaking of Masterfile, that has been improved since it was reviewed last February. The latest version — version nine — comes in a smart plastic case and now includes MF Print which allows Masterfile to print to full-sized printers. That is done by allowing the user to set up and save the outline report exactly as it is to be printed. The blank report must then be loaded before printing out the selected records.

Unlike the ordinary report formats for the ZX printer only one report can be held in memory at one time. Others must be loaded when needed. In addition numeric data can be printed in a variety of formats including integer, two decimal places, with commas showing thousands and prefixing any character such as a currency sign. With those improvements the best database for the Spectrum is now even better.

Mike Wright

**Campbell Systems**, 15 Rous Road, Buckhurst Hill, Essex IG9 6BL.

**Kemp Ltd**, 43 Muswell Hill, London N10 3PN.

**OCP Ltd**, 4 High Street, Chalfont St Peter, Buckinghamshire SL9 9QB.

**Tasman Software**, Springfield House, Hyde Terrace, Leeds LS2 9LN.

**Transform Ltd** 41 Keats House, Porchester Mead, Beckenham, Kent.



the program the option of cataloguing a cartridge is not included.

The +80 version of the program, for use with full-sized printers, has had a further refinement added. Previously the program could only be used if you had the Kempston Centronics interface, now it has been programmed to offer a choice of 15 different interfaces — ten Centronics and five RS232 — or to set up the codes for any other printer interface microdrive attached. The program is supplied on cassette and still includes a facility for saving to tape. Although the program can now be run from microdrive and data files loaded within



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PRICE £10.90

## TASPRINT

### The Style Writer

A must for dot-matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot-matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic DATA-RUN to the hand-writing style of PALACE SCRIPT. TASPRINT drives all dot-matrix printers with bit image graphics capabilities and can be used to

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### The Screen Stretcher

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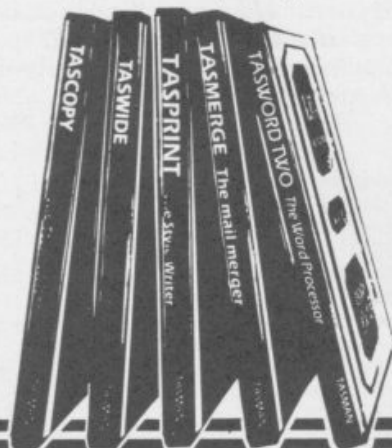
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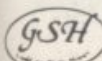
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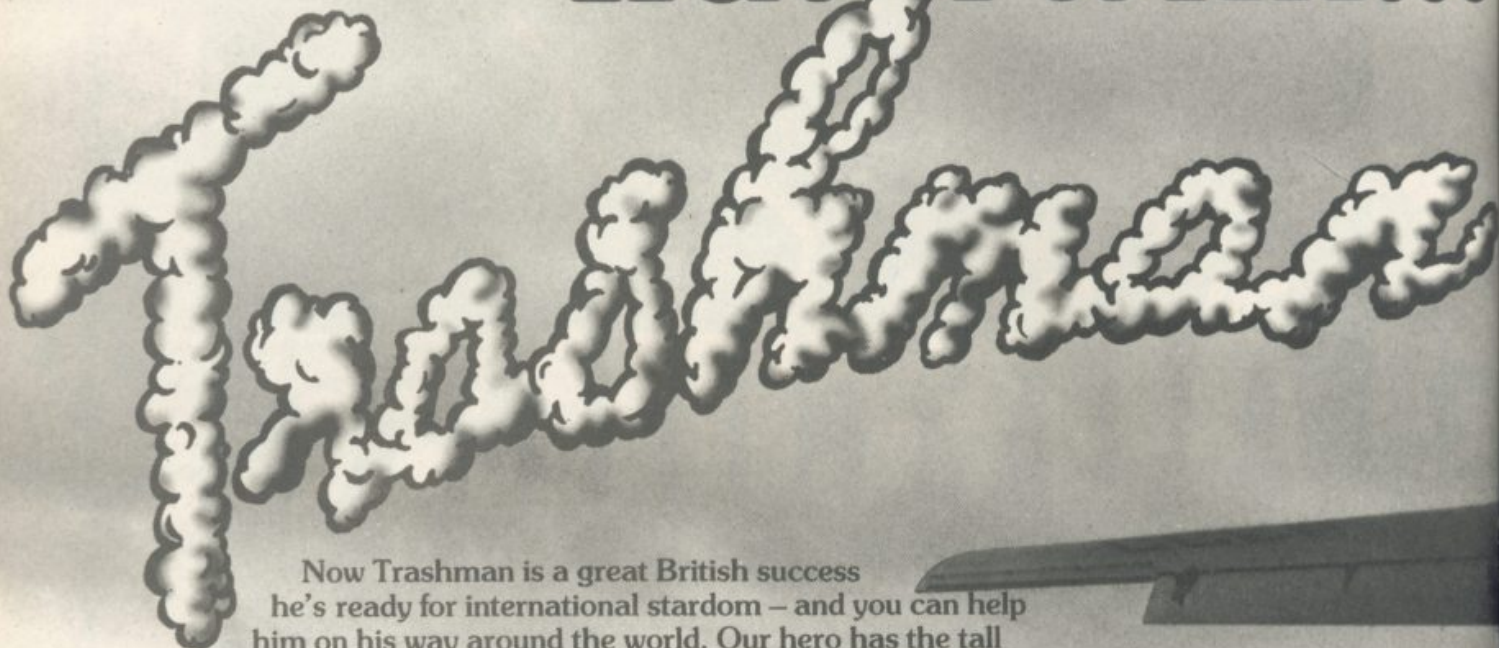
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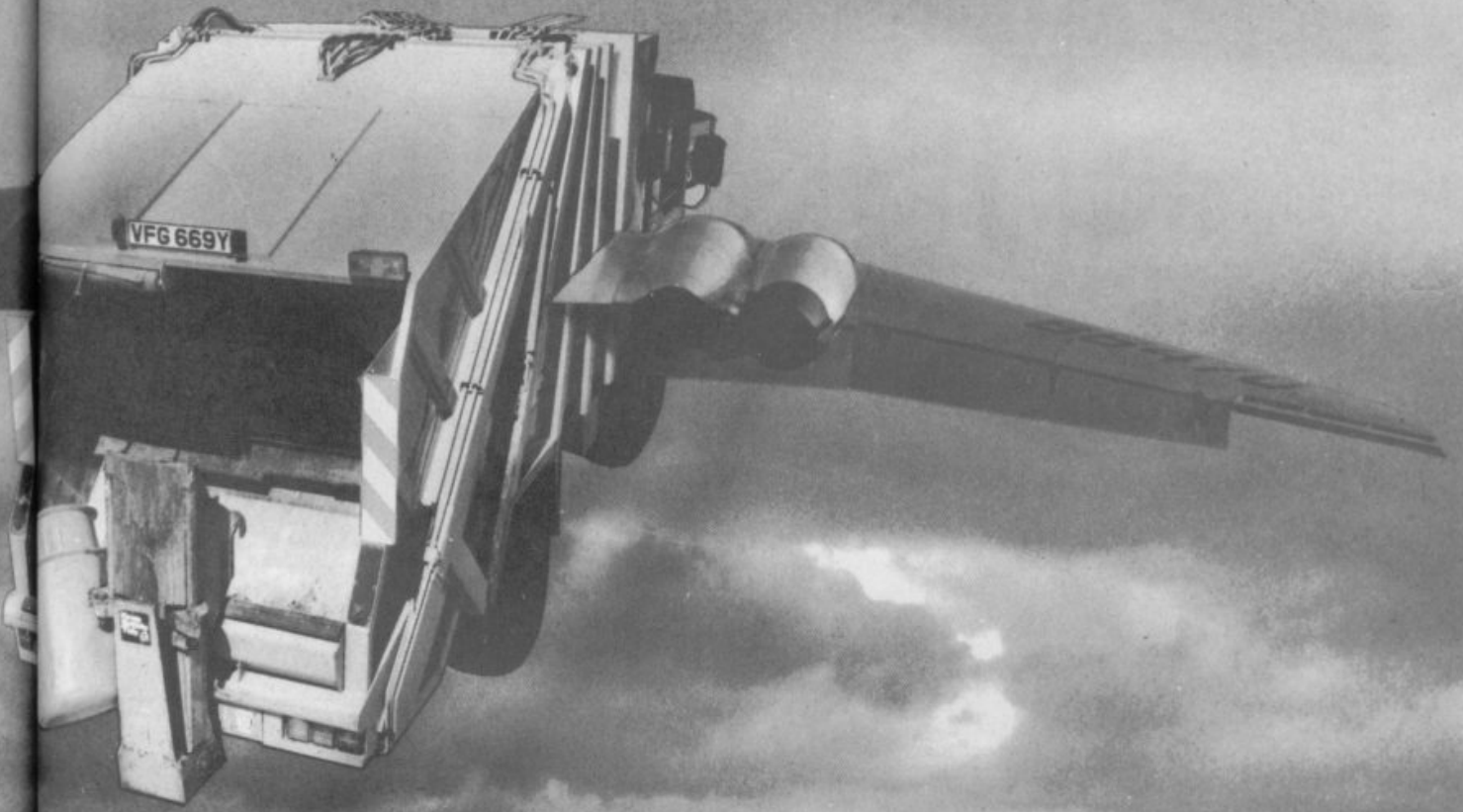
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# Pat on back for Longman

Theodora Wood assesses a new range of software

WITH THE plethora of learning programs available for use in the home, it is difficult for the prospective buyer to sort the wheat from the chaff. Comparisons are odious, but can be very useful as a guide. The recently released range of programs from Longman can serve as a yardstick to measure the value of some offerings in this field. The Longman Group having published educational texts for many years brings a wealth of experience to software publishing.

Software aimed at the under-11 age group, has to provide a certain degree of entertainment. Programs with a major undisguised element of sustained skill learning are unlikely to be popular with children at home.

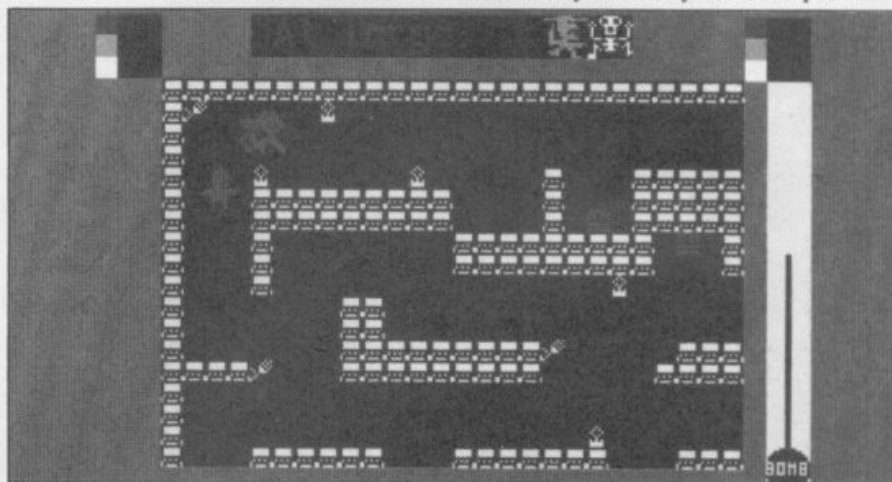
The Mr T range of programs from Ebury software, under the *Good Housekeeping* label, was a minor breakthrough in early learning. The programs covered numbers, shapes, measuring and the alphabet, all superbly presented in the form of games designed to appeal to the pre-school age group. They provided good graphics and an educational strategy which would not be out of place in a primary school. New titles include **Mr T in the Mystery Maze**, which shows a move towards problem-solving skills for seven plus.

The Longman range for that age group includes **Hot Dog Spotter**, **ABC . . . Lift Off** and **Countabout**. Those are standard programs which feature arcade routines as part of the action and have proved just as popular as the Mr T programs. The new Longman program, **Postman Pat's Trail Game**, based on the books and TV series, encourages thinking and memory skills as well as the use of the cursor

time at the more difficult levels. For a four-year-old Postman Pat Rules!

**SuperTed** is a similar program, except that this time our hero has to try and catch the villains and put them in jail before a bomb goes off. Quite delightful. A format of nine mazes is the playing area and the positions of the villains are shown on a small grid at the top of the screen. Speed and accuracy of movement round the playing areas require care, though the speed is rather too slow. It would have been useful to have a selection of playing speeds. Both programs benefit from joystick control.

Longman's middle range of programs for the 7-11 age group has nothing in particular to recommend it. That is not to say that the programs are not good, but merely that they are on a par with

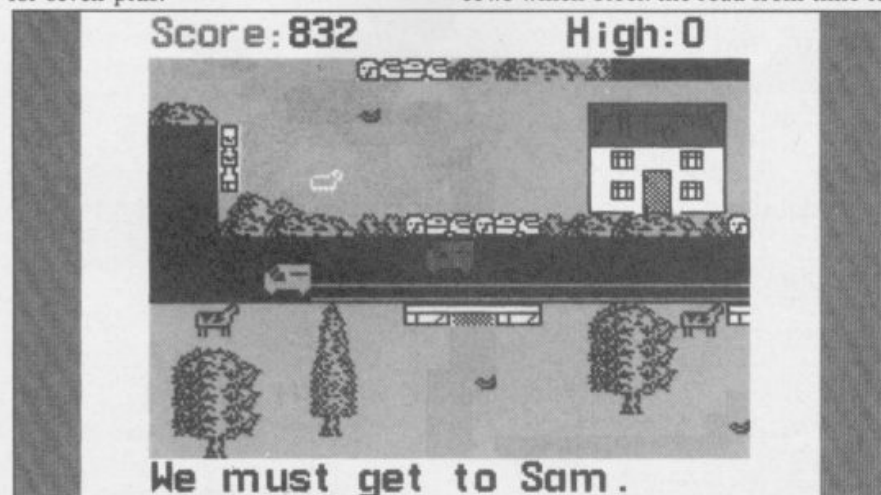


SuperTed

keys. Postman Pat — such an inoffensive character — has to follow the trails left by various characters in the story clutching a letter or parcel. He then has to find his way back to the Post Office without help from the tracks. Greendale is pictured on the screen complete with sheep, hedges and bridges, as well as cows which block the road from time to

others. **Robot Runner**, a tables tester, **Wild Words**, a spelling tester, and **Sum Scruncher** all bear the Longman stamp of drill mixed with arcade routines. Numerous other companies provide similar programs, notably Mirrorsoft's **Quickthinking**, Sinclair's **Castle Spellerous**, and Stell Software's **Maths Invaders**.

Other new titles for the Spectrum from Longman feature programs aimed at the family, capable of supporting up to four players. In **Riddle of the Sphinx** you have to build up words on one face of a pyramid, always starting with the letter that finished the previous word. **Word Wizard** asks the players to make anagrams out of a specified number of letters. To play **Snaffle** you have to use letters as they appear on the board and build a word out of them, as well as snaffle an opponent's word to make a new combination. If a word is not in the dictionary the players can verify that such a word exists. Snaffle is the most interesting game but also the most expensive of the three.



Postman Pat's Trail Game

continued on page 159



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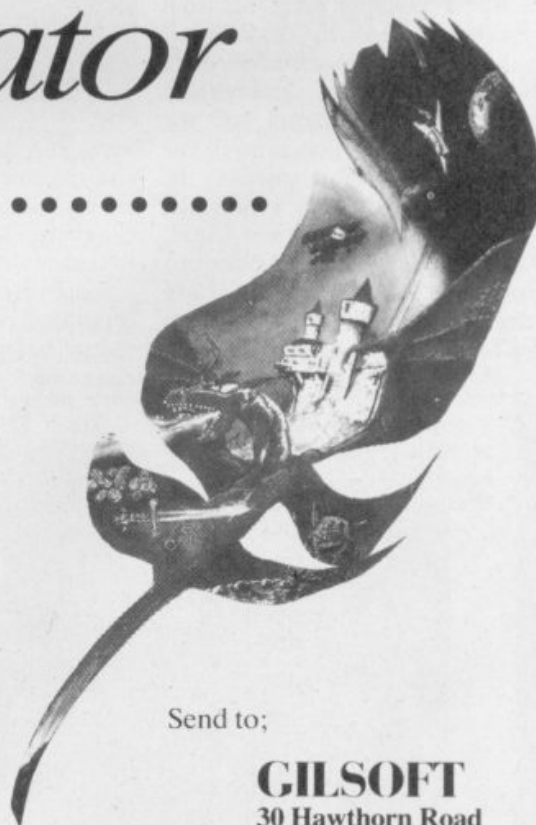
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continued from page 157

A new company, Hill McGibbon, is set to be a rival to Longman for this age group. Formed by three ex-Heinemann people it brings long-standing experience in publishing to the field of software development. Hill McGibbon policy is to produce games of high entertainment quality in themselves, but which have an underlying educational content. New games for the Spectrum include **Run, Rabbit Run**, a board game with strategic possibilities and **Friend or Foe** which is similar, both priced reasonably. The catchphrase, 'games to stretch the mind' could set the tone for software in the future.

Longman, however, has in **First Moves** a program to teach chess for eight-year-olds upwards. Chess is surely the greatest strategy game of all time, and any program which smooths the way to understanding of the complex nature of the game must be useful. The program concentrates on the chess pieces and their moves, and comes complete with a full colour poster for handy reference.

A joystick is a great aid to moving the pieces, otherwise rather a complex manipulation of the numbers one to eight is required.

The main disadvantage is that the screen board is tiring on the eyes. Longman does not help by using green and magenta for the board colours, and even with the colour turned down there is a certain amount of drift.

The program takes the user through all the moves of the pieces before starting any games, although you can go straight to the games if you wish. The games start with few pieces: level one is the King and his castle, going on to an almost complete game in level six using one of all the pieces with accompanying pawns. A Help key is available to show where each piece can be moved when it is the player's turn.

Self study is becoming a topic of serious consideration for schools, providing the chance for a student to learn at his/her own pace, and Longman is uniquely placed for this. The revision package **French O level and CSE** has to be considered the best of its type.

Chalksoft's **Eiffel Tower** is a French vocabulary tester providing 20 word lists in two programs for £9.25. The Longman program has 29 word lists in two programs which have comprehensive testing facilities. Sulis Software has produced a package to revise French irregular verbs, at £9.95. The Longman

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Kingdom

package contains a program which enables the student to revise the same.

As well as those two facilities the Longman program has a composition tester, where the user has to remember a short piece of French prose and then ENTER it, and a map-based program highlighting the regions and towns of France. The price is £7.95, which must be considered a good buy under the circumstances.

The revision program **Biology** shows a similar range of activities. There are five programs. **Text** carries nearly 400 references over the subject, and the student is advised to make a note of those on his/her syllabus, and pay particular attention to those marked with a star. **Skeleton** is a word game which asks questions and builds up a picture of a skeleton with labels.

**Heredity** covers just that, but in an interactive way. It tests knowledge of the principles of heredity by asking the student to forecast the outcome of a particular mating in the form of a percentage. You are also able to set up breeding combinations and see what happens. **Kingdom** is an exploration of the main types of creatures and plants.

A specimen or example can be identified by its characteristics.

It is also possible to compare the different types of life form. This is an excellent way of coming to grips with all those long Latin names, as well as gaining an overview of the main classifications used.

**Food** covers the major components of nutrition and tests knowledge of the same.

Both the French and Biology packages appeal within their limitations, and represent reasonable value for money; they also help with revision strategy and organisation of time by pinpointing areas of the subjects concerned with precision.

Overall, the Longman range for the Spectrum seems particularly strong in the rule and drill and revision departments but lacks a variety of strategy, problem-solving games and adventures. First Moves excepted. That is probably a result of the company's involvement in educational texts which leads it to concentrate on those formats rather than enter what might perhaps be considered a more creative use of the Spectrum.

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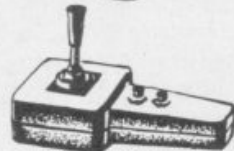
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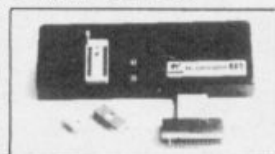


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EPROM ST. ADDR — 0000  
JOB LENGTH — 4000  
TASK — CHECK

WHICH TASK DO YOU WISH TO DO  
W) CHECK THAT EPROM IS CLEAN  
X) READ THE CONTENTS OF EPROM INTO  
RAM  
Y) BLOW AN EPROM WITH DATA FROM  
RAM  
Z) VERIFY THAT EPROM DATA IS THE SAME  
AS IN RAM  
Q) TO QUIT R) TO RESTART

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The appearance of a new program from Level 9 is a flag-day for all aspiring adventures and, in my household, a signal for the cat to hide under the bed for the duration against the inevitable moment when I go rampaging through the flat, a wild look in my eyes muttering ferociously about bricklaying birds nudist beaches and the like. Since *Return to Eden*, the sequel to *Snowball* is out, the cat may be in hiding until Christmas.

You don't need to have played *Snowball* to get into the sequel as ever, there is ample documentation with the tape which in my Commodore 64 version (it is also on the Spectrum, Amstrad and BBC), is turbo-loaded. It starts with you, agent Kim Kimberly, having been framed for sabotaging the colonyship *Snowball*, in a crashed stratoglider on the planet Eden. For the moment your mission is to survive the misplaced retribution by your own people, but life gets very much more complicated than that. Solving these puzzles has nothing to do with luck, you either figure your way out of trouble on Eden or die there. One major difference between

this and former Level 9 efforts is that the Spectrum and C64 versions have graphics of a very high quality and can be switched off if required. The scope of the vocabulary appears unscathed by this addition.

Even experienced adventurers will probably get fried a few times by the avenging engines of the *Snowball*, before discovering how to take shelter. But, once that hurdle is passed the real adventure begins, and it's a lulu.

From the radioactive desert caused by the engine blast, you progress through a variety of hazards through some highly unlikely locations.

I haven't got to that point yet, and so far superhuman willpower has stopped me using the clue sheet provided, but I can't hold out very much longer since I am having what could be lethal communication problems with some robots. Terrific fun, but should carry a mental health warning.

Popular Computing Weekly 7 Nov 84

**Return to Eden**

Level 9 Computing

**Snowball**

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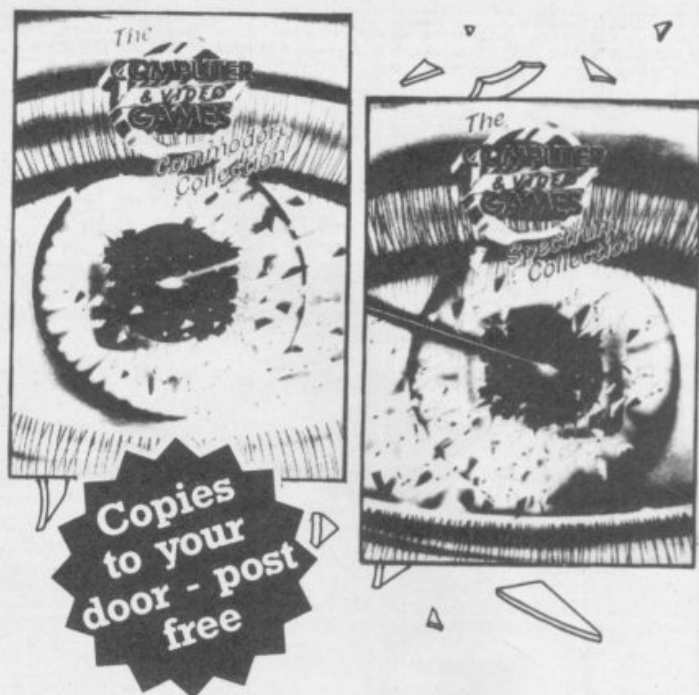
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FOR ANYONE who wishes to use a Spectrum for other purposes than playing games there is a wealth of literature aimed at teaching the Basic language. Many who have mastered aspects of that find themselves directed towards writing games programs rather than more serious applications. The main reason for that is the lack of direction in the literature towards developing business or educational type programs.

We can, however develop a technique for writing non-games type programs which is both simple in concept and in widespread use already. The resulting programs come under the general category of Menu Driven Programs.

Many who have decided to delve into the Basic language quickly become disillusioned because of its apparent unstructured nature. That means the majority of programs are difficult to break down into definite sections. They are like a book with only one paragraph covering several pages.

It is possible to write a program in Basic as a series of sections each of which can be RUN as a separate program without necessarily relying on all the other sections. That is exactly how a menu driven program is constructed, with the menu section forming the skeleton from which other sections are accessed. Many commercial programs for large computers are menu driven as the operators are not programmers. From the programmer's point of view the advantages of having separate sections

Alan Pratt cooks up a method of organising program structure

# MenuMaster

**new:** detects if a character has been drawn or loaded from tape 0=no, 1=yes.

**a = 0, b = 1, e = 7:** those frequently used numbers are stored in variables which are then used in place of the numbers to save memory.

**menu = 200** (defines the line number 200). **ns(10)** contains the name of the character (used in LOAD/SAVE to tape).

**ws** is a frequently used comment.

**es(13)** used to blank out 13 characters on the screen.

**d(8)** used in the binary conversion loop.

**c(24,4)** holds the numeric values of each byte in the character.

**a(24,32)** holds the contents of the full screen 1=filled in square, 0=empty square,

**i, j, k, m** are temporary variables.

**js** is a temporary string.

**t** and **ts** are used in 'Fill a\$( )' to reconstruct the full screen display from the numbers in c( ).

**r** and **c** are used to define the pen tip on the screen as row and column numbers.

**r1** and **c1** are temporary values of r and c.

**p** determines if the pen is to rubout or draw: -1=rubout, 1=draw.

**q** and **w** are used to detect which of the cursor keys are being pressed. These are read using IN statements.

**Table 1. Variable list for Program 1.**

is that each can be made error free before the next is written.

The main section containing the menu displays a set of options available

to the user with some means of selecting between them. That can take various forms but the simplest is to number each option. All the user has to do is to press the correct number on the keyboard. It is the options which constitute the independent sections.

We will develop a program which is menu driven whilst describing the techniques used and how they apply to any program of that type. The program is a graphics character generator which allows you to develop a large character composed of 12 normal-sized characters arranged as three rows of four columns. The large character is drawn eight times full size on a grid occupying the full screen with a 'pen' which is capable of both drawing and rubbing out. The final large character can be displayed full size and saved on tape for future use by Program 1 and Program 2.

The second program uses the characters to illustrate the letters of the alphabet and is intended as a teaching program for young children. It is also menu driven to further illustrate the techniques.

You will probably have met a menu driven program on the second side of

*continued on page 166*

```

10 REM © BIG GEN
200 REM A. Pratt 1984
300 REM
40 LET a=0: LET new=a: LET b=2
LET c=7
50 PAPER e: INK a: BRIGHT a
60 DIM ns(10): DIM es(13): DIM
d(8)
70 DIM c(24,4): DIM a$(24,32)
100 POKE 23655,8
1100 RESTORE 5000
1200 FOR i=new TO 15: READ js: P
USR "s"+i, VAL js: NEXT i
130 FOR i=b TO 8: READ d(i): NE
i
140 LET ws="WAIT A MINUTE"
150 LET menu=200
160 REM Menu
170 BORDER e: CLS: PRINT INK e
PAPER b: BRIGHT b: "BIG GR
PHICS GENERATOR"
180 FOR i=b TO 3: BEEP .03,3: B
EEP .06,b: NEXT i
190 PRINT AT 2,e: BRIGHT b: "Set
your option"
200 PRINT AT 4,e: "Draw a New Ch
aracter"
210 PRINT AT 6,e: "Instructions"
220 PRINT AT 8,e: "Redraw Existi
ng Character"
230 PRINT AT 10,e: "Display the
Character"
240 PRINT AT 12,e: "Display the
Numbers"
250 PRINT AT 14,e: "Save the Cha
racter"
260 PRINT AT 16,e: "Use a Saved
Character"
270 PRINT AT 18,e: "Use Graphics
a to L"
280 PRINT AT 20,e: "End the prog
ram"
290 LET j=4
300 LET j=CODE INKEY$-48: IF i>
3 AND i<10 THEN GO TO 400
310 PRINT INK a: AT j,2:(j-2)/2
320 LET j=j+2: IF j=22 THEN LET
j=4
330 PRINT INK e: AT j,2:(j-2)/2
340 GO TO 350
350 REM Sort out choice
410 GO TO i+300+200
500 REM New character

```

Program 1.

```

510 BORDER 5: CLS: PRINT AT 2,
e: BRIGHT b: "New Character" AT 1,
e: ws: AT 11,9: INK e: PAPER 2:
FLASH b: "INITIALISING."
520 DIM c(24,4): DIM es(24,32)
530 FOR i=b TO 24: PRINT AT e,1
540 FOR j=b TO 32
550 LET a$(i,j)="0"
560 NEXT j: NEXT i
570 BORDER 6: CLS: PRINT AT 2,
e: BRIGHT b: "INSTRUCTIONS"
580 PRINT "Use the arrow key
to move the pen tip, use the
arrow key to move around the
screen."
590 PRINT "To turn the pen on
and off press the 0 key."
600 PRINT "Once the pattern
is complete press C to c
ontinue."
610 GO SUB 5000
620 BORDER e: CLS
630 FOR i=a TO 255 STEP 8
640 PLOT i,a: DRAW a,175: NEXT
i
650 FOR i=a TO 175 STEP 8
660 PLOT a,i: DRAW 255,a: NEXT
i
670 FOR i=a TO b: FOR j=a TO 31
680 PRINT a$(i,j): "5"
690 NEXT j: NEXT i
700 LET new=b: GO TO 4200
800 REM Instructions
810 BORDER 5: CLS: PRINT AT a,
e: BRIGHT b: "INSTRUCTIONS"
820 PRINT "BIG GEN allows you
to draw LargeGraphic Characters
composed of 12 normal character
s arranged as 3 rows of 4 charact
ers."
830 PRINT "Each normal characte
r is made up of 64 pixels (or dot
s) on a 6x8 grid hence each larg
e character is composed of a 32x
32 grid."
840 PRINT "The character is dra
wn magnified 8 times. A highlight
ed cursor square is moved arou
nd the grid using the arrow keys"
850 PRINT "The cursor (+) is be
st treated as the tip of a pen.
which can beset to draw or rubout
t using the 0 key"
860 PRINT "Select options 1,7

```

```

or 8 when the program is first RU
N." GO SUB 5000
870 GO TO menu
1100 REM Old Character
1210 IF NOT new THEN GO TO 3000
1220 GO TO 4000
1230 REM Display Character
1410 IF NOT new THEN GO TO 3000
1420 BORDER 6: CLS: PRINT AT 2,
e: BRIGHT b: "Display the Charact
er"
1430 GO SUB 5100
1440 FOR i=5 TO 21 STEP 8
1450 PRINT AT 11,i: "ABCD" AT 12,
i: "EFGH" AT 13,i: "IJKL"
1460 NEXT i
1470 GO SUB 5000
1480 GO TO menu
1490 REM Display Numbers
1710 IF NOT new THEN GO TO 3000
1720 CLS: PRINT AT 2,e: BRIGHT
b: "Display Numbers"
1730 PRINT "The numbers are pr
inted in four columns and repres
ent the
Characters: "
1740 PRINT "The first 8 rows a
re: A B C D the next 8 rows a
re: E F G H the last 8 rows a
re: I J K L"
1750 PRINT "Once the numbers a
re displayed press any key to c
ontinue."
1760 GO SUB 5000
1770 CLS: FOR i=b TO 24
1780 FOR j=b TO 32 STEP 8
1790 IF i/23 THEN PRINT AT i-b,j
+2,c(i,(j+7)/8)
1800 IF i/22 THEN PRINT a$(i-
23,j+2,c(i,(j+7)/8))
1810 NEXT j: NEXT i
1820 PAUSE 0
1830 GO TO menu
2000 REM Save the Chr
2010 IF NOT new THEN GO TO 3000
2020 BORDER 5: CLS: PRINT AT 2,
e: BRIGHT b: "Save the Character"
2030 INPUT "Enter the Name (max
10 letters) " ns
2040 PRINT AT 11,6: BRIGHT b: "Sa
ving " ns
2050 SAVE ns: CODE USR "a": 96
2060 BORDER 4: PRINT AT 13,6: PA
PER 4: "Stop the tape"
2070 GO SUB 5000

```



continued from page 165

the **Horizons** tape in the form of "character" which is also a graphics character generating program. In that case only one screen display is used with the menu occupying the lower portion of the screen. Options are selected by pressing the appropriate letter keys.

Before describing Program 1 it is worthwhile looking at some general practices which can be adopted when writing any program. Those result in the program lines 10 to 150 and are arranged as follows. Lines 10 to 30 are REM lines which contain the title, and a copyright notice enabling the program to be easily identified by the first few lines. Frequently used numbers are assigned to variables in line 40. The screen colours are established in line 50 whilst all the arrays are DIMensioned in lines 60 and 70. The POKE in line 100 is a useful means of setting CAPS LOCK on.

Lines 120 to 130 read in the necessary data for the user defined graphics and array d<> with line 110 reminding you where to find the first data line. Line 140 contains a frequently used message which is held in w\$.

The most commonly used GO TO statement, at the end of each option section, refers to the start of the Main menu. To assist in identifying those the variable 'menu' is set equal to 200, which is then treated as a line number in the statement 'GO TO menu'.

The variable 'new' in line 40 is used to detect if a character has been generat-

**new:** detects if the data associated with the program has been changed. 0=no, 1=yes. **a=0, b=1, c=7:** these frequently used numbers are stored in variables which are then used in place of the numbers to save memory.

**menu=200** (defines the line number 200).

**n\$(10)** contains the name of the character (used in LOAD/SAVE to tape).

**i\$** and **s\$** are frequently used questions.

**c\$(32)** used to blank out a full line on the screen.

**i, j, lim** are temporary variables.

**w=** address of the bytes for the character selected in ROM.

**t=** address of the graphic character in the data.

**xsize** and **ysize** define the magnification of the character printed by the subroutine at line 7000.

**xpos** and **ypos** are the x and y coordinates of the character printed by the subroutine at line 7000.

Table 2. Variables for Program 2.

ed and prevents you using options 4, 5 or 6 before you have selected 1, 7 or 8.

Now to the main program section which contains the menu. That occupies lines 200 to 390 and starts with a REM line to identify the section. It is good practice to use as many REM lines as possible when writing a program to make it easier for others to understand. The fully developed program was written to run on a 16K Spectrum which still has enough memory to support an adequate number of REM lines.

You will notice the use of the PRINT AT function in all the following lines in order to produce a screen display which is both tidy and easy to understand. Whenever I write a program containing screen displays I always sit down with a

```

10 REM Alphabet Learner
20 REM © A. Pratt 1984
30 REM
40 CLEAR 30000: LOAD ""CODE :
50 LET a=0: LET new=a: LET b=1
60 PAPER e: INK a: BORDER e: B
RIGHT a
70 DIM n$(10): DIM c$(32): POK
E 23656,6
80 LET i$="Select a Letter?"
90 LET s$="Select your option"
100 LET menu=200
110 REM Menu
120 BRIGHT a: BORDER e: CL5: P
RINT INK e: PAPER b: BRIGHT b: "
ALPHABET LEARNER"
130 FOR i=b TO 3: BEEP .03,3: B
EEP .05,3: NEXT i
140 PRINT AT 8,e: BRIGHT 1:s$
150 PRINT AT 11,e: "Instructions"
160 PRINT AT 13,e: "Learn by Pic
tures"
170 PRINT AT 15,e: "Examine old
pictures"
180 PRINT AT 17,e: "Load in new
pictures"
190 PRINT AT 19,e: "End the prog
ram"
200 LET j=11: LET lim=6: GO SUB
4300
210 REM Sort out choice
220 GO TO i$500
230 REM Instructions
240 CLS: PRINT AT a,9: BRIGHT
b: "Instructions"
250 PRINT "ALPHA" is a teach
ing program to help young childre
n learn the letters of the Alp
habet.
260 PRINT "Select option 2 to
obtain a large version of a
ny letter with an associated pict
ure."
270 PRINT "The pictures are d
rawn with the help of the progr
am 'BIG GEN' and then loaded in
to 'ALPHA' by selecting option 4
280 PRINT "Whenever new pictu

```

Program 2.

32 by 24 grid representing the full screen and plan the layout with a pencil and rubber before attempting to write any program lines.

Following the title and the instruction 'Select your option' which are both highlighted, the various options are spelt out in short titles which are intended to be self explanatory. As with all good menu programs there is a choice titled 'Instructions' which will enable the first time user to understand

```

3000 GO TO menu
3001 REM Use Saved Chr
3010 BORDER 5: CL5: PRINT AT 2,
e: BRIGHT b: "Use a saved Charact
er"
320 INPUT "Enter the Name (max
3 letters) :"; n$
330 PRINT AT 11,6: BRIGHT b: "
Load in new pictures"
340 PRINT AT 13,6: INK 2: FLASH
b: "Start the tape"
350 LOAD n$CODE:USR "a"
360 BORDER 4: PRINT AT 11,6: B
RIGHT b: "Use existing Graphi
c Characters"
370 PRINT AT 13,6: PAPER 4: "
Load in new pictures"
380 PRINT AT 15,6: "
REM Fill c()
400 LET a=a+1
410 FOR k=a TO 16 STEP 8
420 FOR j=b TO 4: FOR j=b TO 6
430 LET c(j+k,i)=PEEK (USR "a"+
j)
440 LET a=a+1
450 NEXT j: NEXT i: NEXT k
460 REM Fill a$(i)
470 FOR i=b TO 24: PRINT AT e,1
480 FOR j=b TO 4
490 LET t=c(i,j): LET t$="00000
500 FOR k=b TO 8
510 IF t=d(k) THEN LET t$(k)="
520 LET t=t-d(k)
530 NEXT k
540 LET a$(i,j)=7 TO j=8: t$
550 NEXT j: NEXT i
560 PRINT AT 15,9: s$
570 GO SUB 5100: LET new=b
580 GO SUB 5000
590 GO TO menu
600 REM Use existing chrs
610 BORDER 6: CLS: PRINT AT 2,
e: BRIGHT b: "Use existing Graphi
c Characters"
620 J,K,L TO 2380
630 REM End
640 BORDER 4: CLS: PRINT AT 2,
e: BRIGHT b: "THE END"
650 PRINT AT 10,10: "BYE FOR NOW"
660 GO SUB 5100
670 STOP
680 REM Error

```

```

3010 BORDER 2: CL5: PRINT AT 10
e: BRIGHT b: "There is no existi
ng character"
3020 PRINT AT 15,5: BRIGHT b: "Re
fer to Instructions"
3030 GO SUB 5000
3040 GO TO menu
3050 REM Redraw
3060 CLS
3070 FOR i=b TO 22
3080 FOR j=b TO 32
3090 IF a$(i,j)="0" THEN PRINT "
3100 IF a$(i,j)="1" THEN PRINT "
3110 NEXT j: NEXT i
3120 FOR j=b TO 24
3130 FOR i=b TO 32
3140 IF a$(i,j)="0" THEN PRINT #
3150 AT i-23,j-1: "S"
3160 IF a$(i,j)="1" THEN PRINT #
3170 AT i-23,j-1: "T"
3180 NEXT j: NEXT i
3190 REM Reset variables
3200 LET r=a: LET c=r: LET p=-1
3210 LET r1=r: LET c1=r: LET out
=0
3220 GO TO 4450
3230 REM Loop
3240 PAUSE VAL "2"
3250 IF INKEY$="C" THEN LET out=
1: GO TO 4390
3260 LET q=IN 63486: LET w=IN 61
488
3270 IF q<192 THEN LET q=q+64
3280 IF w<192 THEN LET w=w+64
3290 IF w/2-INT (w/2)=a THEN LET
p=p-1: FOR i=b TO e: NEXT i: GO
TO 4450
3300 IF q=255 AND w=253 THEN GO
TO 4250
3310 IF q=255 AND c<>a THEN LET
c1=c-b
3320 IF (w=251 OR w=243 OR w=235
) AND c<>31 THEN LET c1=c+b
3330 IF (w=239 OR w=235) AND r<>
23 THEN LET r1=r+b
3340 IF (w=247 OR w=243) AND r<>
0 THEN LET r1=r-b
3350 REM Set array
3360 IF r<22 THEN PRINT AT r,c: i
4410 IF r>21 THEN PRINT #0: AT r-
22,c: i$

```

```

4420 LET a$(r+1,c+1)="0"
4430 IF p=b THEN LET a$(r+1,c+1)
="1"
4440 LET r=r1: LET c=c1
4450 IF out THEN GO TO 4500
4460 LET i$="S": IF p=b THEN LET
i$="T"
4470 IF r<22 THEN PRINT AT r,c:
BRIGHT 1:i$: OVER b: CHR$ 8: "
4480 IF r>21 THEN PRINT #0: AT r-
22,c: BRIGHT b:i$: OVER b: CHR$ 8
4490 GO TO 4250
4500 REM Calculate
4510 BORDER 5: PRINT AT 11,10: B
RIGHT b: FLASH b: "CALCULATING"
4520 FOR i=b TO 24
4530 FOR j=b TO 25 STEP 8
4540 LET c1=(j+7)/8=VAL ("BIN
"+a$(i,j TO j+7))
4550 NEXT j: NEXT i
4560 REM Fill Graphics
4570 LET a=a+1
4580 FOR k=a TO 16 STEP 8
4590 FOR j=b TO 4
4600 FOR j=b TO 6
4610 POK USR "a"+a,c(j+k,i)
4620 LET a=a+b
4630 NEXT j: NEXT i: NEXT k
4640 GO TO 4400
4650 PRINT #0: AT b,3: FLASH b: "P
ress any key to continue": PAUSE
0
4660 RETURN
4670 FOR i=b TO 21 STEP 4
4680 PRINT AT 7,i: "ABCD": AT 8,i:
"EFGH": AT 9,i: "IJKL"
4690 NEXT i
4700 RETURN
4710 DATA "126","126","126","126
","126","126","126","126"
4720 DATA "127","127","127","127
","127","127","127","127"
4730 DATA "128","128","128","128
","128","128","128","128"
4740 REM Save Program
4750 SAVE "BIG GEN"
4760 BEEP 1,12: STOP

```



```

res are loaded you will be asked
to re-record this program."
990 GO SUB 5000: GO TO menu
1000 REM Learn
1010 CLS: PRINT AT a,6; BRIGHT
    "Learn by Pictures"
1020 GO SUB 4400
1030 BRIGHT b: CLS: INK 2
1040 LET w=15350+i*8
1050 LET lim=a: LET xpos=77: LET
    ypos=107
1060 LET xsize=9: LET ysize=xsize
1070 GO SUB 7000: INK 4
1080 LET w=15350+(i+32)*8
1090 LET xpos=93: LET ypos=79
1100 GO SUB 7000: INK 5
1110 PRINT INK a; AT 5,12; "is for
1120
1130 LET w=(i-65)*96+30100
1140 LET lim=11: LET xpos=152: L
    ET ypos=79
1150 LET xsize=3: LET ysize=xsize
1160 GO SUB 7000
1170 LET t=30100+(i-65)*96
1180 GO SUB 4100: INK b
1190 FOR i=2 TO 6 STEP 4
1200 PRINT AT i,21; "ABCD ABCD";
    AT b+i,21; "EFGH EFGH"; AT 2+i,21
    "IJKL IJKL"
1210 NEXT i: INK a
1220 GO SUB 5000: GO TO menu
1230 REM Examine
1240 BORDER 5: CLS: PRINT AT b,
    6; BRIGHT b; "Examine old Picture"
1250 PRINT AT 4,2; "Examine the P
    resent Pictures associated wi
    th the letters."
1260 PRINT AT 6,e; BRIGHT b;s$
1270 PRINT AT 11,e; "Examine old
    picture"
1280 PRINT AT 13,e; "Return to me
    in menu"
1290 LET j=11: LET lim=3: GO SUB
    4300
1300 IF i=2 THEN GO TO menu
1310 CLS: PRINT AT e,6; BRIGHT
    b; "Present Picture"
1320 GO SUB 4400
1330 LET t=30100+(i-65)*96
1340 PRINT AT 15,a;c$; GO SUB 41
    00

```

how to use the program.

The final choice allows the user to stop the program without reverting to using the BREAK key or pulling the plug out.

After printing all the titles the program needs to identify each option. In this case the numbers 1 to 9 are printed down the left hand side. That is done with lines 360 to 380 which may appear complicated but the effect produced is of a flashing band travelling quickly down the numbers and reminds the user the machine is waiting for a choice to be made.

Line 390 completes the program loop which is another essential part of a menu program. The lines 350 to 390 are repeated endlessly until a valid key is pressed which identifies a menu option. Line 350 is used to detect when that happens by looking at the contents of INKEY\$.

In Appendix A of the Spectrum Manual is the ASCII table which gives the code for each character. The codes for the numbers start at 48 and go to 57, hence by subtracting 48 from CODE INKEY\$ a number corresponding to the key pressed is obtained. That is then tested to see if it falls within the range of the options, in this case 1 to 9, and if it does the machine jumps to line 400. Line 410 directs the machine to the correct program section using the Spectrum capability of GO TO a variable — or in this case a formula using a variable — which is treated as a line number.

Type in the program lines 10 to 410

```

1770 PRINT BRIGHT b; AT 10,14; "AB
    CD"; AT 11,14; "EFGH"; AT 12,14; "IJ
    KL"
1780 GO SUB 5000: GO TO 1510
1790 REM Load
1800 BORDER 6: CLS: PRINT AT b,
    6; BRIGHT b; "Load in new Picture"
1810
1820 PRINT AT 4,2; "Change the ex
    isting pictures, associated wi
    th the letters."
1830 PRINT AT 6,e; BRIGHT b;s$
1840 PRINT AT 11,e; "Load new pic
    ture"
1850 PRINT AT 13,e; "Return to me
    in menu"
1860 LET j=11: LET lim=3: GO SUB
    4300
1870 IF i=2 THEN GO TO menu
1880 LET new=b
1890 CLS: PRINT AT e,6; BRIGHT
    b; "Load New Picture"
1900 INPUT "Name of new picture
    >"; n$
1910 PRINT BRIGHT b; AT 10,e; "Loa
    ding"
1920 PRINT INK 2; FLASH b; AT 12,
    6; "Start the tape"
1930 LOAD n$ CODE USR "a"
1940 PRINT AT 10,a;c$; AT 14,a;"
    "
1950 PRINT PAPER 4; AT 12,e;" St
    op the tape"
1960 LET t=30100+(CODE n$(1)-65)
    *96: GO SUB 4000
1970 PRINT AT 12,a;c$; BRIGHT b;
    AT 10,14; "ABCD"; AT 11,14; "EFGH";
    AT 12,14; "IJKL"
1980 GO SUB 5000: GO TO 2010
1990 REM End
2000 IF new THEN GO TO 6000
2010 BORDER 4: CLS: PRINT AT 10
    ,10; BRIGHT b; "THE END"
2020 PRINT AT 15,10; BRIGHT b;"B
    YE FOR NOW"
2030 STOP
2040 REM Transfer 1
2050 FOR i=a TO 95
2060 POKE (i+t),PEEK (USR "a"+i)
2070 NEXT i: RETURN
2080 REM Transfer 2
2090 FOR i=a TO 95
2100 POKE (USR "a"+i),PEEK (i+t)
2110 NEXT i: RETURN
2120 REM Input 1

```

and 6000 to 6020 and save them on tape. RUN the program and you will obtain the menu on the screen with the numbers on the left flickering in sequence. Try pressing any key except the numbers 1 to 9 and nothing should happen. Now press a number between 1 and 9 and the report 0 OK, 6020:1 should appear. If it does not you can correct your mistakes and RUN the program as many times as you like until it does what it is supposed to do. As all programmers realise writing a program may seem easy but getting it to work and do what you intend is something completely different. By allowing the program to be broken into separate sections the whole program need not be written at once.

The menu section is relatively easy to write and you can copy lines 100 to 410 of this program with changes to the titles for your own menu program.

Although each option section is ideally independent of all the others, there are always some routines which are used by two or more sections. The best example in Program 1 is the routine which returns the machine to the Main menu and consists of a subroutine at line 5000. In general all common routines should be separated from the option sections and written as subroutines near the end of the program.

As well as using subroutines the program also contains two routines which are used by two option sections but are entered at different points by each section. The first of those has been taken

```

4310 LET i=CODE INKEY$-48: IF i>
    9 AND (i<1) THEN RETURN
4320 PRINT INK a; AT j,2; (j-9)/2
4330 LET j=j+2: IF j<10 THEN THE
    N LET j=11
4340 PRINT INK e; AT j,2; (j-9)/2
4350 GO TO 4310
4360 REM Input 2
4370 LET j=b: PRINT AT 15,6;i$
4380 LET i=CODE INKEY$: IF i>64
    AND i<91 THEN RETURN
4390 PRINT BRIGHT b; AT 15,j+5,i$
    (j)
4400 LET j=j+b: IF j>20 THEN LET
    j=b
4410 PRINT AT 15,j+5;i$(j)
4420 GO TO 4420
4430 PRINT #0; AT b,3; FLASH b;"P
    res any key to continue": PAUSE
    0
4440 RETURN
4450 REM Big Print
4460 FOR d=a TO lim
4470 FOR q=a TO e
4480 LET val=PEEK (w+d*8+q)
4490 FOR z=a TO e
4500 IF val=2*INT (val/2) THEN F
    OR l=b TO ysize: PLOT xpos-z*xs
    i, ysize-q*ysize-t: DRAW b-xsize,
    a: NEXT t
4510 LET val=INT (val/2)
4520 NEXT z: NEXT q
4530 LET xpos=xpos+xsize*3
4540 IF d=3 OR d=7 THEN LET xpos
    =152: LET ypos=ypos-ysize*8
4550 NEXT d
4560 RETURN
4570 REM Save program
4580 CLS: PRINT AT 10,0; BRIGHT
    b; "The program must be re-recor
    ded"
4590 SAVE "ALPHA" LINE 10: BEEP
    1,12
4600 SAVE "Alphacode" CODE 30100,
    2496: BEEP 1,14: STOP

```

out of the option section and located between lines 4000 and 4690. That is the main drawing routine and is itself separated into sections by REM lines which identify entry points. It also contains its own subroutine at line 4600 which changes the characters in a\$. The array represents the full character using '0' for an empty square and '1' for a filled in square. The drawing loop, lines 4250 to 4490, is repeated until the character is complete and key 'C' is pressed.

The second routine is associated with using either a SAVED character or the existing graphic characters USR "A" to USR "L". It contains two routines for filling the arrays c<> and a\$<> and is located within the section associated with option 7. The other option, 8, enters the routine at line 2380.

When developing the program the drawing routine was written after the main menu section. To check its operation it was necessary to include an option section to access it. When developing your own menu program you will probably follow the technique adopted of writing each option section and then testing it before proceeding with the next. Rather than use that approach now, type in the whole of the remainder of the program. Note the letters S and T in lines 680, 4050, 4090, 4100 and 4460, and letters A to L in lines 1450 and 5110 are graphics characters.

Once complete RUN the program again and press key 2. That will pro-

continued on page 168



## Menu Driven Programs

*continued from page 167*

duce a set of instructions to enable you to use the program. Option 9 will allow you to stop the program and correct any mistakes in options 2 and 9 before continuing. Once you are happy RUN again and select options 4, 5 and 6 in turn. In each case you should be told to select options 1, 7 or 8 first since the variable 'new' = 0.

Now select option 1 to test the drawing routine. After initialising a set of instructions will be displayed. Memorise those and then press a letter key. The screen will now fill with a grid of black lines defining 32 by 24 squares with the top left square highlighted containing the '+' symbol. That is the tip of the drawing pen. Check the operation of the '0' and cursor keys to draw a shape before pressing the C key. After calculating the program will automatically select option 4 and display three of the characters full size and a further five joined together.

Once options 1 and 4 work properly select option 3 and your character will be reconstructed on the full screen line by line. The keys used in option 1 again become operative and you may modify the character and view it full size before returning to the menu. Now select option 5 which produces its own instructions followed by a list of the numbers.

The options 6 and 7 allow you to save a character on tape — by saving the graphic characters USR "A" to USR "L"+7 — and recall a character from tape. Generate a character using option 1 and then select option 6. You will be asked for a name which is entered in capital letters automatically — do not change the cursor to lower case letters. Instructions will be given on starting and stopping the tape and I suggest you record the characters on the second side.

Now select option 7 and enter the same name you used in section 6. Rewind the tape and again follow the instructions on the screen. Once loaded the machine uses two routines to fill the arrays. Lines 2390 to 2450 are used to fill `c<>` and lines 2460 to 2530 use a relatively quick method to convert the numbers from array `c<>` into binary and insert the result in `a$<>`.

The last option, 8, allows you to use the existing graphics characters A to L. It is intended to be chosen instead of option 1 when the program is first RUN and allows you to use characters from another program which are preserved when NEW is used to delete that program.

Once you are happy with the program and all the mistakes are corrected type RUN 7000 and press ENTER. The routine in lines 7000 to 7020 has been included to automatically SAVE the program for you.

One final word of explanation; you will notice extensive use of PRINT 0 in this program. That allows printing on the two lines of the screen normally reserved for input and messages, enabling a grid of 24 lines to be drawn.

## BIG GRAPHICS GENERATOR

Select your option

- 1 Draw a New Character
- 2 Instructions
- 3 Redraw Existing Character
- 4 Display the Character
- 5 Display the Numbers
- 6 Save the Character
- 7 Use a Saved Character
- 8 Use Graphics R to L
- 9 End the program

### Display the Character



Program 2 is an educational program which illustrates the letters of the alphabet with graphic characters. If you have used Program 1 to generate and save some characters on tape, you will be able to load those characters into a block of data associated with this alphabet learner program.

You will recognize the initialisation and title section in lines 10 to 100. Line 40 contains CLEAR and LOAD statements which allow the data associated with the graphics characters to be held in memory from location 30100 onwards. The saved program will automatically RUN itself when loaded and all the data is then loaded as a single block of numbers.

The main menu is located from lines 200 to 290 with the options listed in lines 240 to 280. It is similar in layout to the menu in Program 1 and could be adapted to any requirement simply by changing the words. Line 290 contains a GOSUB 4300 statement which handles the INPUT of a valid option number. The reason for using a subroutine is because two of the main menu options also contain their own menus hence a common routine can be used. Remember that any common routines should be separated out as subroutines and placed near the end of the program. The variable 'i' is set to the row number

containing the first option and 'lim' is the number of options.

Each menu option is defined by a REM statement as are the subroutines at the end. Once again the program will fit in the 16K Spectrum.

For those of you who do not have any characters saved on tape a load program is included in Program 3 which will illustrate the letters A to D. It is limited to letter D since a longer listing would be laborious to type in and there is more enjoyment to be had in creating your own characters. This program should be typed in before Program 2 and RUN. Once complete type NEW which will delete the program but preserve the numbers in high memory.

If you do not wish to use the loader program you should type CLEAR 30099 and press ENTER. Now type in the program "ALPHA" listing in Fig 2. Note the letters A to L in lines 1450, 1770 and 2280 are graphics characters. Once you have corrected any mistakes type GO TO 8000 and follow the instructions for saving the program and then the data. After VERIFYing the tape copy type RANDOMIZE USR 0 to reset the Spectrum. Now type LOAD "ALPHA" and load in the program.

Once loaded the main menu will appear and I suggest you select option 1 first. Now you can load all those characters you saved on tape and begin to teach your children the Sinclair character set.

[illegible]

### Program 3.



# MATCH DAY



Match Day is no ordinary soccer game. Blistering 3-D action, total animation and automatic camera scan are just some of the intricate techniques which make Match Day the league

leader of soccer games. Now follow the "Action":

Your striker traps the ball from a perfectly placed corner-kick, takes on the defender and dribbles neatly round him making space to



chip in a teasing cross-ball to his advancing team mate in the



six-yard box. There is no time to control the ball, your player must commit himself to a snap shot on goal...



his powerful half-volley rattles the cross-bar, the ball returns, floating menacingly above the penalty

area and your star striker seizes this half-chance



to head the ball decisively into the back of the net... GOAL!



Match Day is as compelling as soccer itself. You will marvel at the depth of play and ball control offered only in MATCH DAY... Shoot to win!

SPECTRUM 48k

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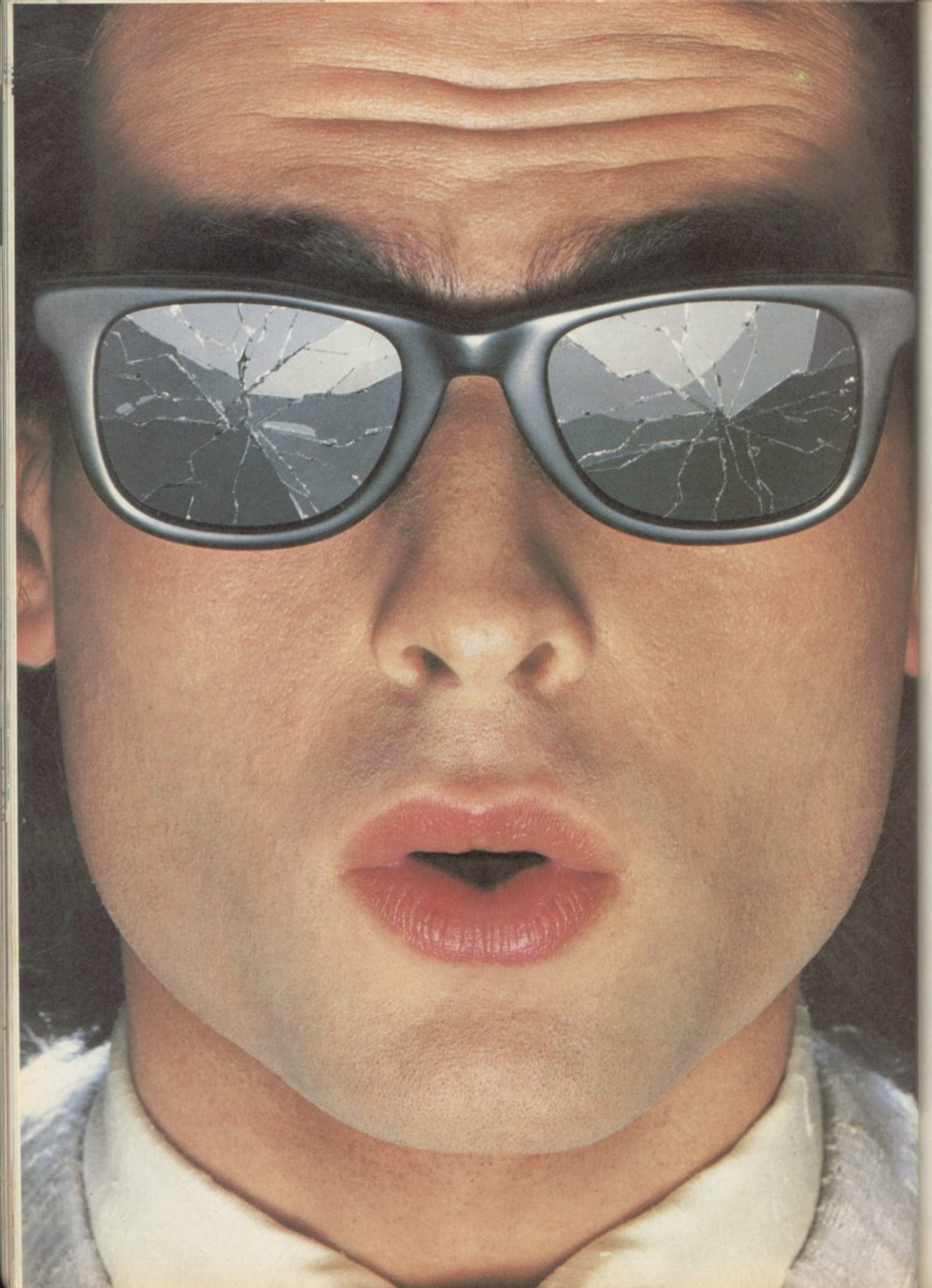
SPECTRUM 48k

7.95

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Alison Maguire is the force guiding Sinclair's software strategy. Theo Wood discovers the principles that lie behind the product.

# ***The games Sinclair plays***



**A**lison Maguire is one of the more successful women in the computer industry, and as software director for Sinclair Research has seen her department grow from scratch to worldwide proportions in the two years since she joined.

Things were very different on the software scene then, back in January 1983. The Spectrum had been on the market for seven months and Sinclair had been involved in software at a marginal level only, with very few titles available. People who bought Spectrums around that time will remember only too well the level of software provision — certainly nothing in comparison to what is available today.

What, then, are her main considerations as software director? "I'm basically concerned with software publishing but in fact there is an overall responsibility to ensure that our hardware doesn't fail to sell for lack of software. At one end of our involvement we have a commitment to software for its own sake. At the other end we encourage companies to develop software which we might not sell ourselves, but which would make the hardware more attractive to a particular market."

To begin with the Sinclair involvement with software was limited to obtaining a licence to market software which was already being sold.

On arriving at Sinclair Research Maguire concentrated on familiarising herself with the Spectrum and the ZX-81, as well as the various titles which were available. Her main task was to take account of the market and the products and then to define a software strategy, although as she says, "It's very difficult to define an overall software strategy as we are really a hardware manufacturer. For example, when it comes to deciding to bundle software, I lose part of my product line, but if we sell another 50,000 computers because of it then it's very worthwhile."

The QL is the first computer which has seen activity on the software front from inception, exemplified by the inclusion of the Psion packages in the hardware product. "Since the launch in January, about 300 companies have written to us, asking for a variety of assistance with both the development of software and peripherals. That puts us in a very nice position for identifying products we are interested in."

That also generates feedback of ideas and Maguire's department is in the front line of liaison between the labs and the various companies who apply

for assistance. Those companies provided an early testing ground for the QL, and indeed some were paid to do that work. Such an arrangement is an advantage in that any bugs which might exist can be eliminated at an early stage with full cooperation between the labs and the software house concerned.

Since the early days things have

***"People in Britain don't want to be educated at home. Most parents want to buy something that amuses their children."***

changed a great deal. Maguire now oversees a department comprising of two editors, a software engineer, two secretarial/PA people and a software product manager responsible for marketing and to a certain extent production as well.

"This size of team is pretty new; in June 1984 I had only a secretary. There is now a greater commitment to software. The aim is to go into software publishing for the QL and to take advantage of the fact that we are the hardware manufacturer."

Although almost half the Spectrum sales are overseas, the Spectrum+ will have a further impact on those markets. The new user guide will have been translated into 19 languages by Christmas 1984 and software sales will presumably follow hardware. How does Sinclair Research intend to take advantage of that?

"There are various ways in which we are tackling it. Wherever we've got a new branch office — as in Germany, Italy or France — we have local software managers already appointed. I will meet them regularly so we have information flowing back and forth. We are looking at a variety of arrangements for getting English software translated, though it's not always appropriate to translate software."

In recent months large foreign publishing companies have approached Sinclair as to distribution rights. If local branch offices agree Sinclair may deal direct especially if the company has a sound background. "Up until now it's been only titles in our catalogue for which we have discussed foreign rights.

There hasn't been anyone who has had the time to think carefully about foreign rights, because we've been so busy setting up the new department and the QL. We are now thinking about it and it's occurred to me that as with the expansion pack, which is totally non-Sinclair, it may be time to offer non-Sinclair suppliers a chance to get at our distributors. I'm considering ways to invite people to do so. In some foreign markets it is very difficult to make money out of software but we still need it to be there. If we can provide an easy route for the software to be there legally then we will make it less easy for the pirates."

There has been a lot of talk about the education market overtaking the games market. "Last year we were talking about schools and the DoI scheme, in which the Spectrum was involved. We published some titles in association with Macmillan and I wanted Sinclair to be involved with a respected long-standing name in education because I thought we were viewed possibly as fly-by-nights."

"However, that market has been disappointing. I think that whether or not all the educationalists would like it, educational software has not sold well. People in Britain don't want to be educated at home, unlike in the States. The idea was ahead of its time, but it may happen soon because educational software now is more entertaining than before. The difficulty is deciding who are you selling to, parents or children. Most parents are indulgent and want to buy something that amuses their children."

Edutainment? "I loath that word. Although the extraordinary thing is I sometimes wonder whether our view, as adults, about what children should enjoy, is wrong."

Maguire was recently sent a program which was a simulation of property dealing and rent management and her two daughters of nine and 11 spent a whole day playing with it.

"They said it was the best program they had ever played, and at the end of that time they knew what a balance sheet was and something about the relationship between managing people and making profits. I was amazed at this; it wasn't the zap-it-up game which they usually like. Nevertheless it's difficult to sell that type of game to retailers."

What does she feel about the current image of computers, dominated by games which appeal mostly to boys?

*continued on page 176*



# See Micronet 800 in action.

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**Bath.** Boots, 1 Marchants Passage, Southgate. Tel: 0225 64402.  
**Bristol.** Boots, 59 Broadmead, Tel: 0272 293631.  
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**Weston-super-Mare.** K & K Computers, 32 Alfred Street. Tel: 0934 419324.

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**Dunstable.** Dormans, 7-11 Broad Walk. Tel: 0582 38302.  
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**Leighton Buzzard.** Milton Keynes Music & Computers, 17 Bridge Street. Tel: 0525 382504.  
**Luton.** Hobbyte, Unit 16, The Arndale Centre. Tel: 0582 457195.  
**Luton.** Laskys, 190-192 Arndale Centre. Tel: 0582 38302.  
**Luton.** Terry More, 49 George Street. Tel: 0582 23391.

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**Reading.** Heelas, Broad Street. Tel: 0734 559555.  
**Reading.** Laskys, 118-119 Prior St. Tel: 0734 595459.  
**Slough.** Data Supplies, Templewood Lane, Farnham Common. Tel: 2 820004.  
**Slough.** Laskys, 75 Queensmere Centre. Tel: 0753 78269.  
**Slough.** MV Games, 245 High Street. Tel: 75 21594.

## BUCKINGHAMSHIRE

**Bletchley.** RAMS Computer Centre, 117 Queensway. Tel: 0908 647744.  
**Chesham.** Reed Photo & Computers, 113 High Street. Tel: 0494 783373.  
**Milton Keynes.** John Lewis, 11 Field Walk, Secklow Gate East. Tel: 0908 679171.

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**Macclesfield.** Computer Centre, 68 Chestergate. Tel: 0625 618827.  
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**Stockport.** National Micro Centres, 36 St Petergate. Tel: 061-429 8080.  
**Stockport.** Stockport Micro Centre, 4-6 Brown Street. Tel: 061-477 0248.  
**Widnes.** Computer City, 78 Victoria Road. Tel: 051-420 3353.  
**Wilmslow.** Wilmslow Micro Centre, 62 Grove Street. Tel: 0625 530890.

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**Middlesbrough.** Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.

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**Alfreton.** Gordon Harwood, 69-71 High Street. Tel: 0773 836781.  
**Chesterfield.** Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.  
**Chesterfield.** Computer Stores, 14 Stephenson Place. Tel: 0246 208802.

## DEVON

**Exeter.** Boots, 251 High Street. Tel: 0392 32244.  
**Exeter.** Open Channel, Central Station, Queen Street. Tel: 0392 218187.  
**Plymouth.** Syntax, 76 Cornwall Street. Tel: 0752 28705.  
**Seaton.** Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.  
**Tiverton.** Actron Microcomputers, 17 High Street. Tel: 0884 252854.

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**Bournemouth.** Brook Computers, 370 Charnminster Road. Tel: 0202 533054.  
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**Dorchester.** The Paper Shop, Kings Road. Tel: 0305 64564.

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**Colchester.** Boots, 5-6 Lion Walk. Tel: 0206 577303.  
**Grays.** H Reynolds, 28a Southend Road. Tel: 0375 31641.  
**Harlow.** Laskys, 19 The Harvey Centre. Tel: 0279 443495.  
**Hornchurch.** Compel Computer Systems, 112a North Street. Tel: 0402 446741.  
**Ilford.** Boots, 177-185 High Road. Tel: 01-553 2116.  
**Southend-on-Sea.** Computerama, 88 London Road. Tel: 0702 335443.  
**Southend-on-Sea.** Computer Centre, 336 London Road. Tel: 0702 337161.  
**Southend-on-Sea.** Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

## GLOUCESTER

**Cheltenham.** Laskys, 206 High Street. Tel: 0242 570282.  
**Cheltenham.** Screen Scene, 144 St Georges Road. Tel: 0242 528979.  
**Gloucester.** Boots, 38-46 Eastgate Street. Tel: 0452 423501.

## HAMPSHIRE

**Basingstoke.** Fishers, 2-3 Market Place. Tel: 0256 22079.  
**Southampton.** Business Electronics, Micromagic At Atkins, 7 Civic Centre Road. Tel: 0703 25903.  
**Southampton.** Tyrrell & Green, Above Bar. Tel: 0703 27711.

## HERTFORD

**Hitchin.** County Computers, 13 Bucklebury. Tel: 0462 36757.  
**Hitchin.** GK Photographic & Computers, 68 Hermitage Road. Tel: 0462 59285.  
**Potters Bar.** The Computer Shop, 197 High Street. Tel: 0707 44417.  
**Stevenage.** DJ Computers, 11 Town Square. Tel: 0438 65501.  
**Watford.** Laskys, 18 Charter Place. Tel: 0923 31905.  
**Watford.** SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.  
**Watford.** Trewins, Queens Road. Tel: 0923 44266.  
**Welwyn Garden City.** DJ Computers, 40 Frertherne Road. Tel: 96 28444.  
**Welwyn Garden City.** Welwyn Department Store. Tel: 0707 323456.

## HUMBERSIDE

**Beverly.** Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.

## KENT

**Beckenham.** Supa Computers, 425 Croydon Road. Tel: 01-650 3569.

**Bexleyheath.** Laskys, 15-16 Broadway Shopping Centre. Tel: 01-301 3478.  
**Bromley.** Boots, 148-154 High Street. Tel: 01-460 6688.  
**Bromley.** Computers Today, 31 Market Square. Tel: 01-290 5652.  
**Bromley.** Laskys, 22 Market Square. Tel: 01-464 7829.  
**Bromley.** Walters Computers, Army & Navy, 64 High Street. Tel: 01-460 9991.  
**Chatham.** Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.  
**Sevenoaks.** Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.  
**Sittingbourne.** Computer Plus, 65 High Street. Tel: 0795 25677.  
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**Blackpool.** Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.  
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**Wigan.** Wildings Computer Centre, 11 Mesnes Street. Tel: 0942 44382.

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**Market Harborough.** Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

## LONDON

**W1.** Computers of Wigmore Street, 104 Wigmore Street. Tel: 01-486 0373.  
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**SW1.** Peter Jones, Sloane Square. Tel: 01-730 3434.  
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**Lewisham.** Laskys, 164 High Street. Tel: 01-852 1375.  
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**SE15.** Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.  
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**Cardiff.** Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.  
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# Datapen

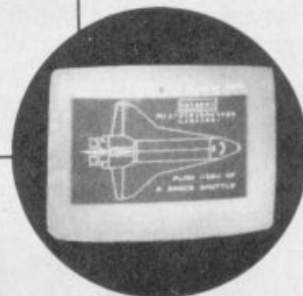
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continued from page 173

"Obviously, when we look for software here we try to discourage violence but if we apply that kind of rule rigidly we would be turning down half the games. I think perhaps that zap-it-up games are becoming a little bit old hat. But then for every group of people for whom it is old hat there's another group coming up."

Maguire sees big growth ahead in the tertiary sector of education — that is, the universities and polytechnics as well as abroad. She would like to concentrate on titles which showed the machines to be something special, as rule and drill programs are scarcely likely to distinguish Sinclair machines from any other. A computer which may be an intelligent work station for university students would sell in large quantities at corporate level. Sinclair is hoping that the QL will fulfil that need. The BBC micro has been the mainstay of this market, and the QL will have to work hard to beat it.

What plans are there for QL software in the next six months? "Our first titles were announced in QLub news in October. A lot of it is development software, things like compilers which have a roll-on effect. We also have some business

software coming out before the end of this year. We've got the Psion chess program too, but I must say games are not the major emphasis for the QL, although the chess program is important as it shows what the QL can do visually. We'll be launching titles every month now for the QL."

A number of people are, however, working on games for the QL and Sinclair has bought an option on the Imagine megagame **Bandersnatch**. Psion, too, has games under development.

Talk of that kind could lead easily to the idea that Sinclair had now forsaken the Spectrum in favour of the QL, and many Sinclair users must feel this way. Does this mean that the Sinclair involvement with Spectrum software in the U.K. will be limited to carrying the present titles?

"Oh no. Not at all. The Spectrum+ is an indication that we think there's a lot of life in that little horse yet. We published seventeen titles for the Spectrum in the autumn. They are all 'educationals', fifteen from Macmillan and two from Psion and ASK. There's a tremendous mileage in the Spectrum and we'll certainly be looking for more software for it, although when there's the choice between making some money

out of a new game for the Spectrum, which is not going to sell any more Spectrums, and making a piece of software available for the QL which is going to sell the QL to a whole new market, my emphasis has to be on the latter."

It is clear that Sinclair is now poised for overseas expansion, and the groundwork for a large multinational company is being laid. No doubt when the QL production lines have satisfied the demand in the U.K., that too will follow in the steps of the Spectrum. Just as a Coke can be found in extraordinary places, intrepid travellers may find a Spectrum where they least expect it.



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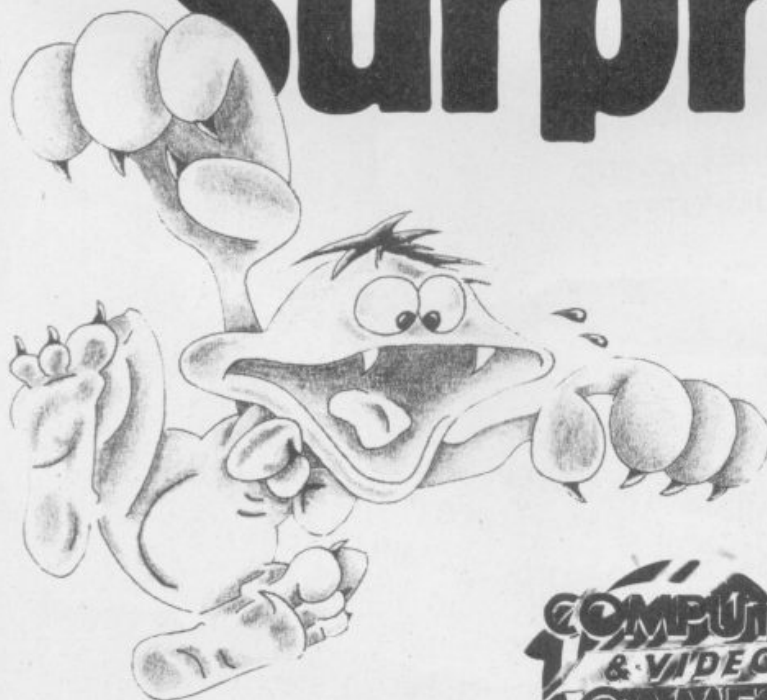
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## GLOSSARY

**Basic** — Beginners' All-purpose Symbolic Instruction Code. A programming language resembling English which is used by beginners because most popular microcomputers have it as standard.

**Bug** — an error in a program.

**EPROM** — Erasable Programmable Read-Only Memory. Semi-permanent storage. Information is not erased if the power is turned off in the computer. Programs can be erased by subjecting the memory chips to ultra-violet light. The memory can then be re-programmed using an electrical device called an EPROM blower.

**Interface** — RS232 and Centronics. A device which enables other computers or add-ons, such as printers, to be connected to the computer. It converts non-standard signals from add-ons to the standard signals of the computer in use.

**Kilobyte** — (K). A measurement of memory size. Most machines use 16K as a minimum but 48K is generally agreed to be necessary for serious work.

**Machine code** — an electronic pulse code used by the computer to perform functions and communicate with memory and other devices.

**Mnemonics** — abbreviated instructions — for example LD for Load — used in machine language programming.

**Motherboard** — an external printed circuit board which is used like a multi-way plug planner. It enables other printed circuit boards, such as graphics boards and colour boards, to be slotted-in.

**Port** — a link to the outside world which can be used by programs and the computer.

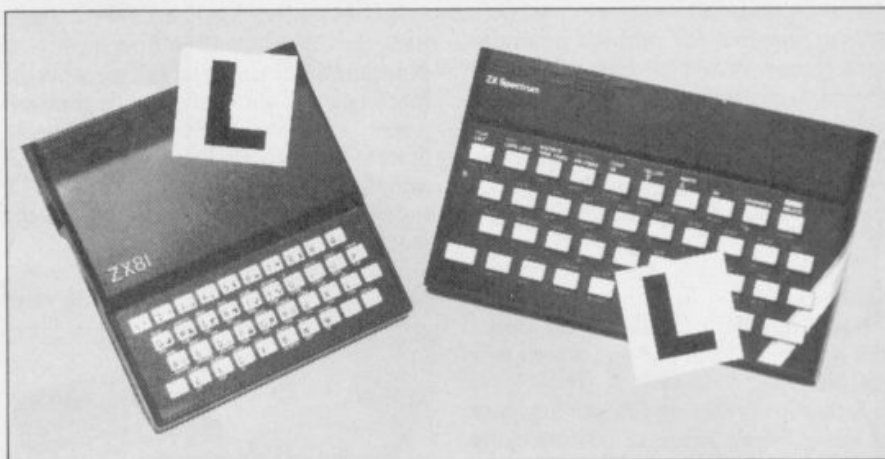
**PCB** — printed circuit board. A board which has on it the electronic circuits of the computer.

**RAM** — Random Access Memory. Information and programs can be stored in this type of memory as electronic pulses which conform to a set of numbers — machine language — in which programs are represented in the computer. When the power is turned off the information will be lost.

**ROM** — Read Only Memory. Information stored in this type of memory is not lost when the power is switched off.

**Software** — programs which control the operation of the computer.

**Syntax error** — a bug caused by incorrect use of a programming language.



Our easy-to-follow guide for new owners

## The basic route to a habit-forming hobby

**B**UYING a Sinclair machine can be the start of a life-time's obsession with home computing. It is easy, however, to become discouraged if everything does not go according to plan from the beginning.

For those with only a little knowledge of computers and their capabilities, the best way to approach the machines is to abandon any ideas for special uses. While the QL computer is big enough for use in small businesses, the Sinclair computers are not really suitable for major uses. It is better to become accustomed to the many facilities and then decide how you wish to use them.

Begin by unpacking your machine, overcoming your surprise at its size and weight and, following the manual, set up the system. If you cannot get the K on the screen, check that everything is plugged into its correct socket and re-set the machine by pulling-out the power plug for one second and try tuning-in again. If still nothing appears, check the power supply unit by shaking it. If it rattles, return it. If it is satisfactory, check your system with that of a friend.

If you have a Spectrum you will have received an introductory booklet which explains what the computer can do and giving detailed instructions on how to set it up. Also included is a fault-finding guide.

Once the K appears you are ready to begin learning about your machine. It can prevent family arguments if you can afford a separate television set for your system. It also makes life easier if you find somewhere to leave your equipment set up permanently. You will find that a

few power sockets are needed and a four-way block connector on a short length of extension cable will help to tidy trailing leads.

When using a Spectrum, a television set has to be more finely-tuned than when using a ZX-81 because of the added dimension of colour. If the set is not tuned properly, the colours will look hazy instead of sharp and clear. If no colour can be seen when it is switched on, the power supply or the television set may be at fault.

Some users have experienced some difficulty with some television sets, which include Hitachi, Grundig and Toshiba. Sets which many people have found compatible include the Sony Trinitron, Fidelity and Ferguson. Recent changes in the ULA should make more sets compatible.

The manuals are written in great detail and are reasonably easy to follow. Some of the chapters may not seem immediately relevant but it is worthwhile reading them as you might miss something important.

Patience is needed at that stage to learn the ways in which the computer will accept information. It is tempting to try to enter programs before you are ready but that is likely to lead to errors. For example, words like AND, THEN and AT should not be typed-in letter by letter.

By the time you have reached chapter 11 in the ZX-81 manual and chapter 19 in the Spectrum manual you should have accumulated sufficient knowledge to be

*continued on page 182*



continued from page 181

able to type-in other people's programs, such as those in *Sinclair User* and *Sinclair Programs*, without too much difficulty.

It is important when using the ZX-81 that it is not jolted. Some of the connections can easily work loose and everything which has been entered will be lost.

The manuals are not to everyone's liking and if you find them difficult to follow a number of books on the market can help you. Find the one which suits you best.

As a way of relaxing you can buy some of the growing range of commercially-produced software. That can be loaded directly from cassette but make sure that your machine is big enough to take the tapes you buy.

For the ZX-81 there are a few tapes for the unexpanded 1K machine but the majority require the 16K RAM pack. Similarly on the Spectrum most companies are taking advantage of the possibilities provided by the larger 48K machine rather than providing cassettes for the 16K.

The tapes can vary in quality and it is advisable to read the reviews in *Sinclair User* and use your judgment to find the best.

An alternative method to learn about both the ZX-81 and the Spectrum is to plunge in at the deep end and see what the machines will do. Refer to the manuals when you have difficulties. You can ignore the functions and calculations initially and experiment with PRINT statements to obtain the feel of the machines.

You may already have heard about the problem involved in SAVEing and



LOADing your own cassettes. The manual gives detailed instructions but many of the early ZX-81s would not accept tapes from some recorders. That problem is said to have been overcome but there can still be difficulties.

Usually they occur when LOADing tapes recorded by other people. One simple method to overcome this is to wind the tape to the middle of the program and type LOAD"" followed by NEWLINE; then increase the volume of

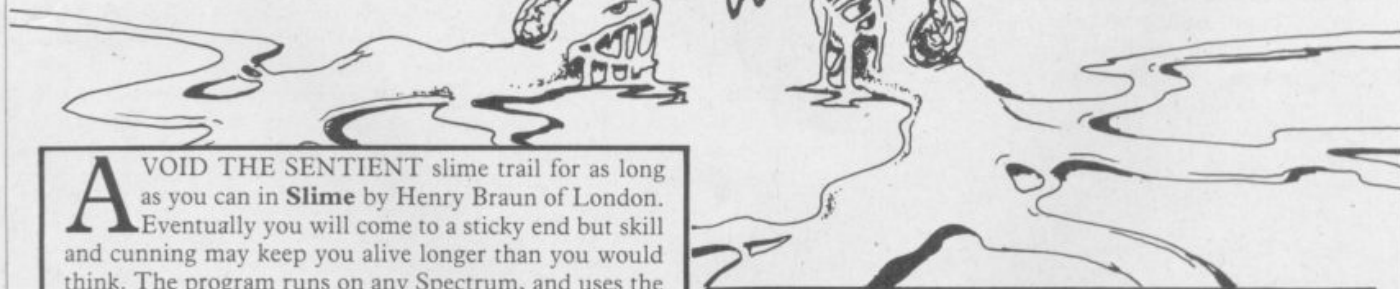
the recorder slowly with the tape running until the television screen shows four or five thick black bands. If you then rewind the tape, the program should LOAD normally.

LOADing and SAVEing on the Spectrum is much easier and faster than the ZX-81. One difference is that when SAVEing on the Spectrum the LOAD lead must be disconnected either at the recorder or the Spectrum.

Finally, a health warning. Apart from any practical uses, computing with your Sinclair machine can be a very entertaining hobby and is almost certainly habit-forming. You may easily find yourself crouched over your machine, red-eyed, in the early hours of the morning thinking that in another five minutes you will solve the problem. Try to break that habit by getting into the fresh air and meeting other Sinclair users.

By obtaining a Sinclair computer you find that you have joined a not very exclusive club with many thousands of members, many of whom would be only too happy to advise you if you have difficulties.

Make sure of your regular copies of *Sinclair User* and *Sinclair Programs* and you can be guaranteed many happy hours.



**A**VOID THE SENTIENT slime trail for as long as you can in **Slime** by Henry Braun of London. Eventually you will come to a sticky end but skill and cunning may keep you alive longer than you would think. The program runs on any Spectrum, and uses the cursor keys for movement.

*Slime* uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout before typing in the program.

Lines 5-10	Set up the initial values for the variables used. Most are 0 because nothing has happened yet, but x1 and y1 are given the co-ordinates for the starting point on the screen.
Line 30	The beginning of a loop containing the game. Where x1 and y1 were the co-ordinates for the slime trail, x2 and y2 will be your position. x and y are to hold the new position, but first it checks to see that move you make.
Lines 40-50	It would be easy to read the keyboard with a line like IF INKEY\$=... THEN... but that is a slow and inelegant way of doing it. If there are several options you need a line for each one. Instead Henry uses logic operations. The expression (INKEY\$="6") is given the value 1 if true

```

5 LET hi=0
10 PAPER 7: INK 0: BORDER 2: C
LS : LET s=0: LET x=1: LET y=0:
LET x1=20: LET y1=30
30 LET x2=x: LET y2=y
40 LET x=x+(INKEY$="6")-(INKEY
$="7")+(x<1)-(x>20)
50 LET y=y+(INKEY$="8")-(INKEY
$="5")+(y<1)-(y>30)
55 IF SCREEN$(x,y)="*" THEN
GO TO 1000
60 PRINT AT x2,y2;"(sp)";AT x,
y;"(cc9,ig6,cc8)"
65 LET x3=x1: LET y3=y1
67 IF RND>.5 THEN GO TO 80

```



Line 55

and 0 if false. The statement as a whole in line 40 means: "If you are pressing 6 then add one to x, if you are pressing 7 then take one away from x, and if x is smaller than one add one and if it is bigger than 20 subtract one." Those last two ensure you never go off the edge of the screen. SCREEN\$ is a function which looks at the characters held in the screen display. This line checks to see if there is slime where you are about to move.

Line 60

The new position is blank so you can move there, and the program prints a flashing graphics character there. cc9 is an abbreviation for a control code, in this case the one which produces the flashing. It is produced by going into extended mode, then holding down CAPS SHIFT and pressing the appropriate key, in this case 9. Nothing will appear on the screen, but the next character will flash.

Line 65

Duplicates the position for the slime.

Line 67

To introduce an element of luck, the slime moves partly at random.

Lines 70-90

Compare your position in x and y with the position of the slime and alter it accordingly. The random feature ensures the slime does not always make the most efficient move towards you.

Line 100

Having survived one move, your score is increased.

Line 110

Sends you back for another move. The fact there is no line 20 is irrelevant, the next instruction will be line 30.

Line 120

Is a rather peculiar safety measure. If the program skipped past line 110 it is sent back there.

Line 1000

The game is over, and your score is displayed.

Lines 1010-1020

If you have the high-score you are told so and a new high score is displayed.

Lines 1030-1070

Ask if you want to play again. In those lines the keyboard is read with IF statements instead of the earlier logic operations, as there would be little gain to the more compressed method.

```

70 LET x1=x1+(x>x1)-(x<x1)+(x1
<1)-(x1>20)
75 IF x1<>x3 THEN GO TO 90
80 LET y1=y1+(y>y1)-(y<y1)+(y1
<1)-(y1>30)
90 PRINT AT x1,y1;"(cc4,i*,cc0
)"
100 LET s=s+1
110 GO TO 20
120 GO TO 110
1000 PAUSE 50: CLS : PRINT AT 0,
0;"You stayed alive for ";s;" mo
ves."
1010 IF s>hi THEN LET hi=s: PRI
NT : PRINT "You got the highscor
e": INPUT "What is your name? ";
a$
1020 IF hi>0 THEN PRINT "The hi
-score is ";hi;" and was(6*sp)ac
hieved by ";a$
1030 PRINT : PRINT : PRINT : PRI
NT "Another game?(y/n)"
1040 IF INKEY$="" THEN GO TO 10
40
1050 IF INKEY$="y" THEN GO TO 1
0
1060 IF INKEY$="n" THEN STOP
1070 GO TO 1040

```



**T**HE QUAINLY-NAMED **Happydays** is a calendar program which will tell you the day of the week for any given date, as long as it falls after the introduction of the Julian calendar. That will almost certainly include all of our readers' birthdays, so the program is a good opportunity to discover if you are merry and gay, or work hard for a living, according to the old rhyme.

Enter the day and month as figures, and the year in full, e.g. 1985. Happydays was written by Hsieh Min Hon of Singapore and runs on the ZX-81 in 1K.

# Happy Days

```

10 PRINT "DAY?"
20 INPUT D
30 PRINT "MONTH?"
40 INPUT M
50 PRINT "YEAR?"
60 INPUT Y
70 LET K=INT (.6+(1/M))
80 LET L=Y-K
90 LET Q=M+12*K
100 LET P=L/100
110 LET A=INT (P/4)
120 LET B=INT (P)
130 LET C=INT ((5*L)/4)
140 LET E=INT (13*(Q+1)/5)
150 LET Z=E+C-B+A-D-1
160 LET Z=(Z-(7*INT (Z/7)))+1
170 PRINT D;" / ";M;" / ";Y;" IS A
";
180 IF Z=1 THEN PRINT "SUNDAY"
190 IF Z=2 THEN PRINT "MONDAY"
200 IF Z=3 THEN PRINT "TUESDAY"
210 IF Z=4 THEN PRINT "WEDNESDA
Y"
220 IF Z=4 THEN PRINT "THURSDAY"
230 IF Z=5 THEN PRINT "FRIDAY"
240 IF Z=6 THEN PRINT "SATURDAY"
250 STOP

```



IT IS POSSIBLE to produce quite complex line drawings on the Spectrum but many beginners are put off by the somewhat long-winded commands and the need to use co-ordinates.

**Easy Draw** by Frank Oliver of Knottingley in West Yorkshire takes much of the sweat away by allowing you to simply use the cursor keys. You can also draw diagonal lines automatically and use all the colours. Block graphics can be included in the picture.

The program runs on any Spectrum, and instructions are included.

*The program uses our special abbreviations for graphics characters so please read the instructions on the first page of Program Printout.*

# EASY DRAW



```
20 PAPER 7: CLS
30 PRINT AT 0,11;"EASY DRAW";A
T 2,2;"BY F.OLIVER";AT 4,10;"INS
TRUCTIONS"
40 REM INSTRUCTIONS
50 PRINT AT 6,0;"DRAW KEYS = 1
TO 8 (1-4 diagonal 5-8 as cursor
s)"
60 PRINT AT 8,0;"COLOUR KEYS=Q
WERTYUI (same order as keyboard)"
70 PRINT AT 10,0;"KEY 9 = BRIG
HT"
```

```
80 PRINT AT 11,0;"KEY 0 = FILL
IN CURSER RUN (with desired colo
ur when finished)"
90 PRINT AT 13,0;"KEY P=PRINT
: KEY O=STOP PRINT"
100 PRINT AT 14,0;"KEY A = BLOC
K GRAPHICS (flashing cursor posit
ioned)"
110 PRINT AT 16,0;"KEY S = HIGH
RESOLUTION GRAPHICS(x,y plotted
)"
```

```
120 PRINT AT 18,0;"SPACE KEY =
RESTART"
130 PRINT AT 19,0;"KEY D=DOUBLE
DRAW SPEED(disables colours+spac
e,9,0,0-P=NORMAL)"
140 PRINT FLASH 1;AT 21,12;"AN
Y KEY"
```

```
150 PAUSE 5000
160 PAPER 7: CLS
170 REM SCREEN SET
180 PRINT AT 3,6;"SELECT BORDER
COLOUR"
190 LET a=0: LET c=8: LET d=0:
GO TO 800
```

```
200 PAPER c: CLS : BORDER c: PA
PER 7: CLS
210 PRINT AT 3,6;"SELECT SCREEN
COLOUR"
220 LET c=8: LET a=1: GO TO 800
230 PAPER c: CLS
240 REM PROGRAM VARIABLES
250 LET b=1: LET c=7: LET e=0:
LET f=2: LET h=0: LET x=10: LET
y=15
```

```
260 REM CURSOR RUN
270 FOR g=1 TO 32: PRINT PAPER
c;AT 0,h;"(sp)";AT 21,h;"(sp)":
LET h=h+1: NEXT g: LET h=1: FOR
g=1 TO 20: PRINT PAPER c;AT h,
0;"(sp)";AT h,31;"(sp)": LET h=h
+1: NEXT g: IF d=0 THEN LET h=0
280 LET c=0: LET d=1
290 REM X,Y TRACKING
300 LET xx=175-(8.3333333*x)
310 LET yy=8.2258065*y
320 REM DRAW VARIABLES,CURSERS,
X,Y PLOT
```

```
330 IF x$="d" THEN LET f=3
340 IF f=3 THEN GO TO 400
350 IF x$="9" THEN LET f=1
360 IF x$="o" THEN LET f=0
370 IF x$="0" AND h=0 THEN GO
TO 270
```

```
380 GO SUB 810
390 IF h=0 THEN PRINT PAPER 0
: INK 7;AT x,0;">";AT x,31;"<";A
T 0,y;"v"
400 IF h=0 THEN PRINT INK 0;
PAPER 7;AT 21,4;"x=";INT xx;"(sp
)";AT 21,23;"y=";INT yy;"(sp)"
410 LET x$=INKEY$
420 IF x$="p" THEN LET f=2
430 IF e=1 THEN GO TO 620
440 REM HIGH RESOLUTION GRAPHIC
S
```

```
450 IF x$="a" THEN LET e=1
460 IF x$="1" THEN LET xx=xx+1
: LET yy=yy+1
470 IF x$="2" THEN LET xx=xx-1
: LET yy=yy+1
480 IF x$="3" THEN LET xx=xx-1
: LET yy=yy-1
490 IF x$="4" THEN LET xx=xx+1
: LET yy=yy-1
```

```
500 IF x$="5" THEN LET yy=yy-1
510 IF x$="6" THEN LET xx=xx-1
520 IF x$="7" THEN LET xx=xx+1
530 IF x$="8" THEN LET yy=yy+1
540 IF xx>167 THEN LET xx=167
550 IF xx<8 THEN LET xx=8
560 IF yy<8 THEN LET yy=8
570 IF yy>247 THEN LET yy=247
580 IF f=1 THEN PLOT BRIGHT 1
: INK c;yy,xx
```

```
590 IF f>1 THEN PLOT INK c;yy
,xx
600 GO TO 330
610 REM BLOCK GRAPHICS
620 IF x$="s" THEN LET e=0
630 IF h=0 THEN PRINT PAPER 7
:AT x,0;"(sp)";AT x,31;"(sp)";AT
0,y;"(sp)"
640 IF x$="1" THEN LET x=x-1:
LET y=y+1
650 IF x$="2" THEN LET x=x+1:
```

```
LET y=y+1
660 IF x$="3" THEN LET x=x+1:
LET y=y-1
670 IF x$="4" THEN LET x=x-1:
LET y=y-1
680 IF x$="5" THEN LET y=y-1
690 IF x$="6" THEN LET x=x+1
700 IF x$="7" THEN LET x=x-1
710 IF x$="8" THEN LET y=y+1
720 IF x<1 THEN LET x=1
730 IF x>20 THEN LET x=20
740 IF y<1 THEN LET y=1
750 IF y>30 THEN LET y=30
760 IF f=1 THEN PRINT BRIGHT
1: PAPER c;AT x,y;"(sp)"
770 IF f>1 THEN PRINT PAPER c
:AT x,y;"(sp)"
780 GO TO 300
790 REM COLOUR LOOP
800 PRINT AT 10,12;"Q=BLUE";AT
11,12;"W=RED";AT 12,12;"E=MAGENT
A";AT 13,12;"R=GREEN";AT 14,12;"
T=CYAN";AT 15,12;"Y=YELLOW";AT 1
6,12;"U=WHITE";AT 17,12;"I=BLACK
"
```

```
805 FOR k=1 TO 100: NEXT k
810 LET x$=INKEY$
820 IF x$="q" THEN BEEP .5,0:
LET c=1
830 IF x$="w" THEN BEEP .5,2.0
39: LET c=2
840 IF x$="e" THEN BEEP .5,3.8
6: LET c=3
850 IF x$="r" THEN BEEP .5,4.9
8: LET c=4
860 IF x$="t" THEN BEEP .5,7.0
2: LET c=5
870 IF x$="y" THEN BEEP .5,8.8
4: LET c=6
880 IF x$="u" THEN BEEP .5,10.
88: LET c=7
890 IF x$="i" THEN BEEP .5,12:
LET c=0
900 IF x$="(sp)" THEN GO TO 20
910 IF d=1 THEN RETURN
920 IF c=8 THEN GO TO 810
930 IF a=1 THEN GO TO 230
940 IF c<8 THEN GO TO 200
```



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# Quick to learn, easy to use, that's ...

MINI OFFICE marks a long-awaited breakthrough in dramatically reducing the cost of personal computing.

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Yet Mini Office contains them all.

*So how was it done?*

It all started with a proposal that a package should be written that would give home users a gentle introduction to the kind of software that businesses were running on their computers.

At that stage there was no intention that it should be an ambitious package. Just a simple program that could be sold at a very low price.

First, experts in business software programming were called in and were told what was required. Their enthusiasm was immediate.

**A unique feature is the double size text option in both printer and edit mode – perfect for young children and people with poor vision.**

*The word processor – with double size characters*

But what happened next was totally unexpected. For they all came up with ideas that would considerably expand their original brief.

In the end what had been planned as little more than a beginners' guide to word processing, database management, spreadsheets and graphics

had been turned into a full scale suite of programs covering all four applications.

In fact, the only part of the brief that remained was the original insistence that the package should be quick to learn and easy to use.

And despite all the extra sophistication that had been written into it, it was decided that the price should still be kept at the very low figure originally fixed.

*So how does Mini Office operate?*

Using the Word Processor is simplicity itself. There are none of the cryptic coded instructions that had to be mastered by people learning the early word processors.

You start by selecting the size of type you prefer – either normal or double-size. The latter is a feature that you cannot find on any other word processor.

It is particularly suitable for

the partially sighted – in many cases giving them their very first opportunity to use a word processor.

This means they can use a Spectrum to compose a letter, using the double-size mode, and then print it out using normal size type.

For many people this could be

the first time they can send out a perfectly typed letter without outside help.

Primary school teachers are already making great use of the

information. It can be retrieved, in its entirety or just the parts you require for a particular purpose, whenever you need it.

The operation is so simple



*Figures on the spreadsheet can produce a bar chart ...*

double-size function, both on the screen and on hard copy printouts.

While you are using the word processor three useful pieces of information are displayed across the top of the screen.

They tell you how much time has elapsed since you started using it, the number of words you have written so far, and how many characters you can key in before the Spectrum's memory is full.

At any time you can press a key which tells you your typing speed. This is a most useful function, and can play an important part in increasing your efficiency at the keyboard.

You can also decide the size of the margin, the line length and the tab positions. Text can be copied from one part of the document to another.

At any time you can preview the text to see how it would look when printed out.

As with all the other programs in Mini Office, your work can be saved to tape and loaded when you want to use it again. It can also be printed out.

The Database program can be used to store a mass of

that a useful database can be created in minutes rather than days – and you certainly don't need any computer experience to set it up.

The search facility is very easy to use. You can search for a particular word or part of a word. Or you can order a numeric search – such as telling the computer to find all the numbers greater or less than the one you provide.

You can carry out multiple sorts. For instance, if you have built up a mailing list containing a list of names, addresses, telephone numbers, occupations and ages you can ask the database to provide you with a list of records in order of occupations and ages.

One powerful option allows you to replace anything on the database without having to go through the whole lot making amendments yourself.

You could, for instance, instruct it to find each reference to "teacher" and replace it with "lecturer".

The Spreadsheet is a new version of the program that marked an important milestone





in business computing – Visicalc.

It is often pointed out that this one program alone has helped to sell more personal computers than any other.

Certainly Visicalc and its derivatives have never been shaken from their position at the top of the list of best-selling business programs.

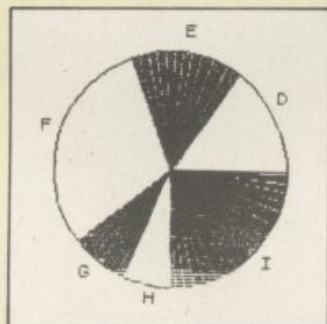
Yet the concept is very simple – a giant worksheet of rows and columns, only part of which can be seen on your screen at any one time. Into any position on the sheet you can put numbers, labels and mathematical formula.

And when you alter any figure its effect ripples through the rest of the sheet, changing any totals as may be necessary.

The Mini Office version is ideal for home finance, providing you with an effortless means of keeping tabs on your income and expenditure – and enabling

you to work out your own budget.

In the Spreadsheet program – as well as in the Database – a sample file has been provided so



... or a pie chart

that you can experiment with it before entering your own data.

One feature that has been included that does not exist in any other spreadsheet is a warning device to prevent you accidentally erasing formulae – a very useful precaution.

The **Graphics** program uses the standard business graphics – line, bar and pie charts. This is something not always available on far more expensive spreadsheet packages.

The program uses data you have already prepared on the spreadsheet. You have to identify which set of information you require to see in graph form – such as by indicating which row or column – and then which of the graphs you require.

The graph is then automatically configured exactly as you require it. If you have a printer capable of producing graphics you can also print out

hard copies for a permanent record.

Because the original intention was to produce a package for people new to all these applications it is accompanied by a fully-detailed, easy to understand manual.

This 32 page free booklet gives clear instructions about how to use all four programs and in itself forms a concise introduction for first-time users.

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**I**T SOMETIMES happens that an item in this column rings a bell with many readers and triggers a flood of letters on the subject. My piece in *Sinclair User* November 1984 had that effect because it included a short section on SAVEing and LOADING headerless files on the Spectrum which interested a number of correspondents. I shall expand on the theme this month.

First, though, I must correct an error that crept in and was brought to my attention by Martin Carre of Guernsey, amongst others. It occurred in a table included in the piece which listed two machine code routines for SAVEing and LOADING the screen in a headerless file. The routines had been written as if the Spectrum display file and attributes file were together 6192 bytes long whereas they are in fact 6912 bytes. As a result the routines omitted to SAVE or LOAD the latter part of the attributes file. Apologies to all those who were lead astray. The correct version of the routines is given in Table 1.

Repeating the routines gives the op-

# Headers examined

Andrew Hewson examines headerless files and block line deletion

the same values into 23311, 23312, 23314 and 23315 respectively.

The routine will be of use to Mike Hughes of Epsom who writes: "I have written a cataloguing program which requires me to SAVE three character arrays but it is a nuisance waiting for each one to SAVE in turn and then pressing a key before the next SAVE. Is there any way of by-passing the 'start tape then press any key' message?"

The best way of tackling the problem



Decimal	Assembler	Comment
167	AND A	Clear carry
62 255	LD A,255	Load A with 255
221 33 0 64	LD IX,16384	SAVE from 16384
17 0 27	LD DE,6912	Length 6912
205 194 4	CALL 1218	Call SAVE routine
201	RET	Return
55	SCF	Set carry
62 255	LD A,255	Load A with 255
221 33 0 64	LD IX,16384	LOAD at 16384
17 0 27	LD DE,6912	Length 6912
205 86 5	CALL 1366	Call LOAD routine
201	RET	Return

Table 1. Two Spectrum routines to SAVE and LOAD the screen display to and from a headerless file.

portunity to answer Warren Milburn of Ryton who asks: "Please could you tell me how to alter the start address and bytes length in your routines for saving and loading headerless files?"

The start address is passed to the routines in the ix register pair and the length is passed in the de register pair and so to adapt the routines to your own purposes you must alter the values passed. Assuming you know the start address and number of bytes that you wish to SAVE or LOAD and that the routines are stored consecutively in the printer buffer, then the procedure for LOADING is as follows:

POKE 23301, START-256\*INT (START/256)

POKE 23302, INT (START/256)

POKE 23304, LENGTH-256\*INT (LENGTH/256)

POKE 23305, INT (LENGTH/256)

To modify the SAVE routine POKE

would seem at first sight to be to SAVE the contents of the variables area as a CODE file. It is quite easy to calculate the starting address and length parameters required for the SAVE "" CODE command — the starting address would be the value held in the VARS system variable and the length would be the difference between VARS and the E\_LINE system variable.

Decimal	Assembler	Comment
42 89 92	ld hl, (23641)	E_LINE to hl
43	dec hl	Backspace to byte containing 128
237 91 75 92	ld de, (23627)	VARS to de
167	and a	Clear carry flag
237 82	sbc hl,de	Calculate length of variables area
235	ex de,hl	Transfer length to de
66	ld b,d	Copy length to bc
75	ld c,e	
197	push bc	Save bc on the stack
221 42 75 92	ld ix,(23627)	VARS (ie address to SAVE from) to ix
62 255	ld a,255	Signal cassette main file
205 194 4	call 1218	Call ROM SAVE routine
193	pop bc	Retrieve length from stack
237 67 0 91	ld (23296), bc	Store length at beginning of buffer
201	ret	Return

Table 2. A Spectrum routine to SAVE the variables area as a headerless file.

The method would work well for SAVEing all variables but problems would occur on reLOADing because the starting address, length or arrangement of the variables area might have changed in between the two events. The starting address would have changed, for example, if a microdrive had been brought into use so that the microdrive maps occupied more space lower down in memory thereby causing the Basic program, variables and other items to be shuffled further up in RAM.

The length of the variables area would change if a new variable were brought into use or if a pre-existing array were reDIMensioned. The arrangement of the variables area would have changed if new data were written into a pre-existing string because the Spectrum handles this task by creating the string afresh at the top of the variables area.

continued on page 190



continued from page 189

bles area before deleting the old version, which is generally lower down in memory.

Thus the reLOAded CODE file would often end up incorrectly placed in the Spectrum memory or in the correct place overwriting the wrong things.

The safest solution, which although not ideal ensures that the data that is reLOAded does not corrupt the program, is to SAVE the variables area using a short machine code routine as a headerless file. On reLOADing use another machine code routine to execute the following steps: 1 — delete all the current Basic variables using the ROM routine for recovering redundant memory; 2 — create a new variables area large enough to hold the incoming data using the ROM routine for creating space in memory; 3 — reLOAD the

ful because they look after all the relevant system variable pointers no matter whereabouts in memory that the space is to be deleted or created.

The delete routine can be used to deal with a problem raised by Jeff Sims of Wigan. He writes: **I sometimes wish to delete large chunks of an existing program in order to create a new version which shares some of the original subroutines. Is there a way of doing so which is more convenient than deleting each line?**

I have described a technique previously in this column for deleting large chunks of a Basic program by manipulating the hidden pointer which the machine places after each line number to tell it the length of the line. It is comparatively straightforward to POKE a new value into the pointer in the first line of the chunk to be deleted so that the machine thinks it is dealing

```
10 FOR I=23298 TO 23551
20 INPUT J
30 PRINT I,J
40 POKE I,J
50 NEXT I
```

Table 4. A simple decimal loader for POKE-ing machine code into the printer buffer starting at address 23298.

```
POKE 23296, LINE1-256*INT
(LINE1/256)
POKE 23297, INT (LINE1/256)
POKE 23298, LINE2-256*INT
(LINE2/256)
POKE 23299, INT (LINE2/256)
```

The routine checks each number in turn to ensure that it is non-zero and then calls the ROM routine at 6510 which returns, in the hl register, the address of the first of the two lines in RAM. It calls the same routine a second time to obtain the address of the byte following the end of the second line. The difference between the two addresses is checked to make sure that it is positive and if so the ROM routine at 6629 is called to recover the space thereby deleting the lines.

Finally I have been taken to task by Alex King of Bristol who writes: **Why do you persist in using decimal in your machine code listings when almost all other sources use hexadecimal?**

It is true that hexadecimal is the most common means of identifying numbers in assembly language programs but I feel that the majority of readers are not familiar with hex. Those who prefer hex are probably adept at conversions whereas the converse is not true — those who dislike hex probably find conversion confusing. Decimal is a compromise.

● Please address problems and queries to Andrew Hewson, Helpline, Graham Close, Blewbury, Oxfordshire.

Decimal	Assembler	Comment
42 89 92	ld hl, (23641)	E_LINE to hl
43	dec hl	Backspace to byte containing 128
237 91 75 92	ld de, (23627)	VARS to de
205 229 25	call 6629	Call ROM routine to delete all variables
42 75 92	ld hl, (23627)	VARS to hl
237 75 0 91	ld bc, (23296)	New size for variables area to bc
205 85 22	call 5717	Call ROM routine to create space
55	scf	Set carry flag
62 255	ld a,255	Signal cassette main file
221 42 75 92	ld ix, (23627)	VARS to ix
237 91 0 91	ld de, (23296)	Length to de
205 86 5	call 1366	Call ROM routine to LOAD variables
201	ret	

Table 3. A Spectrum routine to delete all current variables and replace them with data from cassette.

variables using the routine for LOAD-ing headerless files.

Two routines to perform the tasks are listed in Tables 2 and 3 and as usual the decimal codes are listed so that readers without an assembler to hand can load the routines into the printer buffer using the decimal loader in Table 4.

The first routine is an adaptation of the SAVE routine in Table 1. Notice that the length of the variables area is saved in the printer buffer at address 23296 so that the load routine can reference the value when it is required. The user can also PRINT the value by invoking the routine using the PRINT USR command — because it is left in the bc register pair at the completion of the routine — so that the value can be noted for future reference.

The second routine makes two ROM calls. The first recovers the space lying between the addresses pointed to by the dep and hl register pairs thereby deleting all current variables. The second routine creates a space of length bc at the address pointed to by hl thereby creating room for the new variables. Those two ROM routines are very use-

ful with one monster line. The monster line can then be deleted in the conventional way by entering the line number.

The routine listed in Table 5 achieves the same end in a rather more elegant fashion. The user POKES the first and last line numbers of the section he wishes to delete into the first four bytes of the printer buffer as follows:

Decimal	Assembler	Comment
42 0 91	ld hl, (23296)	Fetch first line number
124	ld a,h	Return if both h
181	or l	and l registers
200	ret z	are zero
237 91 2 91	ld de, (23298)	Fetch second line number
122	ld a,d	Return if both d
179	or e	and e registers
200	ret z	are zero
213	push de	Save de on the stack
205 110 25	call 6510	Fetch address of first line into hl
227	ex (sp),hl	Store hl and recover de
35	inc hl	Increment number of second line
205 110 25	call 6510	Fetch address of end of second line
209	pop de	Recover first address
167	and a	Clear carry flag
237 82	sbh hl,de	Calculate length to be recovered
200	ret z	Return if zero
216	ret c	Return if negative
25	add hl,de	Rebuild address
205 229 25	call 6629	Recover space
201	ret	Return

Table 5. A Spectrum routine to delete all Basic lines lying between two line numbers passed to the routine in the printer buffer.



## Britain

**Aylesbury Computer Club:** 12 Long Plough, Aston Clinton, Aylesbury, Bucks.

**Aylesbury ZX Computer Club:** Ken Knight, 22 Mount Street, Aylesbury (5181 or 630867).

**Basildon:** Roundacre Microcomputer Users' Club. J Hazell, Basildon 285119/416333. Meetings every Wednesday 7.30 to 10.30pm.

**Blackburn Computer Club:** 1 Sutton Street, Feniscowles, Blackburn, Lancashire. Tel: B'burn 60033 (office hours) or 28127. Meets twice a month, subscription £5 (£3 juniors).

**Bristol Yate and Sodbury Computer Club:** 99 Woodchester Yate, Bristol, BS17 4TX.

**Broughty Ferry Magic Micro Spectrum Users Club:** Lindsay Darroch 78 Marlee Road, Broughty Ferry (0382) 75459 or Fraser McGuire, 7 Kenaway Place, Broughty Ferry, Dundee (0382) 75821.

**Cardiff ZX Club:** Steve Smith (0222) 593237 or Mike Hayes (0222) 371732. Meets twice a month.

**Colchester Sinclair User Group:** Richard Lown, 102 Prettygate Road, Colchester CO3 4EE.

**Computer Club International,** 6 Drumdoon Walk, Downpatrick, N. Ireland BT30 6UF.

**Cornard Sinclair User Group:** Neil MacDonald, 15 Potkiln Road, Great Cornard, Sudbury, Suffolk CO10 0DA.

**Crewe and Nantwich Computer Users' Club:** J E A Symondson, 46 London Road, Stapley, Nantwich, Cheshire CW5 7JL.

**Daventry & District Computer Club:** c/o Daventry Ex-servicemen's Club, Market Square, Daventry, Northants.

**Doncaster and District Micro Club:** John Woods, 60 Dundas Road, Wheatley, Doncaster DN2 4DR; (0302) 29357.

**Eastwood Town Microcomputer Club:** E N Ryan, 15 Queens Square, Eastwood, Nottingham NG16 3BJ.

**Edinburgh:** Edinburgh Home Computing Club. John Palmer (031 661 3183) or Iain Robertson (031 441 2361).

**EZUG-Educational ZX-80-81 Users' Group:** Eric Deeson, Highgate School, Birmingham B12 9DS.

**Furness Computer Club:** R J C Wade, 67 Sands Road, Ulverston, Cumbria (Ulverston 55068). Meets every other Wednesday.

**Glasgow ZX-80-81 Users' Club:** Ian Watt, 107 Greenwood Road, Clarkston, Glasgow G76 7LW (041 638 1241).

**Gloucester:** Mid-weekly Spectrum User Group. Barry Ledbury, 8 Linnet Close, Gloucester GL4 9XA (0452) 23186.

**Gravesend Computer Club:** c/o The Extra Tuition Centre, 39 The Terrace, Gravesend, Kent DA12 2BA. Bi-monthly magazine and membership card.

**Hassocks ZX Micro User Club, Sussex:** Paul King (Hassocks 4530).

**Hobbit Appreciation Society,** 12 Middlefield Lane, Hinckley, Leicestershire LE10 0RB. Free newsletter with SAE.

**Independent QL Users Group:** Brian Pain, 24 Oxford Street, Stony Stratford, Milton Keynes MK11 1JU. Tel: 0908 564271. Publishes newsletter.

**Inverclyde ZX-81 Users' Club:** Robert Watt, 9 St. John's Road, Gourrock, Renfrewshire PA19 1PL (Gourrock 39967). Meets every other Monday at Greenock Society of the Deaf, Kelly Street, Greenock.

**Keighley Computer Club:** Colin Price, Redholt, Ingrow, Keighley (603133).

**Lambeth Computer Club:** Robert Baker, 32 Heatherington Road, London SW4 7NX.

**Liverpool ZX Club:** Meetings every Wednesday 7pm at Youth Activities Centre. Belmont Road, Liverpool 6. Keith Archer, 031-236 6109 (day-time).

**Llanelli Computer Club:** 40 Tan-Y-Bryn, Burry Port, Dyfed. Llanelli 56917.

**Manchester Sinclair Users' Club:** Meets every Wednesday, 7.30pm, at Longsight Library, 519 Stockport Road, Longsight — 061-225 6997 or 061 445 6316.

**Meopham:** National ZX Spectrum User Club. Guy Fullalove, Woodcotes, Camer Park, Meopham, Kent DA13 0XS. Bi-monthly newsletter, subscription £1.50. Send SAE for details.

**Merseyside Co-op ZX Users' Group:** Keith Driscoll, 53 Melville Road, Bootle, Merseyside L20 6NE; 051-922 3163.

**Micro Users' Group:** 316 Kingston Road, Ewell, Surrey KT19 0SY.

**Mid-Kent Micro Club:** Meets once monthly. Enquiries to M Gates, 65 Buckland Road, Maidstone ME16 0SH.

**Mill Lane Association Computer Group:** Bryan McAlley, 1 Cowleaze, Chinnor, Oxfordshire. (0844) 52426.

**Newcastle (Staffs) Computer Club:** Meetings at Newcastle Youth and Adult Centre, Thursday, 7.30. Enquiries to R G Martin (0782 62065).

**North Hertfordshire Home Computer Club:** R Crutchfield, 2 Durham Road, Stevenage; Meetings: first Friday of the month at the Settlement, Nevells Road, Letchworth.

**Northern Ireland Sinclair Users' Club:** P Gibson, 11 Fitzjames Park, Newtownards, Co Down BT23 4BU.

**North London Hobby Computer Club:** ZX users' group meets at North London Polytechnic, Holloway Road, London N7 Monday, 6pm.

**Nottingham Microcomputer Club:** ZX-80-81 users' group, G E Basford, 9 Holme Close, The Pastures, Woodborough, Nottingham.

**Orpington Computer Club:** Roger Pyatt, 23 Arundel Drive, Orpington, Kent (Orpington 20281).

**Perth and District Amateur Computer Society:** Alastair MacPherson, 154 Oakbank Road, Perth PH1 1HA (29633). Meetings: third Tuesday of each month at Hunters Lodge Motel, Bankfoot.

**Regis Amateur Microcomputer Society:** R H Wallis, 22 Mallard Crescent, Pagham, Bognor Regis, West Sussex PO21 4UU.

**Roche Computer Club:** 8 Victoria Road, Coop Rooms, Roche, Cornwall: 0726 890473. Twice weekly meetings, Monday and Friday.

**Saltcoats Computer Club:** Colin Borland, 117 High Road, Saltcoats, Ayrshire KA21 5SD. Weekly meetings.

**Sinclair Postal User Group:** 24 St. Mary's Way, Code SUL, Chigwell, Essex IG7 5BX. Produces magazine with competitions.

**Scunthorpe ZX Club:** C P Hazleton, 26 Rilestone Place, Bottesford, Scunthorpe; (0724 63466).

**Sheffield:** South Yorkshire Personal Computing Group. R Alderton (0742 20571), S Gray (0742 351440), P Sanderson (0742 351895).

**Sinclair Amateur Radio User Group:** SAE or two IRCs for details. Paul Newman G4 INP, 3 Red House Lane, Leiston, Suffolk IP16 4JZ.

**Sittingbourne:** Anurag Vidyarth (0795 73149).

**St Albans:** Bi-monthly meetings and a magazine. Details from Adam Slater, 40 Watford Road, St Albans, Herts AL1 2HA. (0727 54176).

**Stratford-on-Avon Computer Club:** Meets on the second Wednesday of every month. Telephone: 0789 68080 for details.

**Swansea Computer Club:** B J Candy, Jr Gorlau, Killay, Swansea (203811).

**Swindon ZX Computer Club:** Andrew Bartlett, 47 Grosvenor Road, Swindon, Wilts SN1 4LT; (0793) 3077. Monthly meetings and library.

**Sutton:** Sutton Library Computer Club, D Wilkins, 22 Chestnut Court, Mulgrave Road, Sutton, Surrey SM2 6LR.

**Washington Sinclair Users' Club,** Columbia Community Centre, Tyne and Wear. Meets twice a month, tel. 4179483 or 4167367.

**West Sussex:** Midhurst and District Computer User Group. Enquiries to V Weston (073 081 3876), R Armes (073 081 3279).

**Worle Computer Club:** S W Rabone, 18 Castle Road, Worle, Weston-super-Mare BS22 9JW (Weston-super-Mare 513068).

**Universal ZX Club:** Postal club for Spectrum owners in the U.K. and abroad. C. Shaw, 1 Swiss Walk, Batley, W. Yorkshire.

**ZX-Aid:** Conrad Roe, 25 Cherry Tree Avenue, Walsall WS5 4LH. Please include sae. Meetings twice monthly.

## Overseas

**Australia:** Australian ZX Users' Newsletter, incorporating QL User. Paul Janson, P.O. Box 397, Dapto 3530, Australia. Also seeks unpaid contributions for the newsletter.—W.A. ZX Users' Group, Garth Gregson, 34 Chester Street, South Fremantle 6162. Phone 3351671.

**Austria:** ZX User Club, Thomas Christian, c/o Wissenschaft Forscht e. V., Postfach 141, A1190 Vienna. Meets every first Friday of the month. Telephone 0222-44 32 050 for details.

**Denmark:** Danmarks National ZX-8081 Klub (DNZK), Jens Larson, Skovmosevej 6.4200 Slagelse, post giro 1 46 24 66.

**ZZ-Brugerguppen i Danmark,** Boks 44, 2650 Hvidovre, Gratis medlemskab og gratis blad til enhver interesseret.

**J Niels-Erik Hartmann,** OZ-ZX-Radioamator, Bruger Gruppe, Bredgade 25 DK-4900, Nakskov.

**Finland:** ZX-kerho, c/o Kalevi Hamalainen, Siltakatu 9 A 8, 33100 Tampere 10, Finland. Phone 35831-34238. Publishes quarterly paper.

**France:** Club Micro-Europe, Chemin du Moulin 38, B-1328 OHAIN, Belgium (19/32/2/6332769 ou soir 19/32/2/6537468) or Paris-Micro, 19 rue de Tilly, 92700, Colombes, France; associated with Club Micro-Europe.

**08 Informatique Clubs,** 18 rue P Curie, 08000 Charleville-Mezieres, 24/572106; associated with Club Micro-Europe.

**Yves Chapron,** no. SUS-1047, Rue du Puy, La Terrasse, 38660 Le Touvet, France. Specifically for users in the Alps.

**Germany:** ZX Club, a postal club; contact Aribert Deckers, Postfach 967, D-7000 Stuttgart 1, West Germany.

**Greece:** Athens Spectrum Club, Paris Stamelos, Spetsou 2, isi22 Marousi, Athens, Greece.

**Indonesia:** Jakarta ZX-80/81 Users' Club, J S Wijaya, PO Box 20, Jkukg, Jakarta, Utara, Indonesia.

**Irish Amateur Computer Club:** Martin Stapleton, 48 Seacourt, Clontarf, Dublin 3. (331304).

**Irish Sinclair Users Club:** PO Box 1238, Dublin 1. Publishes a newsletter. Send SAE for details.

continued on page 192



## Club Corner

continued from page 191

**Italy:** Sinclair Club, Via Molino Vecchio 10/F, 40026 Imola, Italy.  
Genova Sinclair Club; Vittorio Gioia, Via F Corridoni, 2-1, telephone 010 3125 51.

**The Netherlands:** Clive's Bits and Bytes, Paus Joannesstraat 32, 6235 CK Ulestraten. Telephone 043-644244.

**Republic of Ireland:** Irish ZX-8081 Users' Club, 73 Cnoc Crionain, Baile Atha, Cliath 1.

**Singapore:** Sinclair Users' Group: Charles Wong, 1005 Upper Bukit Timah Road, Singapore 2367.

**South Africa:** Amateur Spectrum Users' Club, PO Box 280, Winklespruit, Natal 4145. Steve Reinemo is interested in corresponding with users worldwide.

South African Sinclair Users' Club: PO Box 3923, Randburg 2125. Simon Lucas, chairman. Tel. (011) 704 2596.

Dumont and Syndercombe Amateur Computer Club. Jean-Pierre Dumont would like to correspond with ZX-81 owners via tapes. Write to 8 Kipling Road, Farrarmere, Benoni 1500, Transvaal.

ZX SA Club: Jonathan Jones, House 14, Anglo Alpha PO Box 15, 1725 Roodepoort.

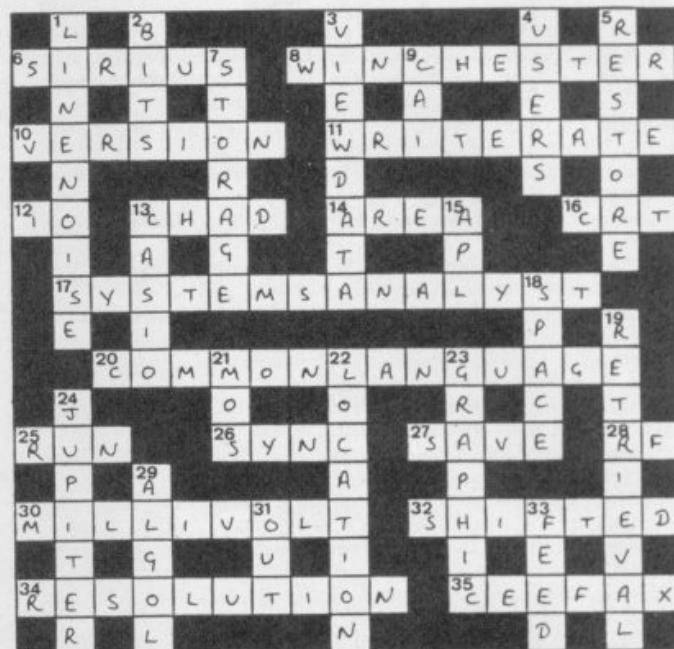
**Spain:** Club Nacional de Usuarios del ZX-81, Joseph-Oriol Tomas, Avda. de Madrid, No 203 207, 10, 3a esc. A Barcelona-14 Espana. International ZX Spectrum Club: Gabriel Indalecio Cano, Sardana, 4 atrico 2a, San Andres de la Barca, Barcelona. Send international reply coupon. Produces a bi-monthly magazine. Spanish ZX Micro Club: Apartado 181, Alicante (Costa Blanca), Spain.

ZX Club Spain; C Benito PO Box 3253, Madrid, Spain.

**Swedish ZX-club:** Sinclair Datorklubben, Box 1007, S-122, 22 Enskede.

**United States:** Bay Area ZX-80 User Group, 2660 Las Aromas, Oakland CA94611.—Harvard Group, Bolton Road, Harvard MA 01451: (617 456 3967).—SAF Users' Group, 2749 Eden Road, Leslie, Michigan 49251.—ZX Users Group of New York, Box 560 Wall Street, New York, N.Y. USA 10005. Subscription \$15US, publishes international newsletter. Seeks newsletter exchange with other groups.

## ZXWORD SOLUTION



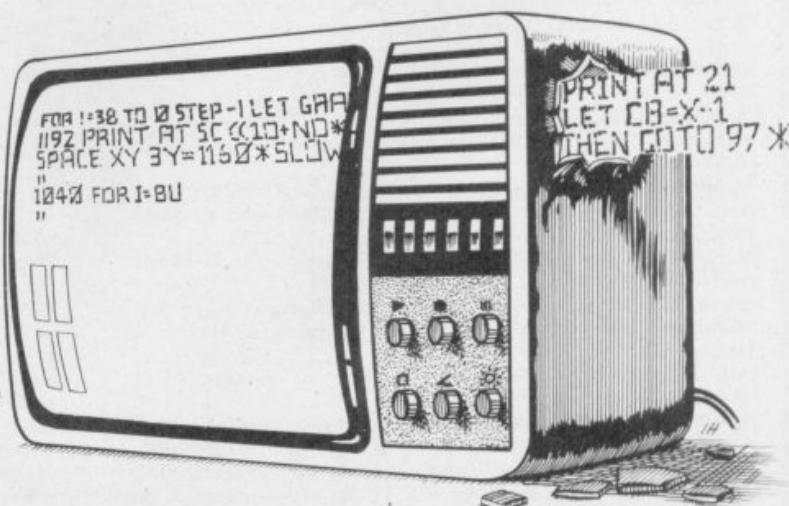
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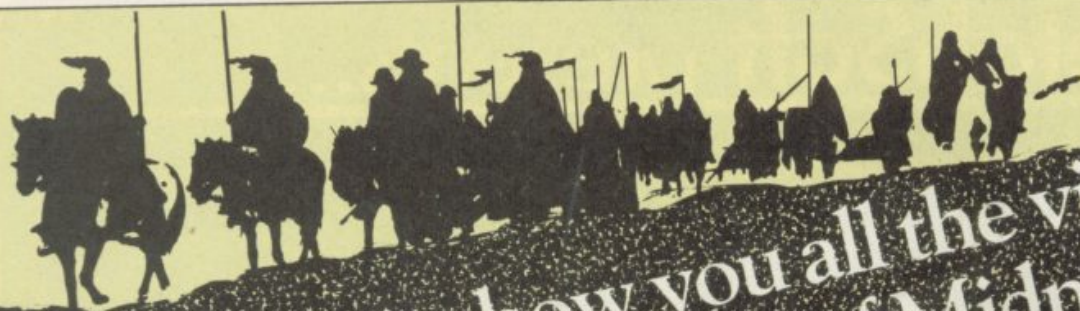
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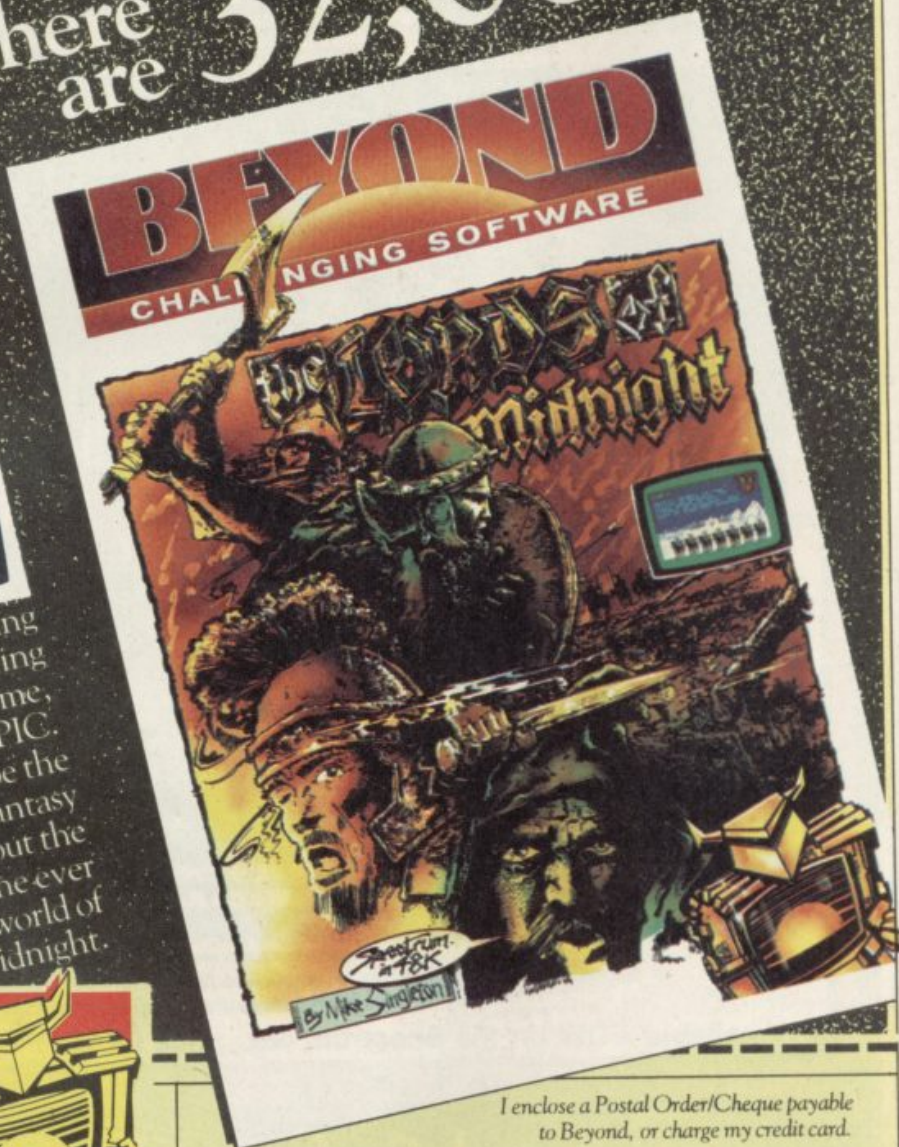
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## ZX-81

### Adventure

Adventure	Bug-Byte	6
Adventure	Gavin Barker	6
Adventure 1	Abersoft	6
Black Crystal	Mastervision	7
Dungeons of Doom	Woosoft	*
Espionage Island	Artic	*
Greedy Gulch	Phipps	7
Inca Curse	Sinclair	*
Knight's Quest	Phipps	*
Lost Island	JRS	*
Magic Mountain	Phipps	*
Merchant of Venus	Crystal	7
Pharaoh's Tomb	Phipps	*
Pimania	Automata	6
Secret Valley	New Soft	*
Serpents Tomb	Vortex	*
Ship of Doom	Artic	7
The Great Western	New Soft	*
Time Bandits	New Soft	*
Tomb of Dracula	Felix	*
Trader Trilogy	Quicksilva	6
Volcanic Dungeon	Mastervision	5
World of Illusions	Contrast	4

### Arcade

Alien Dropout	Silversoft	*
Asteroids	Silversoft	8
Asteroids	Software Farm	6
Astral Convoy	Vortex	*
Bank Robber	Romik	6
Bears in the Wood	Unicorn	6
Bubble Bugs	Romik	6
Byter	Protek	*
Cassette 1	Orwin	7
Cassette 2-5	Orwin	7
City Patrol	Sinclair	7
Damper	Quicksilva	7
Defenda	Quicksilva	8
Door Slammer	Cathedral	7
Forty-Niner	Software Farm	9
Froggy	DJL	7
Full-screen Breakout	New Generation	*
Galactic Trooper	Romik	6
Galaxians	Quicksilva	6
Galaxy Jailbreak	Romik	6
Games 2	JRS	*
Games Tape 1	J K Greye	*
Games Tape 2	J K Greye	*
Games Tape 3	J K Greye	*
Gamestape 1	Fawkes Computing	7
Glooper	Quicksilva	7
Gloops	Quicksilva	5
Gobbleman	Artic	*
Gobbler	Software Farm	*
Grand Prix	dk'tronics	*
Gulp 2	Campbell	*
Hang Glider	S Electronics	6
Hickstead	CCS	5
High-resolution Invaders	Odyssey	*
Invaders	Abersoft	*
Invaders	Bug-Byte	5
Invaders	Odyssey	8
Invaders	Selec	7
Invaders	Silversoft	*
Krazy Kong	PSS	*

M. Mouse goes de-bugging	Lothlorien	7
Maze Death Race	PSS	*
Maze Man	Abersoft	*
Mazogs	Bug-Byte	8
Micro Mouse	Lothlorien	7
Namtir Raiders	Artic	8
Night Gunner	Digital Integration	5
Puckman	Hewson	*
Rocket Man	Software Farm	7
Sabotage	Sinclair	6
Six Games	A Stubbs	5
Space Raiders	Sinclair	*
Space Rescue	D. Pinch	7
Space Trek	JRS	*
3D Monster Maze	New Generation	9
Three Games Cassette	McGraw Hill	8
Zuckman	DJL	8
ZX Invasion Force	Artic	*
ZX Panic	Selec	4
ZX-81 1K Games Pack	Crystal	9
ZX-81 Pocket Book	Phipps	*

### Business

Accounts (Limited company)	Hestacrest	*
Accounts (Sole Trader)	Hestacrest	*
Business Bank Account	Transform	*
Critical Path Analysis	Hilderbay	6
Draft	Myrmidon	*
Mailing List	Hestacrest	*
Payroll	Hilderbay	*
Payroll	Soft Tech	*
Payroll	V&H Computing	*
Personal Banking System	Hilton	*
Purchase Ledger	Hestacrest	*
Sales Day Book	Transform	*
Sales Ledger	Hestacrest	*
Text	Contrast	8

### Education

Binary Brains	Pooter	5
Calpac 1-2	Calpac	*
Four Rules of Number	Micro Master	*
Integration	University	8
Intermediate English 1-2	Rose	*
Intermediate Maths 1-2	Rose	*
Language Devel. Series	Glasson	*
Language Devel. Series	Micro Master	*
Linear Programming	University	7
Matrix Operations	University	*
O Level Chemistry	Calpac	*
O Level French Revision	Rose	*
O Level Maths Revision	Rose	*
Polynomials	University	*
Primary Arithmetic	Rose	*
Regression	University	*
Self-teach Program	Anvil	*

### Language

Forth	Sinclair	7
ZX Forth	Artic	8

### Practical

Ephemeris	Bridge	7
Football Pools	Hartland	*
Poolster	Naigram	3

### Puzzle

Nowotnik Puzzle	Phipps	6
Word Fit	Ram Writer	6

### Simulation

Flight Simulation	Sinclair	6
Pilot	Hewson	7
Print Shop	CCS	*

### Strategy

Airline	CCS	7
Auto Chef	CCS	7
Battleships	JRS	*
Conflict	Martech	7
Cyborg Wars	Stratagem	7
Dallas	CCS	6
Dictator	Bug-Byte	7
Farmer	CCS	*
Fighter Pilot	Digital Integration	5
Football Manager	Addictive Games	7
Fort Apache	Contrast	8
Galaxy Conflict	Martech	8
Great Britain Ltd	Hessel	*
Ocean Trader	Quicksilva	7
Pioneer Trail	Quicksilva	7
Racehorse Trainer	G Barker	6

## Software Directory

### Traditional

Do Not Pass Go	Work Force	*
Lynchmob	Bridge	6
Original Superchess	CP Software	*
Tai	PSS	*
Tenpin	Phipps	*
ZX 1K Chess	Artic	*
ZX Compendium	Mastervision	7
ZX-Chess I	Artic	*

### Utility

Graphics	IPA	*
Graphics Toolkit	JRS	9
HI Resolution	CRL	6
Machine Code Test Tool	OCP	*
MCoder	PSS	8
Programme Enhancement		
Package	R and R	*
Remember Delete	Work Force	*
Trace	Texgate	7
ZX Compiler	Silversoft	*
ZX Screenkit	Picturesque	*
ZX-81 Remload	Picturesque	*
ZX-Bug	Artic	*
ZX-sideprint	Microsphere	*
ZXAS	Bug-Byte	*
ZXDB	Bug-Byte	*

## SPECTRUM 16K

### Adventure

Android One	Vortex	*
Escape	New Generation	8
Mines of Saturn/Return to Earth	Mikro-Gen	*
Moria	Severn	*
Planet of Death	Artic	6
Secret Valley	New Soft	*
The Great Western	New Soft	*
Time Bandits	New Soft	*

### Arcade

Aquarius	Bug-Byte	6
Arcadia	Beau Jolly	5
Arcadian	J K Greye	6
Assassin	Spectrasoft	*
Avenger	Abacus	5
Baron	Temptation	*
Base Invaders	Imagination	*
Black Hole	Quest	6
Blind Alley	Sunshine	7
Bug Blaster	Crystal	*
Cassette A	Orwin	*
Caterpillar	CDS	*
Cavern Fighter	Bug-Byte	4
Centi-Bug	dk'tronics	*
Children's Compendium	Dymond	*
City Defence	Mikro-Gen	*
Colour Clash	Romik	4
Cookie	Ultimate	*
Cosmic Guerilla	Crystal	8
Crazy Cranes	Voyager	5
Creepy Crawler	Mikro-Gen	*
Crevasse and Hotfoot	Microsphere	7
Cruising	Sunshine	4
Cyber Rats	Silversoft	7
Death Chase	Micromega	6
Demolition	Comp. Rentals	*
Destroyer	Winters	*
Di-lithium Lift	Hewson	3
Digger Dan	Ocean	*
Doombugs	Work Force	8
Dymonoids	Dymond	*
Earth Defence	Artic	5
Ed-On	Add-On	4
Eskimo Eddie	Ocean	*
Family Games Pack	Hornby	*
Fireflash	Abacus	5
Froggy	DJL	7
Fruit Machine	dk'tronics	6
Galactians	dk'tronics	*
Galactic Trooper	Romik	3
Galactic Warriors	Abacus	6
Galaxians	Artic	6
Ghost Hunt	PSS	*
Gnasher	Mastertronic	4
Gobble-a-Ghost	CDS	*

continued on page 196



Gobbleman	Artic	*	Education One	Lerm	*	Super Play I	Video	*
Godzilla and Martians	Temptation	7	Educational	Startersoft	*	Tennis	Winters	*
Ground Attack	Silversoft	6	Firework Music	Soft Cottage	8	<b>Utility</b>		
Gulpman	Campbell	*	First Numbers	Collins	*	Aspect	Bug-Byte	5
Haunted Hedges	Micromega	6	40 Education Games	Granada	*	Audio Sonics	Work Force	4
Hopper	PSS	6	Four Rules of Number	Micro Master	*	Auto Sonics	Buttercraft	5
Horace and the Spiders	Sinclair	8	French Voc Test	Tutorial	*	Basic Utilities	Jaysoft	6
Horace Goes Skiing	Sinclair	8	Hidden Letters	Poppy	*	Character Generator	Spectrasoft	*
Hungry Horace	Sinclair	8	Hot Dot Spotter	Longman	*	Dietron	Custom	6
Invasion Force	Artic	8	Integration	University	8	Disassembler	dk'tronics	7
It's the Wooluf	Crystal	5	Intermediate English 1-2	Rose	*	Display	Work Force	*
Jet Pac	Ultimate	8	Know Your Tables	Collins	*	Editor/Assembler	Picturesque	8
Labyrinth	Axis	4	Language Devel. Series	Glasson	*	Extended Basic	CP Software	7
Leap Frog	CDS	2	Language Devel. Series	Micro Master	*	FP Compiler	Softek	9
Light Cycle	PSS	*	Learn Basic	Logic 3	*	Friendly Face	Monitor	7
Luna Crabs	Micromega	7	Learning Read 1	Poppy	*	Keysounder	S and G	*
Magic Meanies	CDS	2	Linear Programming	University	*	Letterfont	Allanson	8
Maze Chase	Hewson	8	Marks Book	Lerm	*	Machine Code Test Tool	OCP	7
Meteor Storm	Quicksilva	7	Maths Invaders	Stell	*	Master Toolkit	OCP	7
Meteoroids	dk'tronics	7	Maths Tutor	AD Software	7	MCoder	PSS	8
Meteoroids	Softek	6	Matrix Operations	University	*	Micropen	Contrast	*
Micro Mouse	Lothlorien	7	Money	Poppy	*	Print Utilities	Sinclair	7
Millypede	Add-on	7	Night Sky	Bridge	*	Programmer's Dream	Work Force	8
Mined Out	Quicksilva	7	O Level Maths	Homestudy	*	Renumber Delete	Work Force	*
Moon Buggy	Visions	6	O Level Physics	Homestudy	*	Slow Loader	ELR	9
Mr Wong's Loopy Laundry	Artic	6	Paddington's Shopping Mix-	Collins	*	Sound FX	dk'tronics	6
Muncher	Silversoft	6	up	Widget	*	Spec. Bug	Artic	*
Nanas	Mikro-Gen	7	Pathfinder	University	8	Spec. Editor/Assembler	Picturesque	8
Orbiter	Silversoft	7	Polynomials	Essex	*	Spec. Monitor	Picturesque	7
Ostron	Softek	4	Pre/early school cassettes	Rose	*	Spectrum Super Toolkit	Nectarine	8
Pengy	Micromania	*	Primary Arithmetic	Heinemann	*	Spectsound	PDQ	2
Pitman Seven	Visions	*	Punctuation Pete	University	8	Supercode	CP	8
Planetoids	Sinclair	8	Regression	Anvil	*	Taswide-64	Tasman	*
Proteus	Abacus	5	Self-teach Program	Widget	*	Trace	Texgate	8
Rapedes	Visions	*	Shape Sorter	Heinemann	*	TT-S	Timedata	8
Repulsar	Softek	6	Special Agent	Startersoft	*	ZX Spectrum Assembler	McGraw Hill	4
Rider	Virgin	7	Spellbin	Micro	8	ZXED	dk'tronics	*
Road Toad	dk'tronics	1	Use and Learn					
Robot Panic	Soft Mill	5	<b>Language</b>					
Sam Spade	Silversoft	*	Beta Basic	Betasoft	9	<b>SPECTRUM 48K</b>		
Santa	Artic	7	<b>Practical</b>			<b>Adventure</b>		
Sentinel	Abacus	5	Biorthms	Spectrasoft	*	Abyss	CCS	6
Shark Attack	Romik	7	Countries of the World	Hewson	8	Ace in the Hole	Add-on	*
Sheer Panic	Visions	8	Cycle Planner	Medidata	4	Adventure 1	Abersoft	6
Slippery Sid	Silversoft	*	Map of the UK	Kuma	7	Adventure Island	Contrast	*
Space Fighter	Winters	7	Shopping List	SD	4	Alchemist	Beau Jolly	7
Space Intruders	Quicksilva	6	Spectasort	Spectadraw	*	Arcane Quest	Add-on	*
Space Lanes	Cathedral	*	<b>Puzzle</b>			Atlas Assignment	Virgin	7
Space Raiders	Sinclair	6	Flippit	Sinclair	7	Black Crystal	Mastervision	7
Space Zombies	Mikro-Gen	*	Hanoi King	Contrast	7	Black Dwarf's Lair	New Soft	*
Spec. Frogs/Showdown	Artic	*	Lojix	Virgin	3	Black Planet	Phipps	7
Spec. Gobbleman	Artic	*	Nowotnik Puzzle	Phipps	7	Buffer Adventure	Buffer Micro	6
Spec. Invaders	Artic	7	Quazar	Rose	4	Byte	CCS	3
Spec. Invasion Force	Work Force	5	<b>Simulation</b>			Castle	Bug-Byte	*
Spec. Scramble	Mastertronic	8	Air Traffic Controller	Hewson	6	Castle Blackstar	SCR	7
Spectipede	Bug-Byte	5	Airliner	Protek	6	Circus	Channel 8	8
Spectral Invaders	Hewson	6	Golf	R & R	7	Classic Adventure	Melbourne House	*
Spectral Panic	Bug-Byte	4	Golf	Virgin	7	Colditz	Phipps	8
Spectres	Spectresoft	7	NightFlite	Hewson	5	Colossal Caves	CP Software	8
Strike Four	Bug-Byte	8	Print Shop	CCS	8	Cry Wolf!	Add-on	*
Styx	Romik	3	Pro-Golf	Hornby	7	Demon Lord	MCE	5
Sub	dk'tronics	9	<b>Strategy</b>			Detective	Arcade	7
Tank Battle	Romik	4	Auto Chef	CCS	*	Devils of Deep	Shepherd	*
3D Monster Chase	JK Greye	6	Big Match Soccer	Winters	*	Diamond Quest	CCS	4
Train Game	CDS	7	Dallas	Winters	6	Diamond Trail	Gilsoft	7
Trom	Abersoft	*	Dictator	CCS	6	Dragonsbane	Quicksilva	6
Vortex	Virgin	7	Farmer	dk'tronics	*	Dungeon Master	Crystal Comp.	8
Winged Warlord	OCP	9	Football	Winters	*	Dungeons of Doom	Temptation	3
Wizard's Warriors	SD Micro	*	Heathrow	CCS	8	Espionage Island	Artic	5
Yomp	Campbell	*	Las Vegas	Hewson	8	Everest Ascent	Shepherd	6
<b>Business</b>	Work Force	*	Quincy	Temptation	*	Eye of Bain	Artic	7
Finance Manager	Contrast	*	<b>Traditional</b>	Severn	*	Fantasia Diamond	Hewson	7
Home Computer Pack	Sinclair	7	Backgammon			Frog Face	Positive Image	7
Masterfile 16	Sinclair	8	Bridge Tutor	Hewson	*	Golden Apple	Artic	7
Matcalc	Sinclair	8	Bridgemaster	CP Software	8	Gorgon	Phipps	*
Micropen	Sinclair	8	Challenge	Serin	9	Halls of Things	Crystal Comp.	9
Vu-Cal	Sinclair	8	Gambling Tape	Temptation	9	Hampstead	Melbourne House	8
Vu-File	Sinclair	8	Las Vegas	Temptation	5	Here comes the sun	Alligata	7
<b>Education</b>			Oddson	Dymond	*	Hobbit	Melbourne House	9
Alphabet	Widget	*	Othello	Temptation	*	Hole	Add-on	*
Alphabet Games	Sinclair	7	Pinball	RSD	*	Horror Atoll	Add-on	*
Apostrophe	Sinclair	7	Pool	CP Software	*	Inca Curse	Artic	6
Ballooning	Heinemann	*	Reversi	Winters	*	Inferno	Shepherd	7
Calpac 1-3	Calpac	*	Roulette	Bug-Byte	7	Invisible Island	Shepherd	8
Car Journey	Heinemann	*	Solo Whist	Sinclair	8	Island	Crystal	4
Cargo	Sinclair	7	Spec. Microchess	Newsoft	*	Island	Virgin	7
Chess Tutor	Artic	7		Video Soft.	*	Jericho Road	Shards	7
Counting	Starter Soft	*		Artic	*	Jungle Adventure	CCS	4
Counting	Widget	*						



Kentilla	Micromega	6	Cyber Zone	Crystal	*	Tomatoes	Kentilla	Visions	6
Knight's Quest	Phipps	6	Daley Thompson's	Ocean	8	Rider	Virgin	Creative Sparks	3
Leopard Lord	Add-on	4	Decathlon	Creative Sparks	8	River Rescue	Silversoft	Crystal	8
Lords of Midnight	Beyond	9	Dangermouse in Double	Artic	7	Robot Riot	Ultimate	Durrell	9
Lords of Time	Level Nine	8	Trouble	Interstella	2	Rommels Revenge	Add-on	Games Machine	5
Lost Over Bermuda	Add-on	*	Death Chess 5000	Mikro-Gen	*	Sabre Wulf	Level 9	Virgin	7
Mad Martha	Mikro-Gen	7	Defenda	Incentive	6	Scuba Dive	Beyond	Virgin	6
Mad Martha II	Mikro-Gen	*	Defendar	K-Tel	3	Security Shelter	Beyond	Incentive	8
Mountains of Ket	Incentive	8	Defusion	Microcosm	*	Skull	Creative Sparks	Sinclair	8
Murder at Manor	Gemtime	7	Defusion/Worms	Mansfield	4	Snowball	Virgin	Strangeloop	9
Mysterious Fairground	Buffer Micro	6	Demon	Automata	9	Sorcery	Pulsonic	Mastertronic	3
Odyssey of Hope	Martech	6	Demon Chase	Mastertronic	7	Space Station Zebra	CRL	Mastertronic	3
Oracle's Cave	Doric	8	Deus Ex Machina	Artic	8	Spectron	PSS	CRL	5
Orb	Comp. Rentals	*	Devil Rides In	Postern	4	Spellbound	PSS	PSS	6
Orc Slayer	Gamma Software	5	Dimension Destructors	Phoenix	7	Splat	Fantasy	Fantasy	7
Paradox	Runesoft	2	Dinky Digger	Virgin	6	Stagecoach	Quicksilva	Quicksilva	8
Perseus and Andromeda	Channel 8	7	Dodge City	Cheetahsoft	5	Stop the Express	Cheetahsoft	Cheetahsoft	6
Peter Pan	Hodder &	7	Dr Franky and the Monster	Sinclair	3	Strangeloop	Hewson	Hewson	6
Pimania	Stoughton	6	Dragonfire	PSS	*	Submarine Strike	Hewson	Hewson	5
Quest	Automata	7	Driller Tanks	Elm	3	Tank Trax	Add-on	Add-on	1
Quetzalcoatl	Hewson	7	Elektro Storm	Sinclair	6	Terrahawks	Real Time	Real Time	6
Roundsby Incident	Virgin	8	Energy 30,000	Ocean	4	The Guardian	New Generation	New Generation	9
Satan's Pendulum	Add-on	*	Eric and the Floaters	PSS	7	The Pyramid	Microwish	Microwish	6
Sherlock	Minatron	7	Eskimo Eddie	Quicksilva	6	The Snowman	Quicksilva	Quicksilva	8
Ship of Doom	Melbourne House	9	Frank N Stein	Silversoft	*	3D Bat Attack	Quicksilva	Quicksilva	7
Solaris	Artic	*	Fred	NTD Software	5	3D Lunattack	Quicksilva	Quicksilva	7
Spoof	Softel	*	Freez Beez	Sunshine	4	3D Seiddab Attack	Quicksilva	Quicksilva	7
Superspy	Runesoft	7	Froot Loop	Positive Image	4	3D Star Wars	Quicksilva	Quicksilva	7
System 15000	Shepherd	5	Galaxy Attack	Ocean	6	3D Tank Duel	Quicksilva	Quicksilva	7
	Craig	9	Ghost Rider	CRL	6	3D Tunnel	Quicksilva	Quicksilva	7
	Communications	8	Gilligan's Gold	Artic	5	Time Gate	Quicksilva	Quicksilva	7
Temple of Vran	Incentive	9	Glug Glug	Pulsonic	6	Timebomb	Quicksilva	Quicksilva	7
Terror from The Deep	Add-on	*	H. Dumpty and the F.	CCS	4	Tobor	Quicksilva	Quicksilva	7
The Final Mission	Incentive	7	Wuzzies	Work Force	9	Tornado Low Level	Quicksilva	Quicksilva	7
The Time Quest	Mikro-Gen	*	Harry Goes Home	Phipps	*	Tranz Am	Quicksilva	Quicksilva	7
Titanic	R&R	5	Hickstead	Ocean	7	Trashman	Quicksilva	Quicksilva	7
Transylvanian Tower	Shepherd	7	High Noon	Crystal	9	Travel with Trashman	Quicksilva	Quicksilva	7
Twin Kingdom Valley	Bug-Byte	8	House of Living Dead	Thor	5	Traxx	Quicksilva	Quicksilva	7
Urban Upstart	Shepherd	*	Hunchback	Comp. Rentals	*	Tribble Trubble	Quicksilva	Quicksilva	7
Valhalla	Legend	7	Invasion Body Snatch.	Software Projects	9	Trom	Quicksilva	Quicksilva	7
Vampire Village	Terminal	4	Jack and the Beanstalk	Phipps	5	Tutankhamun	Quicksilva	Quicksilva	7
Velnor's Lair	Quicksilva	8	Jackpot	Hewson	*	Two-Gun Turtle	Quicksilva	Quicksilva	7
Volcanic Dungeon	Mastervision	6	Jet Set Willy	Mountain	*	Warlock of Firetop	Quicksilva	Quicksilva	7
War of the Worlds	CRL	4	Killer Knight	Wheelie	5	Wrath of Magra	Quicksilva	Quicksilva	7
Width of the World	Mosaic	4	Knight Rider	Worm Attack	8	Xadom	Quicksilva	Quicksilva	7
Ziggurat of Dread	Add-on	*	Kokotoni Wilf	Abbox	8	Zig-Zag	Quicksilva	Quicksilva	7
			Kosmic Kanga	PSS	*	Zipper Flipper	Quicksilva	Quicksilva	7
			Krakrao	Quicksilva	8	Zombie Zombie	Quicksilva	Quicksilva	7
			Krazy Kong	Mikro-Gen	6				
			Laser Zone	Arche	*				
			Laserwarp	Contrast	*				
			Last Sunset Lattica	PSS	6				
			Lazatron	Phipps	6				
			Les Flies	Ultimate	8				
			Loony Zoo	Bug-Byte	9				
			Lunar Jetman	Salamander	7				
			Manic Miner	PSS	*				
			Matrix	dk'tronics	8				
			Maze Death Race	Salamander	8				
			Maziacs	Silversoft	6				
			Metagalactic Llamas	Pulsonic	4				
			Mission Impossible	Artic	7				
			Mission Omega	Ocean	*				
			Monkey Biznes	Cornhill	5				
			Moon Alert	Ocean	7				
			Moons of Tantalus	Lothlorien	6				
			Mr Wimpey	Abacus	6				
			Mummy Mummy	Digital Integration	6				
			Munnery's Mergatroids	Visions	4				
			Night Gunner	Automata	6				
			1994	Software Projects	5				
			Olympimania	Mikro-Gen	*				
			Orion	Beau Jolly	7				
			Pat the Postman	Melbourne House	7				
			Pedro	Automata	7				
			Penetrator	Automata	6				
			Pi-Balled	Profilsoft	6				
			Pi-Eyed	Postern	5				
			Pingo	Ultimate	7				
			Psi-Spy	Beyond	9				
			Pssst	Mikro-Gen	8				
			Psytron	Fantasy	8				
			Pyjamarama	Arche	*				
			Pyramid	Bug-Byte	6				
			Raider Cursed Mine	Gemini	7				
			Rapscallion	Comp. Rentals	*				
			Reactor	Ocean	*				
			Rescue						
			Rescue						
			Revenge of the Killer						

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Spectext  
Spreadsheet  
Stock Control  
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Tasword  
Tasword II  
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Word Processor

## Education

ABC Liffott  
Angle  
Angle Turner  
Astro Maths  
Blockbuster  
Castle  
Castle of Dreams  
Castle Spellous  
Chess Tutor 1  
Cortez  
Countabout  
Dyslexia Beater  
Eiffel Tower  
Electronic Learner's Guide  
No. 1  
French is Fun  
French Mistress  
French Voc Test  
German is Fun  
German Master  
Guitar Tutor 1  
Guitar Tutor 2  
Handwriting  
Highway Code  
Hotline  
Humpty Dumpty  
Inkosi  
Juggle Jumble  
Jungle Maths  
Learn to Read 1-5  
Letters and Numbers  
Linkword  
Look Sharp  
Magnets  
Make-a-Chip  
Mansfield Park  
Mathskills II  
MDA-PCSS  
Model Maths  
Mr T's Measuring Games  
Mr. Men  
Musicmaster  
Nineteenth C. England  
O Level Chemistry  
O Level Physics  
Party Time  
Pathfinder  
Pirate  
Quick Thinking  
Sequences  
Spanish Gold  
Speak and Spell  
Speech Marks  
Spelling Bee  
Star Reader  
Startrucker  
Teacher Data  
Tense French  
Time Traveller  
Tuner  
Whizz Kid  
Wizard Box  
Words and Pictures  
Zoo

## Language

Forth  
Forth  
48/80 Forth  
  
Hisoft C  
Logo  
Micro Prolog  
Pascal Compiler  
Snail Logo  
Spec. Forth  
Spec. Forth  
ZX Forth

McGraw Hill  
Microl  
Hilderbay  
Kemp  
Transform  
Tasman  
Tasman  
SD Micro  
Microl  
Quicksilva

Longman  
Chalksoft  
Arnold Wheaton  
Scisoft  
Compusound  
L'Ensoulelado  
Widget  
Sinclair  
Sinclair  
L'Ensoulelado  
Longman  
Dunitz  
Chalksoft

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CDS  
Kosmos  
Harlequin  
Harlequin  
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Learning Systems  
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Silversoft  
Mirrorsoft  
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Griffin  
MDA Assoc.  
Jive  
Ebury  
Mirror  
Sinclair  
Sussex  
Calpac  
Think Tank  
C. Tutor  
Widget  
Chalksoft  
Mirrorsoft  
Chalksoft  
Chalksoft  
S and G  
Sinclair  
Image Systems  
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B Farris  
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Soft Cottage  
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Chalksoft  
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Sinclair  
E London  
Robotics  
Hisoft  
Sinclair  
Sinclair  
Hi-Soft  
CP  
Abersoft  
CP  
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## Practical

Astronomer  
Beamsan  
Computer Cookbook  
Cricket Averages  
Diet  
Diet Master  
Dietician  
Engine Diagnostic  
First Aid  
Football Pools  
How Long have you got?  
I Ching  
I Ching  
Personal Reminder  
Spectadraw 2  
Star Gazer  
The Complete Guide to  
Medicine  
Vega-Table  
World Info

## Puzzle

Arcturus  
Computaword  
Flix  
Hanoi King  
Hareraiser  
Jumbly  
Mazecube  
Stuart Henry's Pop Quiz  
3D Strategy

## Simulation

Ashes  
Combat Lynx  
Cricket Captain  
Fighter Pilot  
Flight Simulation  
Full Throttle  
Golf  
Golf  
Hareraiser  
Howzat  
Inkos  
Match Point  
New Birkdale  
Olympics  
Royal Birkdale  
Strike Attack  
Super Soccer  
Test Match  
The Forest  
Troon  
United  
World Cup Football

## Strategy

Airline  
Angler  
Apocalypse  
Battle 1917  
Battle of Britain  
Brewery  
British Lowland  
Caribbean Trader  
Conflict  
Conquest  
Dix Mille  
Fall of Rome  
Football Manager  
Galaxy Conflict  
Gangsters  
Gatecrasher  
General Election  
Golf  
Great Britain Ltd  
Hunter Killer  
It's Only Rock 'n' Roll  
Johnny Reb  
King Arthur  
Millionaire  
Mugsy  
New Venture  
1984  
Oligopoly  
Plunder  
Red Weed  
Reichswald  
Scatterbrain

CP Software  
Beamsan  
Bug Byte  
Spartan CC  
dk'tronics  
Diet Master  
Keysoft  
Spectrasoft  
Eastmead  
Hartland  
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Sirius  
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CRL

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Wimsoft

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Quicksilva

Pulsonic  
Durrell  
Allanson  
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Spectrealm  
Star Trader  
Stonkers  
Super-League  
Tradewind  
War 70  
Warlord  
Whodunnit  
Willfred the Hairy

## Traditional

Arcturus  
Backgammon  
Brag  
Bridge Master  
Bridge Player  
Bullseye  
Derby Day  
Do Not Pass Go  
Double Dealer  
Draughts  
Evolution  
Go To Jail  
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Mind Games  
Original Superchess  
Pontoon  
Ramopoly  
Roulette  
Scrabble  
Snooker  
Super Bridge  
Superchess II  
Superchess III  
The Turk  
Voice Chess  
Yahtzi  
Yatze  
ZX Draughts  
ZX Reversi  
ZX-Chess II

## Utility

Allsort S-1  
Assembler  
Beyond Basic  
Building Price  
Cartoon Animation  
Character Generator  
Compiler  
Composer  
DLAN  
FP Compiler  
Games Designer  
HURG  
Keyword Extension  
Linked Software:  
Information Handling  
List File  
Make Music  
Melbourne Draw  
Monitor/Diss.  
Music Maker  
Paintbox  
Print Utilities  
Quill  
Screen Machine  
Softalk 1-2  
Spec. Assembler  
Spec. Compiler  
Spectre Mac/Mon  
Spectrosim  
Spectrum Extended Basic  
Spectrum Monitor  
Spectrum Sprites  
Spectrum Super Toolkit  
Supercode II  
The Complete Machine Code  
Tutor  
Trans Express  
Vu3D  
White Lightning  
Zeus Assembler

Virgin  
Lothlorien  
Runesoft  
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New Generation  
Romantic Robot  
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Sinclair

## QL

Assembler Dev. Package Metacomco 9



# Software Publishers

- A & F Software**, Unit 8, Canalside Industrial Estate, Woodbine Street East, Rochdale, Lancashire OL16 5LB  
**Abacus Software**, 21 Union Street, Ramsbottom, Nr Bury, Lancashire  
**Abbex**, 20 Ashley Close, Manor Hall Drive, London NW4  
**Abersoft**, 7 Maesfallen, Bow Street, Aberystwyth, Wales  
**Add-on Electronics**, Units 2,3 & 4, Shire Hill Industrial Estate, Saffron Walden, Essex CB11 3AQ  
**Addictive Games**, 7a Richmond Hill, Bournemouth BH2 6HE  
**ADS**, 8 Bronchurch Street, Portsmouth, Hampshire PO4 8RY  
**Allanson Computing**, 77 Chorley Road, Adlington, Chorley, Lancashire PR6 9LH  
**Alligata Software**, 1 Orange Street, Sheffield S1 4DW  
**APS**, 1 Golden Square, London W1  
**Arcade Software**, Technology House, 32 Chislehurst Road, Orpington, Kent BR6 0DG  
**Arnold Wheaton**, Parkside Lane, Dewsbury Road, Leeds LS11 5TD  
**Artic Computing**, Main Street, Brandesburton, Driffield YO25 8RG  
**Automata UK**, 27 Highland Road, Portsmouth, Hampshire PO4 9DA  
**Axis**, 71 Brookfield Avenue, Loughborough, Leicestershire LE11 3LN  
**Beau-Jolly**, 19A New Broadway, Ealing, London W5  
**Bellflower Software**, 6 Rosewood Avenue, Greenford, Middlesex UB6 7QP  
**Betasoft**, 92 Oxford Road, Moseley, Birmingham B13 9SQ  
**Beyond Software**, 8 Herbal Hill, London EC1  
**Bridge Software**, 36 Fernwood, Marple Bridge, Stockport, Cheshire SK6 5BE  
**Bridgemaster**, Sandymouth, Beeches Road, Farnham Common, Buckinghamshire SL2 3PS  
**Buffer Micro**, 310 Streatham High Road, London SW16  
**Bug-Byte**, Mulberry House, Canning Place, Liverpool L1 8JB  
**Calpac Computer Software**, 108 Hermitage Woods Crescent, St Johns, Woking, Surrey  
**Campbell Systems**, 57 Trap's Hill, Loughton, Essex IG10 1TD  
**CCS**, 14 Langton Way, Blackheath, London SE3 7TL  
**CDS Micro Systems**, Silver House, Silver Street, Doncaster, South Yorkshire DN1 1HL  
**Century Communications**, Portland House, 12-13 Greek Street, London W1V 5LE  
**Chalksoft**, 37 Willowslea Road, Northwick, Worcester  
**Channel 8**, 51 Fishgate, Preston, Lancashire PR1 8BH  
**Cheetahsoft**, 24 Ray Street, London EC1R 3DJ  
**Clever Clogs**, Argus Press Software Group, 1 Golden Square, London W1R 3AB  
**Collins**, 18/20 Stephenson Way, North Gower Street, London NW1 2DX  
**Compusound**, 32/33 Langley Close, Redditch, Worcester B98 0ET  
**Computatutor**, 3 Thalia Close, Greenwich, London SE10 9NA  
**Contrast Software**, Warren Road, Liss, Hampshire GU33 7DD  
**Cornhill Software**, 2 Penrith Way, Aylesbury, Buckinghamshire HP21 7JZ  
**CP Software**, 1 Glebe Road, Uxbridge, Middlesex UB8 2RD  
**Craig Communications**, PO Box 46, Basingstoke, Hampshire  
**Creative Sparks**, Thomson House, 296 Farnborough Road, Farnborough, Hampshire  
**CRL**, 9 King's Yard, Carpenters Road, London E15 2HD  
**Cross Software**, 36 Langford Crescent, Barnet, Hertfordshire EN4 9EH  
**Crystal Computing**, 2 Ashton Way, East Herrington, Sunderland SR3 3RX  
**CSP Systems**, 213 Stainbeck Road, Leeds  
**D Pinch**, 72 Norwood Crescent, Coldbrook, Barry, South Glamorgan  
**Digital Integration**, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ  
**DJL**, 9 Tweed Close, Swindon, Wiltshire SN2 3PU  
**dk'tronics**, Unit 6, Shire Hill Ind Est, Saffron Walden, Essex CB11 3A  
**Domark**, 228 Munster Road, London SW6  
**Dorcas Software**, 3 The Oasis, Glenfield, Leicester  
**Doric Computer Services**, 3 The Oasis, Glenfield, Leicester LE3 8QS  
**Dunitz**, 154 Camden High Street, London NW1 0NE  
**Durrell Software**, Castle Lodge, Castle Green, Taunton TA1 4AB  
**Dymond Software**, 22 Hospital Road, Annan, Dumfriesshire DG12 5HP  
**Dynavision Production Studio**, PO Box 96, Luton LU3 2JP  
**East London Robotics**, St Nicholas House, The Mount, Guildford, Surrey GU2 5HN  
**Eastmead**, Eastmead House, Lion Way, Camberley, Surrey GU16 5EZ  
**Ebury Press**, Humphrey Bull & Barker, 62 Dean Street, London W1V 5HG  
**Electric Abacus**, Oaklands House, Solartron Road, Farnborough, Hants  
**Elite Systems**, 55 Bradford Street, Walsall, West Midlands WS1 3QD  
**Elm Computers**, 59 Bateman Road, East Leake, Loughborough, Leicestershire LE12 6NN  
**Fantasy Software**, Fauconberg Lodge, 27a St Georges Road, Cheltenham  
**Fawkes Computing**, 41 Wolfridge Ride, Alveston, Bristol BS12 2RA  
**Felix Software**, 19 Leighton Avenue, Pinner HA5 3BW  
**Fulwood**, 20 Templestowe Hill, Whitkirk, Leeds LS15 7EJ  
**Games Machine**, 40 Fretherne Road, Welwyn Garden City, Hertfordshire AL8 6NU  
**Gamma Software**, 12 Milverton Road, London NW6 7AS  
**Gargoyle Games**, 4 North Western Arcade, Birmingham BS 5LH  
**Gavin Barker**, 12 Feming Field, Shotton Colliery, County Durham DH6 2JF  
**Gemini Software**, 18a Littleham Road, Exmouth, Devon EX8 2QG  
**Gemtime Software Division**, 16 Ben Ledi Road, Kirkcaldy, Fife KY2 5RP  
**Gilsoft**, 30 Hawthorn Road, Barry, South Glamorgan, South Wales  
**Gouldstone**, 45 Burleigh Avenue, Wallington, Surrey SM6 7UG  
**Granada Publishing**, 8 Grafton Street, London W1X 3LA  
**Gremlin Graphics**, Alpha House, 10 Carver Street, Sheffield S1 4FS  
**Griffin & George**, Frederick Street, Birmingham B1 3HT  
**Haresoft**, PO Box 365, London NW1  
**Harlequin Software**, 43 Osprey Park, Thornbury, Bristol BS12 1LY  
**Hartland Software**, 32 Ivor Place, London NW1 6DA  
**Heath Computing**, 7 The Meadows, Flackwell Heath, Buckinghamshire HP10 9LX  
**Heinemann Computer Education**, 22 Bedford Square, London WC1B 3HH  
**Hessel**, 15 Lythan Court, Cadwell Crescent, Sunningdale, Berkshire  
**Hestacrest**, PO Box 19, Leighton Buzzard, Bedfordshire LU7 0DG  
**Hewson Consultants**, 56B Milton Trading Estate, Milton, Abingdon  
**Hilderbay**, 8/10 Parkway, Regents Park, London NW1 7AA  
**Hilton Computer Services**, 14 Avalon Road, Orpington, Kent  
**Hisoft**, 180 High Street, Dunstable, Bedfordshire LU6 1AT  
**Hodder & Stoughton**, PO Box 6, Dunton Green, Sevenoaks, Kent TN13 2XX  
**Homestudy Ltd**, Treleigh Woods Farm, Treleigh, Redruth, Cornwall TR16 4AW  
**Hornby Software**, 21 Penfold Hill, Leeds LS15 0PW  
**Image Systems**, 34 Lynwood Drive, Worcester Park, Surrey KT4 7AB  
**Incentive**, 54 London Street, Reading, Berkshire RG1 4SQ  
**Inform Software**, 3 Treesdale Close, Birkdale, Southport PR8 2EL  
**Interstella Software**, 82 New Forest Drive, Brockenhurst, Kent  
**ISP Marketing Ltd**, Crown Hill, 38B High Street, Godalming, Surrey GU7 1DZ  
**JK Greye Software**, 16 Park Street, Bath, Avon BA1 2TE  
**JRS Software**, 19 Wayside Avenue, Worthing, Sussex BN13 3JH  
**K-Tel International (UK)**, 60 Western Avenue, London W3 0TU  
**Kemp**, 43 Muswell Hill, London N10 3PN  
**Keysoft**, 6 Bruce Grove, Tottenham, London N17  
**Kosmos Software**, 1 Pilgrims Close, Harlington, Dunstable, Bedfordshire LU5 6LX  
**Kuma Computers**, 12 Horseshoe Park, Pangbourne, Berkshire RG8 7JW  
**Learning Systems**, 11 Warwick Court, Princes Drive, Harrow, Middx HA1 4UB  
**Legend**, PO Box 435, London E4 7LX  
**Lerm**, 10 Brunswick Gardens, Corby, Northamptonshire  
**Level Nine**, 229 Hugenden Road, High Wycombe, Buckinghamshire HP13 5PG  
**Logic 3**, Unit 18, Wye Ind Est, London Road, High Wycombe, Buckinghamshire  
**Longman**, Longman Group, Longman House, Harlow, Essex CM20 2JE  
**Lothlorien**, 56a Park Lane, Poynton, Stockport, Cheshire SK12 1RE  
**Manor Software**, 24 Manor Gardens, London SW20  
**Martech Games**, 9 Billingham Road, Eastbourne, East Sussex BN20 8LY  
**Mastertronic**, (as for Mastervision)  
**Mastervision**, Park Lorne, 111 Park Road, London NW8 7SL  
**McAlley**, 1 Cowleaze, Chinnor, Oxfordshire OX9 4TD  
**McGraw Hill**, Shoppen Hangers Road, Maidenhead, Berkshire  
**Medidata**, PO Box 26, London NW9 9BW  
**Melbourne House**, Castle Yard House, Castle Yard, Richmond TW10 6TF  
**Metacomco**, 26 Portland Square, Bristol BS2 8RZ

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**Micro Dealer UK**, Unit 6, Marlborough Road Trading Estate, Lattimore Road, St Albans, Hertfordshire  
**Micro Wish**, PO Box 15, Colne, Lancashire BB8 9DB  
**Microbyte**, 19 Worcester Close, Lichfield, Staffordshire  
**Microcosm**, 68 The Glade, Clayhall, Ilford  
**Micromania**, 14 Lower Hill Road, Epsom, Surrey KT19 8LT  
**Micromega**, 230/236 Lavender Hill, London SW11  
**Microsphere**, 72 Roseberry Road, London N10 2LA  
**Mikro-Gen**, 44 The Broadway, Bracknell, Berkshire RG12 1AG  
**Minatron Computing**, 34 Pinewood Close, Westbury on Trym, Bristol BS9 4AJ  
**Mirrorsoft**, PO Box 50, Bromley, Kent BR2 9TT  
**Monitor Software**, PO Box 442, London NW7 2JF  
**Mosaic**, 187 Upper Street, London N1 1RQ  
**MW Gamesworld**, 12 Lawnswood Avenue, Chasetown, Walsall WS7 8YD  
**Myrmidon Software**, PO Box 2, Tadworth, Surrey KT20 7LU  
**Naigram Software**, c/o Soho Synth House, 18A Soho Square, London W1V 5FB  
**Nectarine**, 837 Yeovil Road, Slough SL1 4JH  
**New Generation Software**, FREEPOST, Bath BA2 4TD  
**Newsoft**, 12 White Broom Road, Hemel Hempstead, Hertfordshire  
**NTD Software**, 19 Radipole Road, London SW6  
**Oasis Software**, 9a Alexandra Parade, Weston-Super-Mare, Avon BS23 1QT  
**Ocean Software**, 6 Central Street, Manchester M2 5NS  
**OCP**, 4A High Street, Chalfont St Peter, Buckinghamshire SL9 9QB  
**Orwin Software**, 26 Brownlow Road, Willesden, London NW10 9QL  
**Penguin**, 536 King's Road, London SW10  
**Phipps Associates**, 172 Kingston Road, Ewell, Surrey  
**Phoenix Publishing**, 14 Vernon Road, Bushey, Hertfordshire WD2 2JL  
**Picturesque**, 6 Corkscrew Hill, West Wickham, Kent BR4 9BB  
**Pooter Games**, 24 Parsloes Avenue, Dagenham RM9 5NX  
**Poppysoft**, The Close, Common Road, Headley, Newbury, Berkshire  
**Positive Image Software**, 129 Dumbarton Road, Glasgow  
**Postern Software**, PO Box 2, Anderovers Ford, Cheltenham, Gloucester GL54 5SW  
**Print 'n' Plotter Products**, 19 Borough High Street, London SE1 9SE  
**Protek Computing**, 1a Young Square, Brucefield Ind Park, Livingston, West Lothian  
**PSS**, 452 Stoney Stanton Road, Coventry CV6 JDG  
**Pulsonic**, Warwick Distribution Ltd, 3 Standard Road, Park Royal, London NW10 6EX  
**Quest International Computer Systems**, Gillingham House, 38-44 Gillingham Street, London SW1  
**Quicksilver**, Palmerstone Park House, Southampton, Hampshire SO1 1LL  
**R and R**, 34 Burton Road, Gloucester GL4 0LE  
**RAM Writer**, 3 Vumba House, 2 Cedar Gardens, Sutton, Surrey  
**Ramtop Services**, 5 Rue D'Artois, 75008, Paris, France  
**Red Shift**, 12c Manor Road, Stoke Newington, London N16 5SA  
**Romantic Robot**, 113 Melrose Avenue, London NW2 4LX  
**Romik Software**, 272 Argyll Avenue, Slough SL1 4HE  
**Rose Software**, 148 Widney Lane, Solihull, West Midlands  
**Runesoft**, Charnwood House, Crossgate Drive, Nottingham NG2 7LW  
**Salamander Software**, 27 Ditchling Rise, Brighton, East Sussex BN1 4QL  
**Scisoft**, 5 Minster Gardens, Newthorpe, Eastwood, Nottingham NG16 2AT  
**SCR Adventures**, 190 Shelbourne Road, Tottenham, London  
**SD Microsystems**, 9 Cadwell Court, Hitchin, Hertfordshire SG4 0AQ  
**Selec Software**, 37 Councillor Lane, Cheadle, Cheshire  
**Serim Software**, Freepost, Dept SU7, PO Box 163, Slough, Berkshire SL2 3YY  
**Shards**, Suite G, Roycraft House, 15 Linton Road, Barking, Essex  
**Shepherd Software**, Elm House, 23-25 Elmshott Lane, Chippenham, Slough, Berkshire  
**Shiva Publishing**, 64 Welsh Row, Nantwich, Cheshire CW5 5BR  
**Silversoft**, London House, 271/273 King Street, London W6 9LZ  
**Sinclair Research**, 6 Kings Parade, Cambridge  
**Soft Cottage**, 19 Westfield Drive, Loughborough, Leicestershire LE11 3QJ  
**Soft Tech**, 31 Lampits, Hoddesdon, Hertfordshire  
**Softek International**, 12/13 Henrietta Street, Covent Garden, London WC2E 8LH  
**Softel**, 5 Durward Drive, Glenrothes, Fife KY6 2LB  
**Software Farm**, 155 White Ladies Road, Clifton, Bristol BS8 2RG  
**Software Projects**, Bear Brand Complex, Allerton Road, Woolton, Liverpool, Merseyside L25 7SE

**Spartan CC**, 29 Feltham Avenue, East Moseley, Surrey KT8 9BJ  
**Spectadraw**, 1 Cowleaze, Chinnor, Oxfordshire OX9 4TD  
**Spectrasoft**, Capital House, Market Place, London W3 6AL  
**Startersoft**, 32 Parkfields, Chippenham, Wiltshire  
**Stell Software**, 36 Limefield Avenue, Whalley, Lancashire BB6 9RJ  
**Stratagem Cybernetics**, 286 Corbin Place, 2E, Brooklyn, New York 11235  
**Sulis Software**, 4 Church Street, Abbey Green, Bath BA1 1FP  
**Sunshine Books**, 12/13 Newport Street, London WC2  
**Sussex Publication**, Townsend Poulshot, Devizes, Wiltshire SN10 1SD  
**Tasman Software**, 17 Hartley Crescent, Leeds LS6 2LL  
**Temptation Software**, 27 Cinque Ports Street, Rye, East Sussex  
**Terminal Software**, Derby House, Derby Street, Bury BL9 0NW  
**Texgate**, 14 Brook Lane, Corfe Mullen, Wimbourne, Dorset  
**Think Tank**, 35 Wellington Road, Wimbledon Park, London SW19  
**Thor Computer Software**, Erskine Industrial Estate, Liverpool L6 1AP  
**Timedata**, 16 Hemmells High Road, Laindon, Basildon, Essex SS15 6ED  
**Transform**, 41 Keats House, Porchester Mead, Beckenham, Kent  
**Tutorial Software**, 'Vilands', Glaslwlch Lane, Newport, Gwent NP1 3PS  
**Ultimate Play the Game**, The Green, Ashby de la Zouche, Leicestershire LE6 5JU  
**Unicorn Micro Systems**, 312 Charminster Road, Bournemouth BH8 9RT  
**University Software**, 29 St Peters Street, London N1  
**US Gold**, Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH  
**Vega Space Systems**, 28 Watford Road, St Albans AL1 2AJ  
**Virgin Games**, 2-4 Vernon Yard, London W11  
**Visions**, 1 Feldgate Mews, Studlands Street, London W6  
**Vortex Software**, 280 Brooklands Road, Brooklands, Manchester M23 9HD  
**Widget Software**, 48 Durham Road, London N2 9DT  
**Wilcox Software**, Station Road, Walsall WS7 6JZ  
**Winters**, 24 Swannington Close, Cantley, Doncaster, South Yorkshire  
**Woosoft**, 5 Andrews Close, Robertsbridge, Sussex TN32 5PB  
**Workforce**, 140 Wilsden Avenue, Luton, Bedfordshire  
**Wyvern Software**, 2 Princes Building, George Street, Bath BA1 2ED



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# Sinclair spares and repairs

**I**F, LIKE MANY other Spectrum owners, you find one day that your computer has died, you will have a major problem on your hands. Phoning the Sinclair Research customer relations department in Camberley will not help very much either.

If your electronics knowledge is limited, then you will decide to send your Spectrum to one of the companies who specialise in repairing computers. If you have a good working knowledge of electronics then the addresses listed

below should enable you to obtain most replacement parts to repair your computer. Some of the simpler repairs, such as those involving keyboards can be undertaken by those with limited knowledge.

If your computer is under guarantee then it is important that you do not invalidate that guarantee. Talk to the customer service division at

Sinclair Research and they will tell you where to send it. When returning the computer put a note in describing the fault as briefly as possible, as this will speed the repair process.



## Suppliers of Sinclair parts:

**Adaptors and Eliminators**, 14 Thames Street, Louth, Lincolnshire. (050782) 8011. Spectrum and ZX-81 power supplies.

**ASTEC (UK)**, 16 Albury Close, Reading, Berkshire. (0734) 53067. Supplies modulators for all countries PAL, NTSC, SECAM.

**CPC**, 194-200 North Road, Preston, Lancashire. (0772) 555034. Supplies all parts for Spectrum, ZX-81, ZX printer, ZX RAM pack including all case parts, power supplies and keyboard parts. Probably the best place to get ULA, ROM, case parts and keyboard.

**Ferranti Semiconductors**, Computer Road, Hollinwood Avenue, Oldham, Lancashire. (061) 682 6844, (061) 624 0515/6661. Supplies Spectrum and ZX-81 ULA.

**Maplin Electronics**, Southend on Sea, Essex. (0702) 552961. Supplies general components and data and technical books.

**National Semiconductors (UK) Ltd**, 301 Harpur Centre, Horne Lane, Bedford. (0234) 47147. Supplies Spectrum RAM/74LS series TTL; LM 1889 video chip.

**NEC (UK) Ltd**, Block 3, Carfin Industrial Estate, Motherwell. (0698) 73221. Supplies Spectrum ROM and RAM/74LS TTL; Z80A.

**Sinclair Research Ltd**, Camberley, Surrey. (0276) 685311.

**Texas Instruments**, Manton Lane, Bedford, Bedfordshire. (0234) 223000, (0234) 211655. Supplies RAM 4116, 4532, 4164, 74LS TTL (Spectrum).

**Timex Corporation**, Camperdown Plant, Harrison Road, Dundee, Tayside. (0382) 819211. Makers of Spectrum, ZX-81, Printer, Interface one, Microdrives, RAM Pack. Repair and service for Sinclair.

**Verran (Computerfix)**, Units 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey. (0276) 66266. Repairs Spectrums and ZX-81.

**Zilog (UK) Ltd**, Zilog House, 45-53 Moorbridge Road, Maidenhead, Berkshire. (0628) 39200. Supplies Z80A.

## Component companies

SOME OF THE large companies mentioned above do not like dealing directly with the public. The following is a list of component companies which should be happy to deal with you. Most will have catalogues available and will supply data sheets for their products on demand.

These firms are only distributors and they do not make components. If you have a problem with a particular device contact the manufacturer as listed above because not many of the distributors can answer technical questions; RS Components, Farnell, Ambitt and Hawkes may do. Anyone needing NEC parts should phone them direct and ask for some distributors dealing with them.

**Abacus Electronics**, Kennet House, Pembroke Road, Reading, Berkshire. (0734) 33311. Makes dealt with: National Semiconductors, SGS.

**Access Electronic Components Ltd**, Austin House, Bridge Street, Hitchin, Hertfordshire. (0462) 57244. Makes dealt with: National Semiconductors.

**Alpha Electronic Components Ltd**, 66 Wilbury Way, Hitchin, Hertfordshire. (0462) 57244. Makes dealt with: National Semiconductors.

**AM Lock Distribution Ltd**, Nevill Street, Middleton Road, Oldham, Lancashire. (061) 652 0431. Makes dealt with: Motorola, Mostek.

**Anzac Components Ltd**, Burnham Lane, Slough, Buckinghamshire. (06286) 4701. Makes dealt with: Hitachi.

**Axon Electronics Ltd**, Unit F, Turnpike Road, Cressex Industrial Estate, High Wycombe, Buckinghamshire. (0494) 442181. Makes dealt with: Motorola.

**BA Electronics Ltd**, Millbrook Road, Yate, Bristol. (0454) 315824. Makes dealt with: Texas Instruments.

**Celdis Ltd**, 37-39 Loverock Road, Reading, Berkshire. (0734) 585171. Makes dealt with: Motorola, Mostek.

**Crellon Electronics Ltd**, 380 Bath Road, Slough, Berkshire. (06286) 4434. Makes dealt with: Motorola, SGS, Zilog.

**Dialogue Distribution Ltd**, Watchmore Road, Camberley, Surrey. (0276) 682001. Makes dealt with: Hitachi.

**DTV Group**, 10-12 Earnest Avenue, West Norwood, London SE27. (01) 670 6166. Makes dealt with: National Semiconductors.

**Farnell Electronic Components Ltd**, Canal Road, Leeds. (0532) 636311. Makes dealt with: Hitachi, National Semiconductors.

**Hawke Electronics Ltd**, Amotex House, 45 Hanworth Road, Sunbury on Thames, Middlesex. (01) 979 7799. Makes dealt with: Motorola, Texas Instruments. Will answer technical queries.

**Hill Electronics (NI) Ltd**, 290 Antrim Road, Belfast, Northern Ireland. Makes dealt with: Mostek.

**ITT Multicomponents**, Edinburgh Way, Harlow, Essex. (0279) 442971. Makes dealt with: Motorola, National Semiconductors, SGS, Texas Instruments and Hitachi.

**Macro Marketing Ltd**, Burnham Lane, Slough, Berkshire. (06286) 4422. Makes dealt with: Motorola, National Semiconductors, Zilog, Texas Instruments.

**Quarndon Electronics Ltd**, Slack Lane, Derby. (0332) 32651. Makes dealt with: Texas Instruments.

**STC Electronics**, Edinburgh Way, Harlow, Essex. (0279) 26777. Makes dealt with: Motorola, National Semiconductors, SGS, Texas Instruments and Hitachi.

## Computer parts

**Z80A**: Zilog, SGS, NEC (Spectrum/ZX-81).

**ULA**: Ferranti (Spectrum/ZX-81).

**ROM**: Hitachi, NEC (Spectrum), Mostek, Motorola (ZX-81).

**RAM**: 4116 type — NEC, National Semiconductors, Texas Instruments, ITT (Spectrum). 4532 type — Texas Instruments, OKI (Manhattan Skyline) (Spectrum). 2114 type — Motorola, NEC (ZX-81). 4118 type — Mostek (ZX-81). 2K type — Mostek, Toshiba, Motorola, Texas Instruments, NEC (ZX-81).

**LM1889**: ICI4 — National Semiconductors (Spectrum).

**TTL**: 74LS00/74LS32/74LS157 — Texas Instruments, SGS, Motorola, National Semiconductors, NEC.

The following are all used on the 48K Spectrum.

**Regulator**: LM7805 +5V Reg. — SGS, NEC, Texas Instruments, Motorola.

**Crystals, Capacitors, Resistors, Diodes, Sockets**: available through general component suppliers.

**Modulator**: UM1233 Astec (UK) Ltd.

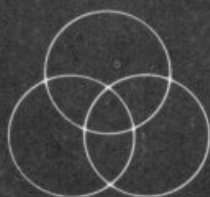
**Leads**: available at most TV/electrical shops.

**Case parts**: Sendale Plastics.

**Keyboard**: CPC.



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**LOGIC 3**

# Spectrum Club

**BRITAIN'S No.1 SOFTWARE CLUB**  
WINTER ISSUE 1984/85

## WIN A MICRODRIVE

### Christmas Competition

1st prize: ZX Microdrive & ZX Interface 1 (worth over £70)

2nd prize: Currah µSpeech Synthesizer (worth £29.90)

10 runner up prizes of free games software (each worth over £10)

To Celebrate the Christmas season Logic 3 are running a grand Christmas Competition with a ZX Microdrive and Currah µSpeech Synthesizer as first and second prizes.

The ZX Microdrive, complete with Interface 1, is undoubtedly the ultimate Spectrum add-on allowing programs and data to be quickly saved and recalled. The Currah µSpeech is both powerful, featuring an infinite vocabulary, and easy to use.

To enter the competition carefully read the reviews in this catalogue then answer the questions in the Quiz and mail your answers to Logic 3. All entries received before 31st January will be eligible for the competition. Prizes will be awarded to the first 12 correct entries drawn.

Here's your chance to win these desirable Spectrum add-ons, but don't leave it too late, make sure, your entry reaches Logic 3 before the closing date!



### CLUB SUCCESS

The Logic 3 Spectrum Club was launched in July, 1984 and has been an outstanding success. Already more than half-way to its target of 10,000 members in twelve months, the continuous growth of the club has kept Logic 3's staff working seven days a week just to keep up with demand.

Tony Toller, Logic 3's managing director and coordinator of the Club, explains its success as follows: "With other clubs once a person has joined there is no more reason for the club to try to support its members who each month have to purchase a certain number of products from a short list. Our Club is different. Members have no obligation to purchase any products

from the club so the pressure is on us to choose only the best quality products and offer the best possible prices. We also take a lot of pride in publishing independent reviews on all the products we carry and if we do not like something about a product we are not afraid to say so."

Tony Toller's policy of offering Club members a real service rather than just running "yet another mail order business" is winning new members all the time. But size by itself is not the main objective "as we grow so we will be able to improve our service to members still further and perhaps, one day, develop the club catalogue into a proper magazine." With the Christmas edition of the catalogue already running at a bumper 20 pages containing reviews of more than 180 products that day some quite soon!

## INSIDE

### ★ EDUCATION

A selection of the most effective educational programs available. Designed for children from age of 4 to 16.

### ★ GAMES

The best games for the Spectrum selected by our review panel and rated according to: graphics, colour, originality and in-

### ★ PROGRAMMING

The 'Learn BASIC' tutor really show you how to structured programs in understand stages.

### ★ UTILITIES

Design your own games

### ★ HARDWARE

Some good deals in and peripherals.



## Spectrum Club

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## LOGIC 3'S SOFTWARE PANEL

Neil Atkinson, pupil of Borlase School, spent weekends in a shop computer software work as a journalist

Andrew Goltz, director spent 6 years with UK and International instigated Commercial 'Approved Product' third party software

Bliss Healey, graduate School of Economics translated business French, current design of graphics software.

Tony Toller, director former journalist business app and co-ordinating software club



# Ac Attack



Machine: 48k  
Joystick: Kempston and most others—redefineable keys  
Category: Arcade  
Adventure  
Publisher: Ultimate  
Price: £5.50 Club price: £4.95

During your quest for The Golden Key of ACG you become trapped in an evil haunted castle. As you wander around the castle's ancient rooms and passages you encounter Frankenstein, Dracula and the Devil himself! As you move from room to room you try to ward off the phouls and pick up any items which may be of use later. A fast moving 'graphics only' adventure.

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 7

Originality: 9  
Interest: 7  
Order code: ATAT

# Avalon



Machine: 48k  
Joystick: Kempston  
Sinclair  
Cursor  
Category: Graphics/  
Adventure  
Publisher: Hewson Consultants  
Price: £7.95 Club price: £6.75

An amazing 3D arcade/adventure. Avalon features 223 rooms on eight levels, and over 100 characters. You control the "astral projection" of Meroc, a ghostly wizard figure who floats around in an eerie way. Your mission is to banish the Lord of Chaos who has terrorised peasants by stealing corpses of the dead. You will need various spells and skills which can be found in the rooms of the castle of the Lord of Chaos.

The screen display shows Maroc, the room that he is in, any magical objects, and also any of the 100 other characters. The room and larger magic objects are all drawn in 3D. To collect a magic object or spell you just guide Maroc over it. To cast a spell, use your joystick or keyboard to select the right spell from the spell scroll. Only certain spells will provide defence against certain enemies.

Avalon is a complex game, and you must read the instructions. The graphics are clear and well animated, and the sound is good. Plenty to keep you amused and intrigued for a long time. An original graphics adventure—recommended.

# Deus Ex Machina



Machine: 48k  
Joystick: No  
Category: Strategy  
Publisher: Automata  
Price: £15.00 Club price: £13.50

The prospect of an all star cast performing in stereo sound, synchronised with a computer game and coming from a software house of such standing as Automata was pretty exciting. Perhaps that was the problem. With a lot of software there is such a build up that the product has to be incredible to live up to it all. Deus Ex Machina turned out to be a bit disappointing, but we've included it in our catalogue because it's a 'first' and it's uniqueness makes it a must for collectors.

To play the game properly you need a tape recorder (preferably stereo hi-fi) as well as your normal Spectrum kit. You load the program and play the audio tape, then there's a countdown routine to enable you to synchronise the start.

The basic theme is the story of life and its struggles. You start as a seed in the womb, progress to becoming and embryo, through birth, life and on into old age. The computer side consists of a number of arcade-style games where you're constantly having to fight off the problems of life, even to the end where you try to stop your blood cells clotting. The audio tape tells the story and accompanies most of the games with songs.

The soundtrack would do credit to a West End musical, the computer games are average—there's no score so you can't tell how you're doing. Different? Yes. Interesting? Yes, if you're a Psychologist!

Ratings: /10  
Graphics: 7  
Sound: 10  
Colour: 5

Originality: 10  
Interest: 6  
Order code: DEM

# Doomsday Castle



Machine: 48k  
Joystick: Kempston  
Fuller  
Sinclair  
Cursor  
Category: Arcade/  
Adventure  
Publisher: Fantasy  
Price: £6.50 Club price: £4.95

Another high quality arcade adventure from Fantasy. You explore an enormous castle, consisting of no less than 255 labyrinths connected by 49 passages. Get to the corridors by blasting through the doors, whilst avoiding the extraordinary aliens.

original game of lasting interest.

Ratings: /10  
Graphics: 7  
Sound: 7  
Colour: 7

Originality: 8  
Interest: 7  
Order code: DOOCA

# Jet Set Willy



Machine: 48k  
Joystick: Kempston  
AGF  
Protek  
Interface II  
Category: Arcade  
Publisher: Software Projects  
Price: £5.95 Club price: £4.55

At last! The long awaited sequel to 'Manic Miner'. The saga continues... Miner Willy has gone from rags to riches. Guide Willy around his clifftop mansion, as he searches for all the bottles and glasses after a party, before his housemaid, Maria, will let him crash out in bed. Check the beach, down the road, and on the rooftop.

Over 70 screens, amazing graphics and humour add up to make this one of the best for the Spectrum.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 8  
Order code: JETSE

# Jokers Wild



Machine: 48k  
Joystick: No  
Category: Arcade/Adventure  
Publisher: Phoenix Software  
Price: £6.99 Club price: £5.60

A high quality value for money package—two games for the price of one. One game is arcade style, the other adventure.

Your mission is to defeat your enemies who are travelling the universe disguised as magicians. This year, the fair which they travel with has been set up on earth. Here they have been hypnotising unsuspecting earthlings, who are then led into 'bunko-booths' where they are robbed of their souls. The enemy's main power lies in a pack of hypnotic cards, which you must try to capture, first in the arcade game, then in the adventure.

Before you can play the adventure, you have to reach at least level 4 of the arcade game. From here on, on completion of each level further clues for use in the adventure are given. For those of you whose arcade or adventure playing skill is not quite up to scratch there is a useful 'Panic-Packet', which contains useful clues to help your game play. Good value.

Ratings: /10  
Graphics: 6

Originality: 8  
Interest: 7

# Manic Miner



Machine: 48k  
Joystick: Kempston AGF  
Protek Interface II  
Category: Arcade/Adventure  
Publisher: Software Projects  
Price: £5.95 Club price: £4.55

Willy the Miner has fallen down a disused mine shaft. He works his way through the various levels collecting keys and searching for secret treasure. Manic Miner is a classic arcade game for the Spectrum—There are 20 caverns to penetrate, each requiring its own bit of ingenuity to ensure success. A classic game that set the standards others are judged by.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 9

Originality: 9  
Interest: 9  
Order code: MANSP

# Mugsy



Machine: 48k  
Joystick: No  
Category: Strategy  
Publisher: Melbourne House  
Price: £6.95 Club price: £5.55

From the publishers of the top selling adventure—The Hobbit—comes their newest release, MUGSY. The game can best be described as a comic strip featuring animated characters. As Mugsy, you must organise your gang and their dealings—such as protection rackets and the purchase of weapons and ammunition, and most important of all make sure that your gang stays on top.

Muscle in on the action!

Ratings: /10  
Graphics: 9  
Sound: 9  
Colour: 8

Originality: 10  
Interest: 9  
Order code: MUGSY

# Sabre Wulf



Machine: 48k  
Joystick: Kempston  
Cursor  
Sinclair  
Interface II  
Category: Arcade/Adventure  
Publisher: Ultimate  
Price: £9.95 Club price: £8.45

From the publishers of Spectrum classics such as Atic Atac and Lunar Jetman now comes SABRE WULF, an arcade/adventure epic set in the deepest jungle. The deeper you explore, risking life and limb, the more challenges you face: hippos, rhinos, warthogs, crocodiles, bats and at least 30







# American Football



Machine:  
48k Spectrum  
Joystick:  
No  
Category:  
Strategy  
Publisher:  
Argus Press

£9.95 Club price: £8.45

American Football is a strategic simulation, with fast animated graphics. You do not control individual players but instead the whole team responds to your instructions. The action takes place on the pitch which occupies the top of the screen. Beneath the pitch is the scoreboard that gives all the relevant information: the quarter being played; minutes remaining, etc. This is also where you enter your commands. Play can be against the computer or another opponent. A complex game, but nevertheless great fun to play, supplied with a full guide to American Football and comprehensive instructions.

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 6  
Originality: 9  
Interest: 7  
Order code: AMEFO

# Pool



Machine:  
ZX Spectrum,  
16/48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
CDS Micro  
Systems

Price: £5.95 Club price: £4.45

A really excellent simulation of the game of Pool using the full sound and colour graphics capabilities of the Spectrum to bring the action and excitement of the real game into your home. Use your skill and judgement, and play like the professionals. 1- or 2 player game and demo mode. The only pool game worth considering for your 16 or 48k Spectrum.

Ratings: /10  
Graphics: 8  
Sound: 8  
Colour: 8  
Originality: 9  
Interest: 10  
Order code: POOL

# Steve Davis Snooker



Machine:  
48k Spectrum  
Manufacturer:  
CDS  
Microsystems

BONUS  
£5.45  
PRICE

Price: £7.95 Club price: £6.75

After the incredible success of Currah's Decathlon, which must in

comes "Steve Davis Snooker". Apart from his signature on the cover there are no other signs of interference by Steve, but that doesn't in any way detract from the game, which is an excellent piece of programming. A feature we liked—though it is cheating a bit—is that you can go back and re-take your last shot! When you've just sunk the black when you were aiming for the yellow that's a useful feature! Ball control is excellent. You have full control over angle, power and spin and the

movement is really smooth. With Currah speech connected the referee makes comments like "Ladies & Gentlemen quiet please", or "foul", plus a few others that are totally incomprehensible. All in all this is an excellent simulation with smooth movement and very controllable ball action.

Ratings: /10  
Graphics: 8  
Sound: 8  
Colour: 7  
Originality: 8  
Interest: 9  
Order code: SDS

# ARCADE SIMULATION

Do you yearn to drive a racing car, compete in the Olympics, or perhaps stand, pint in hand, competing against Eric Bristow and scoring "One hundred and Eighty's" time after time? If so, then you should find an Arcade/Simulation that'll fulfil your ambition—if not in reality, then in excitement and fun. Here we give a selection of the best—chosen not only for their accuracy but also for added touches like the way the athlete reacts to success or failure in Daley Thompson's decathlon, or the scurrying around of the ball-boys in Match Point. Features like these demonstrate imagination on the part of the author just as much as programming skills.

# Beach Head



Joystick:  
Optional and  
redefineable keys  
Category:  
Arcade  
Simulation  
Strategy  
Publisher:  
Access

Price: £7.95 Club price: £6.45

Beach Head is a potent combination of arcade action, simulation and strategy, resulting in one of the most exciting and most realistic games currently available for the Spectrum. As Admiral of the Fleet, you have to decide between a full frontal assault or whether to try a surprise attack, sending your fleet down a side channel which may be mined. As naval gunner, you face constant harassment from enemy fighters as you try to establish the range of the enemy's ships. Finally, as tank commander, you have to fight your way through the enemy held beach. If you like action you must get this game.

Ratings: /10  
Graphics: 10  
Sound: 10  
Colour: 10  
Originality: 10  
Interest: 10  
Order code: BEASP

# Chequered Flag



Machine:  
48k  
Joystick:  
None  
Category:  
Simulation  
Publisher:  
Psion Sinclair

BONUS  
£2.95  
PRICE

Price: £6.95 Club price: £5.45

The most sophisticated motor

Spectrum. Choose from ten tracks including Monaco, Brands Hatch and Silverstone and from three cars, one automatic and 2 with manual gearchange. Instruments include speedo, rev counter and fuel gauges. As you drive around the 3D track you can see the nose of your car, the wheels and steering wheel turning, and the road ahead. Very impressive 3D graphics, if you enjoy 3D simulations, you must add Chequered Flag to your collection.

Ratings: /10  
Graphics: 9  
Sound: 5  
Colour: 6  
Originality: 9  
Interest: 10  
Order code: CHEFL

# Combat Lynx



Machine:  
48k Spectrum  
Joystick:  
Protek  
Category:  
Arcade/  
Simulation  
Publisher:  
Durrell Software

BONUS  
£5.95  
PRICE

Price: £7.95 Club price: £6.75

Probably the most comprehensive real-time battle simulation available for your home computer. Combat Lynx can be played simply as an arcade game or more complexly as an arcade simulation. In the air-to-ground battle you are at the controls of a Lynx helicopter. You can select anti-tank, anti-aircraft missiles, machine guns or mines to arm your 'copter with. Your mission is to support your ground forces and to protect your ground bases. The number of bases depends on which of the 4 skill levels you choose. From the pilot's seat in your Lynx you get a spectacular 3D view of the landscape and enemy troops. Around your view panel there are comprehensive instruments

showing altitude, temperature, speed, fuel, weapon and navigation information. An excellent 3D game featuring very smooth, realistic graphics. Recommended.

Ratings: 10  
Graphics: 9  
Sound: 8  
Colour: 8  
Originality: 9  
Interest: 8  
Order code: COMLY

# Daley Thompson's Decathlon



Machine:  
48k  
Joystick:  
Kempston  
Sinclair  
Category:  
Arcade  
Publisher:  
Ocean

BONUS  
£4.95  
PRICE

Price: £6.90 Club price: £5.85

Competing against the computer you are Daley Thompson, facing ten gruelling events. On the first day you can choose to compete in the 100 metres, long jump, shot-put, high jump and 400 metres. The second day's events are the 110 metres hurdles, discus, pole-vault, and the 1500 metres. In the running events you animate Daley by either pressing two keys alternately, or rapidly moving the joystick from side to side. In the hurdles you press the fire button to jump. The throwing events require a little more skill and timing and a little less finger stamina! In the long jump, after a good run up try to get a take-off angle as near to 45 degrees as possible. In the high jump, judge your take-off and the right time to fall, without knocking off the bar. In the pole-vault get the pole as close to 90 degrees as you can and plant it in the right place. In the javelin and discus work up a really powerful throw and remember to release it on time! There is a comprehensive on screen score board showing world records, qualifying times, etc. the graphics and animation are good and keyboard play is very responsive. Novel touches, like the officials coming out and measuring long jumps, the crowd cheering, and Daley scratching his head or leaping around, add to the enjoyment of a good game.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 8  
Originality: 6  
Interest: 9  
Order code: DALSP

# Dartz



Machine:  
48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
Automata

Price: £5.00 Club price: £4.00

At last—a good simulation of darts for your home computer. Aim carefully at the board but take into account the number of pints you've had tonight, and the crowd



## LOGIC3

When you have the combination rush along to the safe and reach into the safe. The game mustn't be given away on all flashing by hitting stop them. A real game with many touches that makes it fun to play. Teachers will love it, you, and give you lines. Should a school bully and a swot (The) who tries to tell the head (Eins) mission. of recommended. High

Originality: 10  
Interest: 10  
Order code: SKODA

## Pyramid



Machine:  
48k  
Joystick:  
Fuller Kempston  
AGF Protek  
Microgen  
Category:  
Arcade/Adventure  
Publisher: Fantasy

**BONUS**  
**£2.95**  
**PRICE**

Price: £5.50

Club price: £4.15

Guide Ziggy, equipped with defence shield and phased plasmic laser, through the Pyramid, which consists of 120 chambers on 15 levels. Each chamber is inhabited by one of 60 varieties of weird creatures and aliens, ranging from galactic strawberries to mutant eyes. This arcade game will continue to amaze you for months, if not years!

Ratings: /10  
Graphics: 7  
Sound: 4  
Colour: 7

Originality: 8  
Interest: 8  
Order code: THEPY

## Strangeloop



Price: £6.95

Club price: £5.90

A mammoth arcade/adventure with 240 rooms. The scene is an old robot factory, that used to produce domestic robots. That was about a hundred years ago, when the factory was taken over by powerful alien forces. Since then no human has set foot in the factory, until now!!!... Your mission is to regain control of the factory, as the robots have been reprogrammed to destroy Earth. Your only protection against the extremely hostile environment of the factory is your old "10th generation" space suit. The suit is constantly being torn and punctured by razor sharp industrial waste. If you're lucky you may find some patches lying around. You also have a laser, with a limited number of charges. The top two-thirds of the screen is the playing area, which displays one of the 240 rooms. The rooms

Machine:  
48k  
Joystick:  
Any  
Category:  
Arcade/Adventure  
Publisher:  
Virgin Games

your gun with the...  
their question and fire it...  
before they land on you...  
graphics and sound plus a...  
difficulty levels to suit any...  
ke this a favourite with...  
wild.

Order code: MATIN

## Games for Children



Machine:  
16/48k  
Age range:  
3-8 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95

Club price: £5.25

set of four educational games...  
excellent value for money...  
series of different...  
displayed on the screen...  
bed, etc.) You must decide in...  
each room each object belongs, move it there.

able—guess which word is in...  
balloon. Watch it fill with...  
pur when you type in the right...  
answer. You can also add your...  
in words and save them.  
ture—can you identify the...  
ture? Watch it move across the...  
reen when you guess the right...  
answer.  
aze—find your way through the...  
aze and reach the dog—7 levels.

Order code: MFC

## Missing Words



Machine:  
48k  
Age range:  
4-10 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95

Club price: £5.25

Two entertaining sections teach reading and English comprehension. Section one displays single sentences with a word missing in each. The child must choose the correct word to fill the gap, from a choice of six words. Only two keys are used in this section, making it simple for even the youngest child. Section two takes this theme one stage further. Now a full story is displayed on the screen with at least ten missing words in it. The child must decide which word should be used to fill in the gap, and type this in. In both sections, a large number of different sentences and stories can be selected. Section two even allows you to type in your own story—e.g. your child's favourite nursery rhyme.

Order code: MISWO

**WIN A MICRODRIVE**  
For details on how to win our Christmas Competition for a Microdrive and Interface 1, please refer to Page 14.

## Zombie



Machine:  
48k  
Joystick:  
Kempston  
Sinclair  
Protek  
Category:  
Arcade/Adventure  
Publisher:  
Quicksilver

Price: £6.95

Club price: £5.90

Amazing game that features harvellous firsts for the um. For the first time 3D graphics are available in and Zombie Zombie also is the first two channel on the Spectrum. game is set in the city of ies, in which you arrive by pter. When you find a ble place for landing, you can the helicopter and the action is.

can move in any direction and un marginally faster than the bies, but there are a lot of bies and many are hidden nd the various maze-like walls he city. The Zombies are frail tures and can be blown y—this is your only defence inst them. However as soon as y get a taste of your flesh, their length improves dramatically. a part of the city that you are in be viewed from 4 different gles, and by using a helicopter drop or pick up bricks the city n be changed infinitely, and ferent cities can then be saved n tape and loaded at another me.

very impressive program, running 3D graphics and excellent bound effects.

Ratings: /10  
Graphics: 9  
Sound: 8  
Colour: 8

Originality: 8  
Interest: 9  
Order code: ZOMZO

## ON

expeditious flow of air-traffic; safe in that all aircraft must be kept apart, and expeditious so as to avoid undue delay. The work of an air traffic controller is very skilled and demanding, they each undergo about 3 years basic training. It is not surprising, therefore, that it may take some time to master the many tasks involved in this very realistic simulation.

Ratings: /10  
Graphics: 9  
Sound: N/A  
Colour: 8

Originality: 10  
Interest: 9  
Order code: ATC

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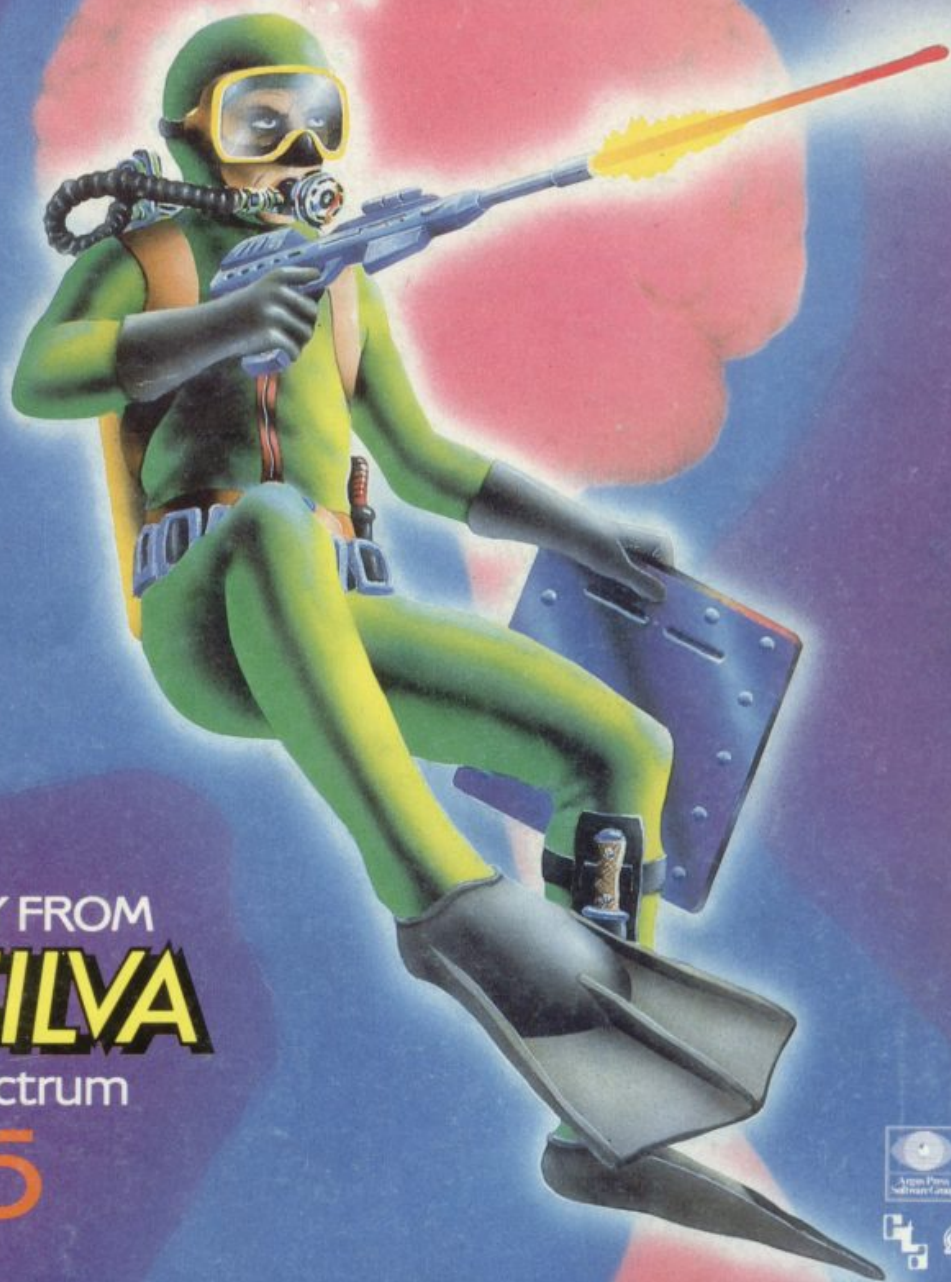




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