NOVEMBER 1983
85p
Dm 5·80

COMPUTER & VIDEO GAMES



WIN
A CHESS COMPUTER

WIN
GAMES FOR YOUR ATARI VCS

FREE
IMAGINE GAMES

Listings for the Spectrum BBC Atari Oric Vic-20 plus many more

MAKE A DATE WITH 1984
POSTER CALENDAR
FREE INSIDE

UNBELIEVABLE SOFTSOLID 3D ANT ATTACK

MADE ON EARTH

SUPPLIED TO SENTIENT BEINGS THROUGHOUT THE UNIVERSE

COMMODORE 64 GAMES

QUINTIC WARRIOR
Stand alone against Sinister Crabmen and Mangled Mutants.
Author: T. P. Watts.

RING OF POWER
Search thru' the kingdom for the mystical ring.
Graphics/Text Adventure.
Commodre 64.
Authors: Fred Preston & Bob McClemont.



AQUAPLANE
Ski thru' Marine Maniacs but beware the deadly snapping Sharks.
Commodore 64 (Joystick or Keyboard).
Designer: John Hollis & Programmer Steve Hickman.

PURPLE TURTLES
Turtle bobbing with the cute Purpilius Turtiliorum.
Commodore 64 (Joystick or Keyboard).
Authors: Mark & Richard Moore.







SPECTRUM GAMES

VELNOR'S LAIR (Adventure)
Battle of Denizens of the Goblin Labyrinth and the Evil Wizard Velnor.
Spectrum 48K.
By Derek Brewster of Neptune Computing.

BEEB-ART
High Quality Art/Design program for versatile manipulation of the BBC's graphics ability.
BBC model B 32K.
Author: Dave Mendes.

THE GENERATORS
Superb Character + Teletext Utility.
BBC model B 32K.
By the author of Beeb-Art: David Mendes.

BBC PROGRAMES

MINED-OUT
Save Bill The Worm from Certain Death.
BBC model B 32K.
(1·0 + 1·2 operating systems only).
Authors: I. Andrew & I. Rowlings.

GRIDRUNNER
Spectrum version of VIC 20 No. 1 best seller.
Spectrum 48K (16K).
Designer: Jeff Minter.

AQUAPLANE
Aquatic Action!
Spectrum 48K.
Author: John Hollis.

XADOM
Battle through a sophisticated alien maze on this Arcade/Adventure.
Spectrum 48K.
Author: Mike Muscoff.



3D STRATEGY
A battle of Nerves and Wits. Faster than a speeding bullet!
Spectrum 16K.
Author: Freddy Vachha.

BUGABOO (THE FLEA)
No fleas on This Program!!
Itchy Action!!
Spectrum 48K
Author: Indescomp.





SMUGGLERS COVE
You are caught in a fable full of horror and Black Beard's Treasure . . .
Spectrum 48K.
Author: John Keneally.

TRAXX
Pilot your way thru' the Grid.
Spectrum 48K
Designer: Jeff Minter.

SOFTSOLID 3D ANT ATTACK
Battle the ants in the walled city of Antescher.
Spectrum 48K.
Authors: Sandy White

URGENT
Join the QUICKSILVA Game Lords Club send for details

QS™

THE GAME LORDS

Quintic Warrior Commodore 64	£7.95	☐
Purple Turtles Commodore 64	£7.95	☐
Aquaplane Commodore 64	£7.95	☐
Ring of Power Commodore 64	£9.95	☐
Mined-Out BBC model B 32K	£6.95	☐
Beeb-Art BBC model B 32K	£14.95	☐
The Generators BBC model B 32K	£6.95	☐
Velnor's Lair Spectrum 48K	£6.95	☐
Smugglers Cove Spectrum 48K	£6.95	☐
Traxx Spectrum 48K	£6.95	☐
Gridrunner Spectrum 16K/48K	£6.95	☐
Aquaplane Spectrum 48K	£6.95	☐
Xadom Spectrum 48K	£6.95	☐
3D Strategy Spectrum 16K	£6.95	☐
BugaBoo (The Flea) Spectrum 48K	£6.95	☐
Softsolid 3D Ant Attack Spectrum 48K	£6.95	☐

Please send order to
QUICKSILVA MAIL ORDER:
55 Haviland Road
Ferndown Industrial Estate
Wimborne, Dorset

PLEASE SEND ME THE GAMES AS TICKED SUPPLIED ON CASSETTE

Total cheque/P.O. enclosed _____

Cheque payable to Quicksilva Limited

NAME _____

ADDRESS _____

Send S.A.E. for Catalogue. QS Games are available through Boots, J. Menzies, Smiths, Hamleys, and all leading computer stores.

CREDIT CARD TELE SALES: 0202-891774

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale. Copies of which are available on request.

GSH

HEAD OFFICE: QUICKSILVA LIMITED, PALMERSTON PARK HOUSE, 13 PALMERSTON ROAD, SOUTHAMPTON SO1 1LL

COMPUTER & VIDEO GAMES

CONTENTS

NOVEMBER 1983 Vol III No 2



Prize guys

Big prizes are on offer this month! We've got a sophisticated Chess computer up for grabs in our new Adventure writing competition thanks to our friends at Contemporary Chess Computers. Turn to page 12 and get your thinking caps on. Plus a look at playing Chess on computer and a rundown of the machines that could turn you into a Grandmaster.

There are prizes to be won on our Puzzling pages this month too. Find out what, why and how on page 136.

We take a look into the future of video gaming. Cable games are the shape of things to come.

Then there's a look at the video game world championships held in Munich.

News & Reviews

GAMES NEWS 21
We bring you news of the sequel to Ultimate's now famous Jetpac, featuring the hero Jetman.

ARCADE ACTION 30
The shape of arcades to come? We look at new plans for an amusement centre for the future.

VIDEO GAMING 36
Our joystick jury has been in session again and has come up with verdicts on Atari's new Battle Zone, Coleco's version of Donkey Kong Junior, and the muttering Q*Bert.

REVIEWS 149
Game of the Month this issue is an amazing graphic challenge for the Atari called Astrochase. We also put Multitron for the Vic, Starjammer for the Dragon, and Splat for the Spectrum to the test.

NEXT MONTH 169

Listings

PINBALL 48
Become a pinball wizard on the Sharp. Have you got magic flipper fingers?

RABBIT RAID 52
Bunny hops into trouble on the Spectrum. Watership Down was never like this!

COLDITZ 58
Escape from the escape proof prison. Wartime adventure on the ZX81. Not for those of you with a nervous nature!

ROLL OUT THE BARREL 72
Are you feeling 'ale and hearty. You'll need to be fit and fast to avoid the rolling beer barrels. Oric goes on a pub crawl.





HAGGIS BASH 76
Hoots Mon! It's Haggis hunting time again. Except the Haggises are hunting you! Have a highland fling on your BBC.

DODGEM 82
Driving lessons for Vic owners. Don't forget the L-plates.

BRICK-DUST 86
We'll come down on you like a ton of bricks if you don't enjoy this version of an arcade favourite. For neglected Apple owners.

LADDERS AND ADDERS 92
Man-eating snakes make life difficult for Texas owners.

MISSILE ATTACK 108
The alien attack force is lurking high above the peaceful planet. Can you save the cities from destruction. Arcade action on the Atari.



Features

MAILBAG 5

COMPETITION 12
Win a Chess computer!

CHESS COMPUTERS 44
Everything you wanted to know — but were afraid to ask about machines that play the game.

GAMES ON CABLE 114
The future of video-gaming? We take an in depth look at a games playing revolution.

BUG HUNTER 121
On the trail of those little gremlins — plus your hints and tips.

HYPERSPACE TUNNELS 124
David Langford is our fall guy!

GRAPHICS 129
Garry Marshall takes a look at the Spectrum.

SOFTWARE DISASTERS 131

SEVENTH EMPIRE 132
Have you won our trading contest?

PUZZLING 136
Trevor Truran poses more mind-boggling brain-teasers.

CHARTS 141
Check out our Top Ten.

ADVENTURE 146
Keith Campbell has a bit of bother with grills.

THE BUGS 161
Deal with a chess problem.

Editor Terry Pratt, **Assistant editor** Eugene Lacey, **Editorial assistant** Clare Edgeley, **Reader services** Robert Schifreen (01-278 3881), **Art editor** Linda Freeman, **Designer** Lynda Skerry, **Production editor** Tim Metcalfe, **Staff writers** Seamus St John, Richard Frankel, **Advertisement manager** Rita Lewis, **Assistant advertisement manager** Rob Cameron, **Advertising executive** Louise Matthews, **Advertisement assistant** Louise Flockhart, **Publisher** Tom Moloney

Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5EJ; Telephone Editorial 01-278 6556, Advertising 01-278 6552

COMPUTER AND VIDEO GAMES POSTAL SUBSCRIPTION SERVICE. By using the special Postal Subscription Service, copies of COMPUTER AND VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER AND VIDEO GAMES (Subscription Department), Competition House, Farmdon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance made payable to COMPUTER AND VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £14. Additional service information including individual overseas airmail rates available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd. Printed by Eden Fisher (Southend) Limited.

© Computer & Video Games Limited ISSN 0261 3697.

Cover illustration: **Peter Harris** Next issue: **November 16th**

AMAZE YOUR MONSTER MAZE

with accurate control from Suncom





Compatible with
Atari CX2600 Game System*
Atari Personal Computer Systems*
Commodore 64 & Vic 20 Computers*

An adaptor (sold separately) is available for Texas Instruments TI 99/4A Computer*
Adaptor Model No. 11060

*These are the registered Trade Marks of the individual companies concerned.

Beating the game requires positive response and fast accurate control.

That's why beating the game requires Suncom from Consumer Electronics.

A range of 3 quality joysticks all with arcade-style features plus Joy Sensor, the ultimate, with precision touch-sensitive control.
No stick to move, no resistance to movement.

Together with a range of C.E.L. Adaptor leads, they're compatible to a wide range of machines.

Check them out at your dealer – they're sure fire winners.

For details of your nearest stockist contact – Consumer Electronics Limited, Failsworth, Manchester M35 0HS.
Tel: 061-682 2339.

Suncom
from Consumer Electronics.



Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

RAMPACK, RAMTOP. . .

Dear Sir
I own a ZX81 with a 16k Rampack and I would like to know how to set the RAMtop on this machine. I have seen in several listings of programs the words, "Before running the program, set the RAMtop to 1k if you have a RAMpack". Could you please help me?
David Hosking,
Lower Hutt,
New Zealand.

Editor's Reply: The first non-existent byte is stored in addresses 16388 and 16389. To set up a 1k system, type:
POKE 16388, 0
POKE 16389, 68
This should set the RAMtop to that of a 1k machine.

UPGRADE UPDATE

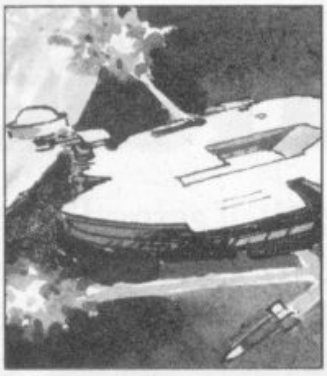
Dear Sir,
I have an Atari 400 computer. At the moment I am thinking about upgrading it to 48k using a RAMcard. Please could you tell me where the best upgrade is available from. Also would a 48k Atari 400 be able to run the same things as a 48k Atari 800, for example disc drives etc?
Steven Hurst,
Bolton,
Lancs.

Editors reply: Calisto Computers of Manchester and Maplin offer 48k upgrades for the Atari 400 for around £100. Yes, it is possible to use the disc drive and other peripherals on the expanded Atari 400.

RULES OF COPYRIGHT

Dear Sir,
I am an amateur software writer who has written a few games for the Vic-20 computer. I had hoped to have one of these sold, but I am unable to find any information on copyright laws in my local reference library, and I haven't found any information in any of the popular computer magazines. Please could you help me by telling me how I should go about copyrighting my program, and how to sell it.
P. Murphy
Cowbridge
S. Glamorgan

Editor's reply: Your best bet is to get in touch with the Computer Retailers Association, Mr. Murphy. They have just drawn up a statement on copyright and associated matters — too long to print in full here! The CRA's address is 1, Buckhurst Road, Bexhill on Sea, East Sussex.



SECRETS OF THE ATARI

Dear Sir,
Recently I purchased an Atari 400 computer and after reading through the books provided, I was somewhat put out that there were no instructions how to program moving items across the screen as in Space Invaders, Asteroids, Missile Command and the walking figures as in Berserk, and Robot Attack.

How do you program a missile to fire across or down the screen? Preferably I would like these things in GR.5 or GR.7.
C. R. Underwood,
Whitstable,
Kent.

Editors reply: If you would like to know about player-missile graphics and other "secrets" about Atari computers, I would recommend reading "De-Re Atari" available at most dealers. The Assembler cartridge for the Atari is not sufficiently documented for the beginner, but there is "The Atari Assembler Book" which you could buy. To look at the Atari clock, try peeking the addresses 18, 19 and 20.

COMMODORE QUESTIONS

Dear Sir,
Congratulations on the tremendous magazine. I am seriously thinking of buying the Commodore 64 and would like to ask a few questions. What is Basic 2 like? Is it easy to use? Does it have any drawbacks? Does any other micro use it? Can it use other languages, eg. Pilot?
Ewan Watson,
Perthshire,
Scotland.

Editors reply: In answer to your questions Ewan, Basic 2 is like Standard Commodore Basic, as on early PET's and the Vic-20. Yes, it is easy to use but its garbage collection is rather slow. The 64 can also run Comal, Pilot, Logo and Prolog.

COMPUTING ON WHEELS!

Dear Sir,
I thought you might like to see a clipping out of a local paper which is distributed weekly in my area. It appeared in the advertisements column, and made me laugh:

> SUZUKI ZX81 16K PLUS GAMES including Flight Simulation, Mazogs and Chess, still boxed, cost £110, sell for £80

Steve Cattel,
Cannock,
Staffs.

Editors reply: Perhaps Uncle Clive is moving into motorcycles as well as futuristic cars! It made us laugh too . . .

DON'T FADE AWAY . . . !

Dear Sir,
I have recently splashed out on a Spectrum 48k computer, with which I am very pleased except for one minor problem. I have had the computer about two months now and the red characters on the keyboard are just starting to show signs of fading. At the moment it's not too serious but will this get any worse and if so what can be done about it? Is this a common fault?
Stephen Brown,
Stroud,
Glous.

Editors reply: I'm afraid that this does happen quite frequently, Stephen, and so far we've not discovered a solution. Perhaps someone out there has a few ideas?

SUPPORT THE DRAGON!

Dear Sir,
As a regular reader of your magazine. I am writing to appeal to the software companies to support the Dragon 32.

It's an all British computer, made in Britain.

I know it has its drawbacks but in the main it does a good job and is value for money.
Ron Ellis,
Beckenham,
Kent.



Chances are, we your new Ac

If you're itching to get your fingers on this long-awaited computer, your best bet is to find a major branch of W. H. Smith, because we're the only major store that stocks it.

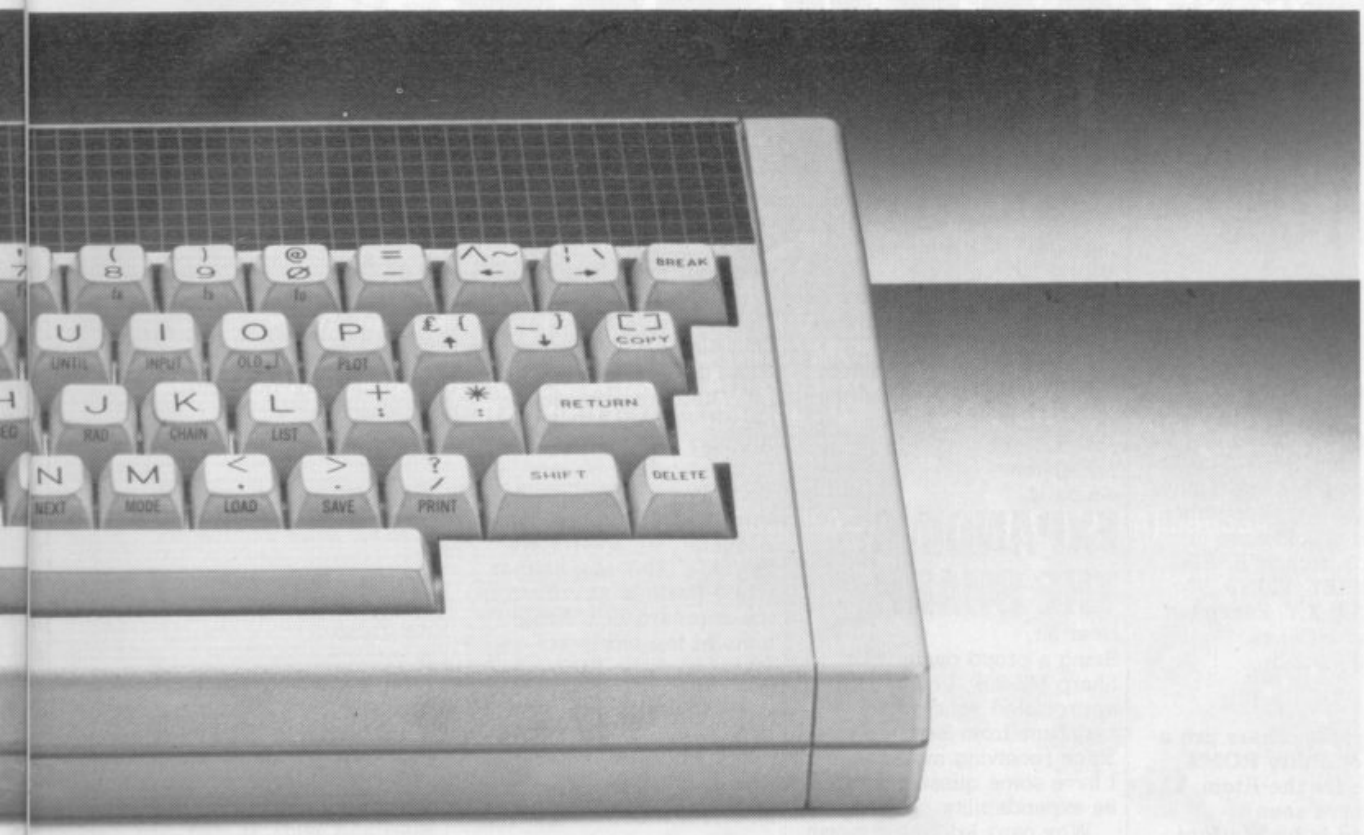
Of course it's not surprising that it's proving to be so popular.



A selection from the range of Acorn Electron software.

It speaks BBC Basic. Its 56 key electric typewriter style keyboard is robustly constructed with a good solid feel.

The Electron provides seven different display modes from high resolution graphics necessary in games, to a full eighty columns of text



'll be supplying orn Electron

across the the screen. It comes not only with a comprehensive user-guide, but also with a book that takes you through the principles of Basic programming, as well as a demonstration cassette containing fifteen programs.

And it costs only £199: at this price and with its impressive specification, the Acorn Electron represents outstanding value for money.

As well as the Electron, you'll find we have the range of Electron software.

So come in and see us at W. H. Smith.

WHSMITH

Price correct at time of going to press. Subject to availability. Available at selected branches only.



MAILBAG



ATOMIC QUESTIONS

Dear Sir,
The games you print for the Acorn Atom are all excellent, please print more hi-res games.

I was wondering if you could tell me of any companies that make chips for extra commands. The BBC chip is good, but you cannot mix the two basics together. The chips should have commands such as READ, DATA, INKEY, PRINT AT/ PRINT TAB, X,Y, Renumber and Sound facilities.
A. S. Randhawa
Telford,
Salop.

Editor's reply: There are a number of utility ROMs available for the Atom. The latest I have seen advertised is by Watford Electronics. This has READ, DATA and a "BBC like" keyboard scanner routine. It also has many other facilities such as a Disassembler, fast tape interface, memory dump commands etc. Other similar ROMs are produced by Program Power and A & F Software.

PRAISE FOR C-TECH. . .

Dear Sir,
Re the C-Tech Krazy Kong controversy. Upon perusing your piece in September's *C&VG* I decided to take the company up on their offer of a replacement tape.

Investing in a few stamps I bunged the awful item into Her Majesty's Package Pulverizer (sometimes known as the Royal Mail) and awaited results. In less than a week a new tape popped through the letterbox, bounced off the mat and landed in the cassette player.

The game I received is called Rocket Raiders and is for either the 16 or 48k Spectrum. As I own a 48k Spectrum and all my software is of that ilk, this is my first 16k program.

The game is a cross between Defender and Scramble and after loading first time I found it very playable and excellent to look at.

My thanks have already gone to C-Tech and I feel it important that someone should have a letter published (if others agree with me) to compliment the company on their fast efficient no quibble service. My faith in the M.C.P. of the Universe is restored.
John O'Neill,
Livingstone,
Scotland.

EXPANDING THE SHARP

Dear Sir,
Being a proud owner of a Sharp MZ-80k, I have appreciated your superb magazine from issue one. Since receiving my computer, I have some questions about its expandability.

Why can't I define my own graphics on my machine but can on a Vic or Spectrum?

What are the advantages of an Assembler over machine code?

Can I link up any other printers of disc drives to my machine other than those issued by Sharp?
Steve Gannon,
Todmorden,
Lancs.

Editor's reply: You can't define your own graphics on the MZ-80k as it does not have user definable graphics. To get it you would have to buy the Quantum Hi-Res Graphics System.

It is easier to write and debug Assembler, and yes you can use other disc drives, but you have to buy interfaces.

LOOKING FOR THE ROMS

Dear Sir,
I own a 12k Acorn Atom and hope to get the BBC Basic ROM. If, once I get the chips and add memory to the Atom to give it 32k, will it be in effect a Model B in Atom casing? Will I be able to use the hi-res MODE Ø of the Beeb and use the sophisticated four-channel SOUND command?

Most important, will BBC software be loadable direct from cassette without being slowed down to 300 bits-per-second? Would I (in BBC mode) be able to play games like Acornsoft's Snapper, Defender and Monsters and Program Power's Swoop etc? Or if the full graphics are unavailable, could I swap the Atom graphics chip for the BBC one?
Gareth Randall,
Hockley,
Essex.

Editor's reply: Unfortunately, the BBC board for the Atom is only a software upgrade. This means that while Basic is improved to the standard BBC Basic none of the hardware features of the BBC computer are available.

Therefore the Atom will still have a maximum resolution of 256 × 192 in black and white. The SOUND command cannot be used on the Atom to produce the BBC type sound effects.

The cassette interface works at 300 baud, and the data format is slightly different to that of the BBC making transfer of programs between the BBC and Atom difficult.

Because of all the differences between the two systems, standard BBC software would not work on the Atom unless written in Basic.

Some of the BBC graphics system is controlled by the ULA chip which is not available commercially.

STICKS FOR THE COLECO

Dear Sir
On hearing your video gaming reviewer cry for "a decent joystick" for the Colecovision, may I please inform you that any Atari compatible joystick will work with the Coleco. Simply do the following:
Unplug Coleco controller from joystick port no. 1
Plug in an Atari compatible joystick
Make game selection using Coleco controller No. 2, (still plugged into joystick port 2).
David Cappin,
Eastbourne,
Sussex.

ANY PORT FOR ATOM!

Dear Sir,
I am a regular and avid reader of *C&VG* and have been the owner of an Acorn Atom since Christmas 1981. Unfortunately the manual supplied is rather lacking in information to do with the ports B001 and B002. I would be obliged if you could tell me about a book which could give me more information about the aforementioned ports.
R. D. Melville,
Co. Down,
N. Ireland.

Editor's reply: One book I know of that contains details of the Atom ports is the Atom Magic Book by Timedata. This contains details of the ports at B000, B001 and B002. It also contains useful information on the VIA and various zero-page and ROM addresses useful for machine-code programming.

Basically, the ports at B000 to B002 are used by the keyboard, cassette I/O and controls the graphics mode. The circuit diagram should help with decoding the functions of each bit, since PA_0 to PA_7 are at B000, PB_0 to PB_7 are at B001 and PC_0 to PC_7 are at B002. These should be marked on the circuit diagram.

The 7445 chip is a binary to decimal converter, so that when a binary input is applied to it, only one output goes low. This is used for selecting the correct row of keys to be read. The column is read using port B (at B001). e.g. to read the "H" key, then the following Basic line would be used.
?#B000 = 9;IF?#B001&16 = OTHEN. . .

Note that nits 4 to 7 of part A are used to control graphics, so the above line would reset the Atom to text mode.

To leave the Atom in graphics mode, the '9' should be replaced by '#×9' where 'X' can be found by referring to page 88 of the manual. We hope that helps you Mr. Melville!

EXPLORE NEW FRONTIERS OF FUN WITH

Audiogenic

From vintage classics like "AMOK" and "ALIEN BLITZ" to the latest classics like "KAKTUS" and "MOTOR MANIA".
From Machine Code Arcade Action through Graphical Adventure to Mind Bending Board Games - WE'VE GOT THE LOT!

THE BIGGEST RANGE EVER FOR VIC 20 and 64 - NOW ALSO DRAGON AND SPECTRUM
WRITE OR PHONE FOR FREE COLOUR CATALOGUE!

AUDIOGENIC, P.O. BOX 88, READING, BERKS. (0734) 586334



MORE THAN JUST A GAME...



most advanced, sophisticated video game system available.

To start with it's a 32K ROM 17K RAM system with the largest number of micro-chips. It's the K size of the microchips in the console that determine exactly how challenging and exciting the games are to play.

And the bigger the K size of the microchip memory the better the machine.

With CBS ColecoVision the superior 32K ROM memory gives you faster speed of play.

The greatest number of different screens or changing pictures to tax your abilities.

Plus more moving objects on screen to battle through.

Then there's the unique CBS ColecoVision additional video memory that gives better graphic definition and exceptional colour.

But if you find all this jargon a lot to handle, get to grips with games like Donkey Kong or Zaxxon on our system at your local dealer and you'll get the full picture.



First there was the tennis video game, then just as you'd got that well and truly under control, along came all those Invaders from Space.

Well, now there's CBS ColecoVision. It's as different from the rest as Star Wars to Dr Who. Technologically, CBS ColecoVision is the

A bigger challenge.

As you might expect, our range of games is just as advanced as our console. They're just like the original arcade games.

CBS COLECOVISION. A NEW GENERATION



YOU CAN'T BEAT THE SYSTEM

Atari® VCS™ are the trademarks of Atari, Inc. Intellivision™ is the trade mark of Mattel, Inc. Donkey Kong™ is the trademark of Nintendo of America, Inc. © 1981 Nintendo of America Inc. Zaxxon™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc. Smurf™ and Gargamel™ are the trade marks of © Peyo 1982. Turbo™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.

Chosen from the most successful arcade games presently played in the States. No-one else can claim that.

Every single game has up to 4 skill levels for 1 to 2 players plus multiple screens.

So even know-all game wizards are in for some hairy experiences.

There are Donkey Kong, Zaxxon, Smurf, Cosmic Avenger, Carnival, Venture, Wizard of Wor, Gorf, Mousetrap and Ladybug. All demonly difficult. Definitely



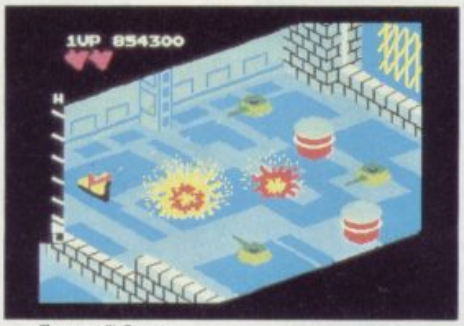
Expansion Module No. 2 with Turbo™ cartridge.

not for those with dodgy digits or weedy reactions.

More control at hand. The CBS ColecoVision hand controls are also specially designed to complement the games.

They give you full control over your game play with 8 direction joy stick, push button keyboard and two independent fire/action buttons.

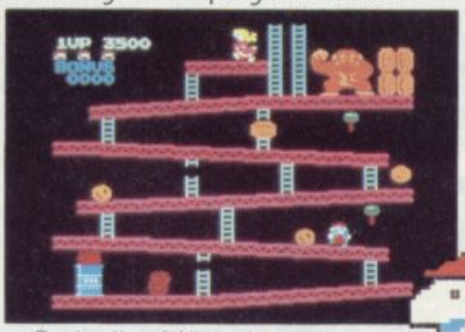
And more. The unique CBS ColecoVision Expansion



Zaxxon™ Sega.

Module Interface allows you to expand the use of your console and keep it right up to date with the latest developments.

Expansion Module No.1 allows you to play the entire



Donkey Kong™ Nintendo.

library of Atari VCS cartridges.

Expansion Module No. 2 is a fully functional driving unit which includes steering wheel, dashboard and accelerator pedal.



Smurf™ Gargamel's Castle. Peyo.

It comes with the Turbo video game cartridge for exciting high speed racing.



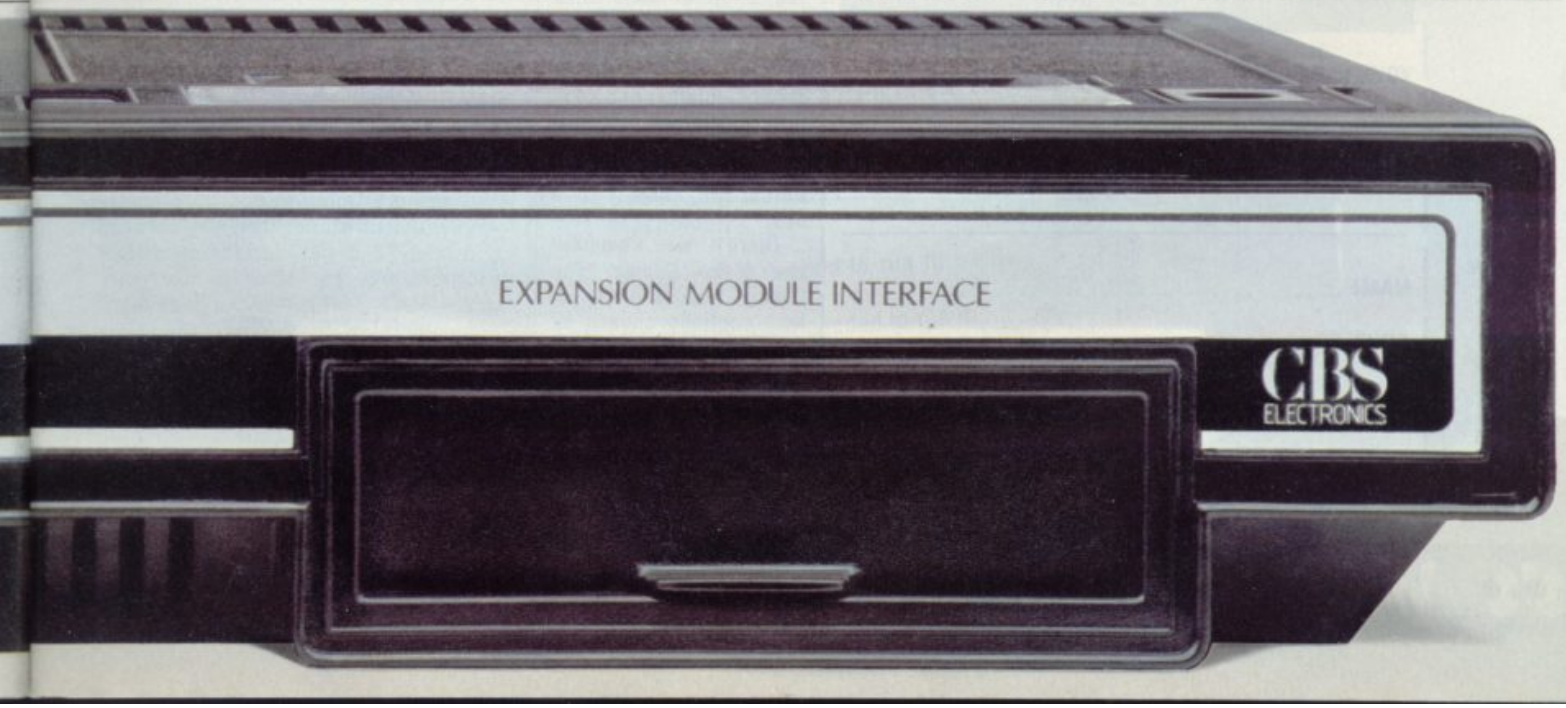
And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths homework upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on. On this planet, certainly.

So go and try one out at your nearest video games dealer.



IN VIDEO GAME COMPUTER SYSTEMS.



OUR PUZZLING PRIZES AND WINNERS

It may look a bit odd — but it's a lot of fun to have around. What is it? A Pass-Me that's what! And what's a Pass-Me when it's at home, I hear you ask. Well, it's a game that will test your skills of response and deduction to the full — and it talks too!

Pass-Me is a bit like those Simon games — except instead of flashing lights it has a voice and numbered handles.

The games you can play with a Pass-Me are many and varied. Too varied to explain here in full! But they will keep you and your friends guessing for hours on end. Just the thing for Christmas parties. You won't be able to pass up a Pass-Me!



Just turn to our competition pages and solve Trevor's latest brain twister, send in your answer and a Pass-Me could be yours. Don't forget we've got five to give away — so enter today!

PUZZLERS COMPUTE SOLUTION

The competition produced a splendid crop of entries and included some well written computer programs. One or two high scoring readers failed to absorb the small print and either used a digit more than twice or scored points for factors greater than 99.

There were eight top score entries who spotted, as did young Stubbs at school, that the six numbers did not have to be different. So, by finding the three highest scoring numbers, which had three different digits each, using each number twice produced the desired result.

Commiserations to those who scored high but were not lucky in the draw from the postbag.

COMPUTATION PUZZLE WINNERS

James Wright, 22 Colt Hill Crescent, Milltimber, Aberdeen AB1 0EF. Mr M. Fisher, 9 Stratford Way, Marston Moreteyne, Bedford MK43 0CJ. Alan Northcott, Rushmoor, 464 Reading Road, Winnersh, Wokingham, Berkshire RH11 5ET.

PARDON? WHAT DID YOU SAY!

Well, just what is the inflatable sea-horse saying to the barman? And what joke is the great green alien telling to his friends at the table? And what is the little brown chap with the teddy-bear thinking? Have you got any ideas? Then why not let us know about them! What are we talking about? Read on . . .



YOUR CAPTION .....

.....

.....

NAME .....

ADDRESS .....

.....

.....

T-SHIRT SIZE ..... Small/Medium/Large.

You may have already noticed something extra in this issue. If not just give your copy a good shake and the *Computer and Video Games 1984* calendar will fall out at your feet. It's a giant technicolour masterpiece created by artist Ross Collins. And we've come up with a competition to go along with it.

Once you've studied the many and varied alien beings gathered in a place of entertainment that is literally out of this world, why not try and think up a witty one line caption for one of the conversations going on in this bar at the end of the universe?

Keep your captions short and sweet — but if you think of more than one jot the others down too. All we ask is that you cut out the picture and the coupon together and send it in to Calendar Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

There's six *Computer and Video Games* "The Champ" t-shirts for the six best captions chosen by the *C&VG* panel. We'll be judging the contest on November 16th. If you don't want to spoil your copy by cutting the coupon out take a photocopy of the page and send us that.

£5,000 FOR PROGRAMS

There's still a chance to enter our grand £5,000 programming challenge. Just in case you've been living in a space station for the past few months this competition gives YOU the chance to win £5,000 in good honest cash.

The prize is on offer from Calisto Software of Birmingham, who are on the look out for bright young programming talents. Calisto is also keen to expand the number of machines it produces software for — and keen to use home-grown talent to do it instead of shipping in games from the States.

Don't be afraid to enter your programs — you don't need to be a professional programmer to come up with good original games ideas. All you need is a good imagination and the ability to convert those ideas into program form.

If you are going to polish up one of your previous efforts, then why not send it quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine.

But there's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't end up £5,000

LAST CHANCE TO VOTE!

This is your last chance to nominate your favourite game for a Golden Joystick Award!

Software companies all over the country are going for gold with the help of you, the readers of *Computer and Video Games*.

Do you have a favourite games program that you'd like to see get an Oscar? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the standards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will be come the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or earn recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

- Best Arcade-style Game.
- Best Strategy Game.
- Best Original Game Idea.
- Software House of the Year.
- Game of the Year.

Initially we are leaving the judging up to you and want you to tell us your nominations in any or all of the categories.

The title Software House of the Year is open to distributors of overseas software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quality count. Send it to: The Golden Joysticks, *Computer & Video Games*, Durrant House, Herbal Hill, London EC1R 5JB.

Please accept the following nominations for the Golden Joystick Awards.
(BLOCK CAPITALS PLEASE)

1) Best Arcade Type Game: .....
By (Software house): .....

2) Best Strategy Game: .....
By: .....

3) Best Original Game: .....
By: .....

4) Software House of the year: .....

5) Game of the year: .....
By: .....

Name: .....

Address: .....

.....

GET YOUR FREE GAMES

Look — we've still got 20 FREE Imagine tapes to give away to anyone with a 48k Spectrum. All you have to do is rush us your name and address on a postcard please, to our office and the first 20 names out of the *C&VG* memory bin will get a copy of Imagine's Zip Zap, an all action robot shoot out. This time we're not putting a city limit on the free game offer. So wherever you live you could be in with a chance of claiming a Zip Zap — you just have to be quick off the mark with your postcards. We'll be choosing the lucky 20 on November 16th. So don't delay, post your card today to: Free Games, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5 EJ.

richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers.

You can enter on any popular microcomputer and all cassettes will be tested by Calisto's team of judges.

If your program comes out on top you'll be presented with a cheque for £5,000 at a special ceremony at a time and venue yet to be arranged.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not included on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember all published entries will be given a software contract, possibly worth a lot of money.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £5,000 richer.

The entries must be sent to: £5,000 Program, Calisto Software, 119 John Bright Street, Birmingham B1 1BE.

If you like you can also send your entries to us at the *C&VG* office and we'll forward them to Calisto. But get cracking, the competition **must** close on November 16th. The winner will be announced in our first issue of the New Year.

All entries will be the property of Calisto Software and the entrants will assign all rights, patents and privileges of their game to Calisto.

No employees of *Computer & Video Games*, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before December 30th.

Please enter this program in the £5,000 program competition

Program name: .....

Machine: ..... Model: .....

Number of K needed to run it: ..... K

Other equipment needed to run it: .....

Author's name: .....

Address: .....

.....

Telephone No: .....



ARCADE ACTION!

FOR THE ORIC-1 commodore 64





DIG DOG

Fast action tunnelling as Max the Mutt races for his long-buried bones. Run like hell through this 100% machine-code game. Dodge and turn — if you're quick and smart you'll survive — hang around and we'll throw you to the rats!

Very adictive.





COSMIC CONVOY

Huge transporters ferry the vital supplies across the dangerous space-lanes, always in convoy. You command a small desperate group of Hyper-Viper destroyers. Save the entire population by protecting as many transports as you can, against the nastiest pirates in the cosmos. 100% machine-code.

So much more than shoot-em-up.

£6-90 EACH

Includes VAT & 1st Class Post & Packing

Realize the true power of your Oric or CBM64.

TASKSET LTD

brings you real arcade style games with all the features you rightly demand; 100% machine code speeds, smooth flicker-free hi-res graphics, great sound, hall of fame, player options, and of course, the very best in original concepts.

Dealer enquiries welcome — call (0262) 602668
Mail or telephone orders to:- Taskset Limited
13, High Street BRIDLINGTON Yorks. YO16 4PR
Bridlington (0262) 73798 24 hrs.

Access

To:- Taskset Ltd 13 High Street Bridlington YO16 4PR
Please send my copy of DIG DOG ☐ 48K Oric @ £6-90
COSMIC CONVOY ☐ CBM 64 @ £6-90 Value.....
Postal Order ☐ Access ☐
Access Number Only
Cheque ☐
NAME
ADDRESS
POST CODE

FANCY WINNING A CHESS COMPUTER?



Illustration by Debbie Cook

This is the amazing *Ambassador* chess computer from the CONCHESS range produced by Contemporary Chess Computers. Doesn't look much like a computer, I hear you say. Don't be fooled! This elegant design houses a powerful machine — which unlike any other is fully expandable.

Yes, you can actually upgrade the chips and the Chess cartridge to keep up with the state of the art in the rapidly developing world of Chess computers.

The *Ambassador* has 10 skill levels — from beginner to expert and also has two analysis levels useful if you play correspondence Chess or for solving Chess problems.

The *Ambassador* is extremely easy to use. The pieces are moved in the conventional manner on the board. There is no keyboard to type in moves on, or tiny screen to squint at — all of which enhances play.

The board registers each move using its automatic sensory capabilities. All this and it looks attractive too with the classic Chess board design in inlaid mahogany and rosewood.

And all this can be yours if you win our latest competition! Simply read the details below and start planning your next move.

"Curious, isn't it," said Alice. "What is?" barked the Red Queen irritably. "These computer things," replied Alice, "It seems that these days young people don't go adventuring through the Looking Glass like I did, but use these micro-computers instead." "Rubbish!" shouted the Red Queen, you know micro-computers don't really exist. They are just a figment of the White Knight's imagination!"

"It must be interesting to go through a computer screen," Alice continued unruffled by the Red Queen's outburst. "I wonder what Computerland looks like?" she added with a wistful look in her eye. "Be quiet girl!" the Red Queen was obviously getting annoyed. "Eat your dry biscuit!" Alice stood up and strode away from the blustering Queen. "Where are you going!" the Red Queen shouted after her. "To find the White Knight," Alice said forcefully, "I want to find out all about these micro-computer things!"

While Alice is off discovering the magical world of micro's we've got a little task for you too. And you could win a Chess computer!

Can you dream up an adventure game based on the theme of the Chess board — just like Lewis Caroll did in his second Alice adventure *Through the Looking Glass*?

What we'd like you to do is to look at your Chess board and imagine that it has been transformed into a magical land.

Dream up some characters to inhabit your Chess-board world, and a hero to move through it. Perhaps he's searching for a lost treasure or an imprisoned princess — or on a quest to destroy all evil on the board world. Use the standard moves for chess pieces as a basis for moving your characters about in Chess-world — or dream up some new moves of your own! All that we require is that you use the chequered board as the basis for your imagination to work on.

We'd like you to attempt to write a listing for your Adventure if you can — but it's not essential. If you like you can simply give us an idea, backed up with diagrams and documentation of how your game would work on a micro. And if you don't feel like writing an Adventure why not have a go at creating a graphic video-style game based on a Chess theme?

The winner will receive an *Ambassador* Chess Computer from Contemporary Chess Computers, details of this amazing prize can be found elsewhere on this page. Runners-up will get Chess software for their computers. So don't forget to let us know what micro you own. The coupon below should accompany your entry.

As this is quite a complicated task we're giving you three months to come up with a great idea and send it to us. So you've got until January 16th 1984 to get your idea to us. Address your entries to Chess Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. The usual competition rules apply and the editor's decision is, as always, final!

Please enter my game in the C&VG/Contemporary Chess Computers Competition

Name .....

Address .....

.....

Telephone number .....

Name of Game .....

Type of Game/video-style or Adventure .....

Computer your game runs on/computer you own .....

GET YOUR HANDS ON ONE...



The
Spectravision Quickshot
deluxe joystick (BBC compatible)

Now, Microstyle offer you the chance to use a joystick where joysticks have never been used before! Operating directly through the existing user-ports on your BBC model B microcomputer and available for use with all Acornsoft and most other keyboard controlled games even Planetoids — these joysticks include a machine-code 'driver program' on tape, which converts keyboard commands to remote control operation for maximum enjoyment.

only £19.95 inc VAT

for mail order please add 75p P&P

NEW SHOP NOW OPEN

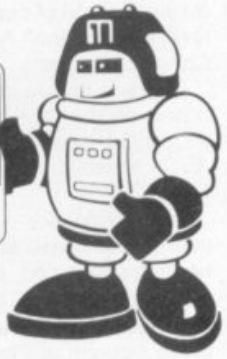
The Aylesbury Computer Centre
52 Friar's Sq., Aylesbury.
Telephone: Aylesbury (0296) 5124

The Bath Computer Centre
29 Belvedere, Lansdown Road, Bath.
Telephone: Bath (0225) 334659

The Daventry Computer Centre
67 High St., Daventry.
Telephone: Daventry (03272) 78058

The Newbury Computer Centre
47 Cheap Street, Newbury.
Telephone: Newbury (0635) 41929

MicroStyle
THE HOME COMPUTER PEOPLE



Please Note: While Microstyle will endeavour to maintain sufficient stocks of items currently or previously advertised we regret that all items are offered for sale subject to availability from manufacturers.

...BEFORE THEY DO!

TERMINAL SOFTWARE



BEST SELLERS for the COMMODORE 64

SUPER SKRAMBLE! "An excellent game" said Computer & Video Games magazine (Sept '83).

SUPER GRIDDER A novel, exciting and compulsively tactical arcade-style game with superb SPRITE graphics.

SUPER DOGFIGHT The FIRST. 64 games cassette to have SIMULTANEOUS TWO-PLAYER ACTION - realistic sound effects too.

More are on the way....Rec. Prices £9.95

INTRIGUE & ADVENTURE for the Sinclair Specturm 48k

SPACE ISLAND and **VAMPIRE VILLAGE** are unique and exciting replayable real-time graphic adventures.

CITY is what we call a real-time computerised better-than-a-board game...find out why.

All superb value at Rec. Prices £6.95



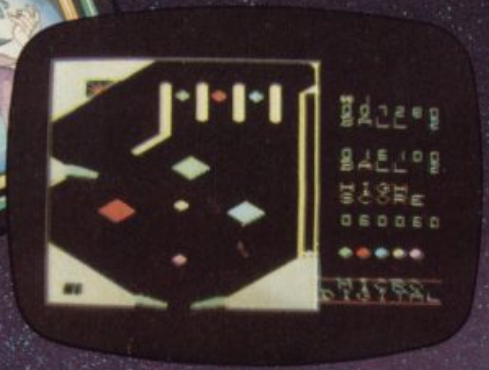


PURE ENJOYMENT for the VIC 20

PINBALL WIZARD is a wonder of simulation that makes unsurpassed use of the VIC's graphics. So realistic you can even use the flippers to trap and hold the ball - and nudge the table - but not to hard or it tilts!

Rec. Price £7.95





REALISTIC GRAVITY!

There are twelve more Terminal Software games cassettes for the VIC 20.

Rec. Prices from £5.95 to £9.95

TERMINAL

SELECTED PROGRAMS AVAILABLE IN:

Dixons Software Express

Greenchip at DEBENHAMS

LASKYS

TERMINAL SOFTWARE
28 CHURCH LANE, PRESTWICH, MANCHESTER M25 5AJ
TEL 061 773 9313

PRINCIPAL WHOLESALE DISTRIBUTORS:
PCS BLACKBURN, CentreSoft WEST MIDLANDS
SoftShop LONDON
EUROPE: WICOSOFT, TIAL, AASHIMA

The world's first true 3D game.

Postern bring you the first fully 3 dimensional stereoscopic game.

by Mike Singleton



100 FREE PROGRAMS
FROM SILICA SHOP WITH EVERY ATARI 800 PURCHASE

ATARI 400 800

ATARI



REDUCED PRICES

We at Silica Shop are pleased to announce some fantastic reductions in the prices of the Atari 400/800 personal computers. We believe that the Atari at its new price will become the U.K.'s most popular personal computer and have therefore set up the Silica Atari Users Club. This club already has a library of over 500 programs and with your purchase of a 400 or 800 computer we will give you the first 100 free of charge. There are also over 350 professionally written games and utility programs, some are listed below. Complete the reply coupon and we'll send you full details. Alternatively give us a ring on 01-301 1111 or 01-309 1111.

ATARI 400 with 16K	£99
ATARI 400 with 48K	£159
ATARI 800 with 48K	£249

400/800 SOFTWARE & PERIPHERALS

Don't buy a T.V. game! Buy an Atari 400 personal computer and a game cartridge and that's all you'll need. Later on you can buy the Basic Programming cartridge (£35) and try your hand at programming using the easy to learn BASIC language. Or if you are interested in business applications, you can buy the Atari 800 + Disk Drive + Printer together with a selection of business packages.

Silica Shop have put together a full catalogue and price list giving details of all the peripherals as well as the extensive range of software that is now available for the Atari 400/800. The Atari is now one of the best supported personal computers. Send NOW for Silica Shop's catalogue and price list as well as details on our users club.

THE FOLLOWING IS JUST A SMALL SELECTION FROM THE RANGE OF ITEMS AVAILABLE:

ACCESSORIES
Cables
Cassettes
Diskettes
Joysticks
Le Stick - Joystick
Misc Supplies
Paddles

ADVENTURE INT
Scott Adams Adv
No 1 Adventureind
No 2 Pirate Adv
No 3 Mission Imp
No 4 Voodoo Cast
No 5 The Count
No 6 Strange Odv
No 7 Mystery Fun
No 8 Pyramid of D
No 9 Ghost Town
No 10 Sav Island 1
No 11 Sav Island 2
No 12 Golden Voy
Angle Worms
Deflections
Galactic Empire
Galactic Trader
Lunar Lander
Mountain Shoot
Rearguard
Star Flite
Sunday Golf

AUTOMATED SIMULATIONS
Crush Crumble Cmp
Datestones of Ryn
Dragons Eye
Invasion Orion
Rescue at Rigel
Ricochet
Star Warrior
Temple of Apshai
Upper Reaches Aps

BOOKS
Basic Ref Manual
Compute Atari DOS
Compute Bk Atari
Compute Magazine
De Re Atari
DOS Utilities List
DOS2 Manual
Misc Atari Books
Op System Listing
Wiley Manual

BUSINESS
Calculator
Database Managemt
Decision Maker
Graph-It
Invoicing
Librarian
Mort & Loan Anal
Nominal Ledger
Payroll
Personal Fint Mgmt
Purchase Ledger
Sales Ledger
Statistics 1
Stock Control
Telelink 1
Visicalc
Weekly Planner
Word Processor

CRYSTALWARE
Beneath The Pyram
Fantasyland 2041
Galactic Quest
House Of Usher
Sands Of Mars
Waterloo
World War III

DYNACOMP
Alpha Fighter
Chompelo
Crystals
Forest Fire
Intruder Alert
Monarch
Moonprobe
Moving Maze
Nominoes Jigsaw
Rings of The Emp
Space Tilt
Space Trap
Stud Poker
Triple Blockade

EDUCATION from APX
Algicalc
Atlas of Canada
Cubbyholes
Elementary Biology
Frogmaster
Hickory Dickory
Inst Compt'g Dem
Lemonade
Letterman
Mapware
Maths-Tac-Toe
Metric & Prob Solvg
Mugwump
Music Terms/Notatn
Musical Computer
My First Alphabet
Number Blast
Polycalc
Presidents Of U.S.
Quiz Master
Starware
Stereo 3D Graphics
Three R Math Sys
Video Math Flash
Wordmaker

EDUCATION from ATARI
Conv French
Conv German
Conv Italian
Conv Spanish
Energy Czar
European C & Caps
Hangman
Invit To Prog 1/2/3
Kingdom
Music Composer
Scram
States & Capitals
Touch Typing

EMI SOFTWARE
British Heritage
Cribbage/Dominoes
Darts
European Scene Jig
Hickory Dickory
Humpty Dumpty
Jumbo Jet Lander
Snooker & Billiards
Submarine Commdr
Super Cubes & Tilt
Tournament Pool

ENTERTAINMENT from APX
Alien Egg
Anthill
Attank
Avalanche
Babel
Blackjack Casino
Block Buster
Block 'Em
Bumper Pool
Castle
Centurion
Checker King
Chinese Puzzle
Codecracker
Comedy Diskette
Dice Poker
Dog Daze
Domination
Downhill
Eastern Front
Galahad & Holy Grl
Graphics/Sound
Jax-O
Jukebox
Lookahead
Memory Match
Midas Touch
Minotaur
Outlaw/Howitzer
Preschool Games
Pro Bowling
Pushover
Rabbotz
Reversi II
Salmon Run
747 Landing Simul
Seven Card Stud
Sleazy Adventure
Solitaire
Space Chase
Space Trek
Sultans Palace
Tact Trek
Terry
Wizards Gold
Wizards Revenge

ENTERTAINMENT from ATARI
Asteroids
Basketball
Blackjack
Centipede
Chess
Entertainment Kit
Missile Command
Pac Man
Space Invaders
Star Raiders
Super Breakout
Video Easel

ON LINE SYSTEMS
Crossfire
Frogger
Jawbreaker
Mission Asteroid
Mouskattack
Threshold
Ulysses/Golden Fl
Wizard & Princess

PERIPHERALS
Centronics Printers
Disk Drive
Epsom Printers
Program Recorder
RS232 Interface
Thermal Printer
16K Memory RAM
32K Memory RAM

PERSONAL INT from APX
Adv Music System
Banner Generator
Blackjack Tutor
Going To The Dogs
Keyboard Organ
Morse Code Tutor
Personal Fitness Prg
Player Piano
Sketchpad

PROGRAMMING AIDS from Atari
Assembler Editor
Dsembler (APX)
Microsoft Basic
Pascal (APX)
Pilot (Consumer)
Pilot (Educator)
Programming Kit

SANTA CRUZ
Basics of Animation
Bobs Business
Display Lists
Graphics Machine
Kids 1 & 2
Horizontal Scrolling
Master Memory Map
Mini Word Processor
Page Flipping
Player Missile Gr
Player Piano
Sounds
Vertical Scrolling

SILICA CLUB
Over 500 programs write for details

FOR FREE BROCHURES – TEL: 01-301 1111

For free brochures and reviews on our range of electronic products, please telephone 01-301 1111. To order by telephone, just quote your name, address, credit card number, and order requirements and leave the rest to us. Post and packing is FREE OF CHARGE in the UK. Express 24 hour delivery available at an additional charge.

- SHOP DEMONSTRATION FACILITIES — we provide full facilities at our shop in Sidcup. Monday to Saturday 9am to 5.30pm (closing Thursday 1pm, Friday 8pm).
- MAIL ORDER — we are a specialist mail order company and are able to supply goods direct to your door.
- MONEY BACK UNDERTAKING — if you are totally unsatisfied with your purchase, you may return it to us within 15 days. On receipt of the goods in satisfactory condition we will give you a full refund.
- PART EXCHANGE/SECOND HAND MACHINES — we offer a part exchange scheme to trade in many makes of T.V. game for personal computers.
- COMPETITIVE PRICES — our prices, offers and service are very competitive. We are never knowingly undersold, and will normally match any lower price quoted by our competitors.
- HELPFUL ADVICE — available on the suitability of various computers.
- AFTER SALES SERVICE — available on all computers out of guarantee.
- VAT — all prices quoted above include VAT at 15%.
- CREDIT FACILITIES — we offer credit over 12, 24 or 36 months, please ask for details.

SILICA SHOP LIMITED
Dept. C&VG 1183, 1-4 The Mews, Hatherly Road, Sidcup, Kent DA14 4DX.
Telephone 01-301 1111 or 01-309 1111.

SILICA SHOP

FREE LITERATURE

I am interested in purchasing an Atari 400/800 computer and would like to receive copies of your brochures and test reports as well as your price list covering all of the available Hardware and Software.

Name .....

Address .....

Postcode .....

(CVG 1183 Computer & Video Games November 1983)

YEP FOLKS — IT'S HERE

AVAILABLE NOW
Spectrum 48K
Com. 64

CALIFORNIA

GOLD RUSH



HOWDE DO PARDNERS
This here's Prospector Jake, I sure am havin' one helluva time tryin' to peg ma claim with those damned Injuns a hootin' an a hollerin' all over this territory. Ma job gets harder as I move from one Gold Field to another. I know, that is me an' ma stubborn hornery ol' Mule here know of 24 rich an' I mean rich seams of pure Gold. All it needs to make this here ol' critter happy is that you help me peg every doggone last one of them claims.

Can YOU help Jake become rich, help him peg his claim, dodge the arrows, avoid the tomahawks, and plant the Dynamite in just the right place? . . . YOU CAN!!!

YIPPEE . . . Git yer Picks an' Shovels and join the CALIFORNIA GOLD RUSH . . . NOW

Amazing Arcade Action . . . Stunning Sound and Graphics
Available NOW for Commodore 64, Spectrum 48.

£7.95 including P&P

SPECIAL OFFER ***SPECIAL OFFER*** ***SPECIAL OFFER***

Order CALIFORNIA GOLD RUSH before 30.10.83 and get a 10-game Cassette of terrific games . . .

FREE

COMING SOON

LEAPIN' LANCELOT: Medieval Machine Magic to enthral you
GALACTIC SURVIVAL PAK: Every Astro-Traveller *must* have this!

ANIK

We always need Dynamic Dealers and Imaginative Writers

Please rush me CGR for (m/c)

TOTAL SUM INCLUDED £
Please make cheques and POs payable to ANIK MICROSYSTEMS
30 KINGSCROFT COURT
BELLINGE, NORTHAMPTON

Name.....
Address.....
.....
.....

G·A·M·E·S N·E·W·S



THIS GAME IS ALL GREEK TO US!

GORGON

The scene is Ancient Greece. You are Spectrasses, a local hero of the time. Grang, an ugly ruffian, has stolen a golden chalice from the sacred temple belonging to your home town.

This chalice was entrusted to the people by the Gods for safe keeping, but because the townsfolk got lazy, Grang was able to steal the chalice.

The Gods have, of course, become very angry and have commanded the sea to rise until the town is flooded — unless the chalice is returned to the temple.

You know that Grang has gone to his secret cave underneath a ruined temple. This temple is guarded by Grang's friend the Gorgon, whose stare will turn you to stone.

There are two parts to this game, written by Barry Cornhill, a new author. The first is the contest in the arena with Gorgon, where you manipulate your shield to reflect back the Gorgon's deadly stare.

The shield is heavy and has to be put down at intervals, thus giving Gorgon his chance to zap you.

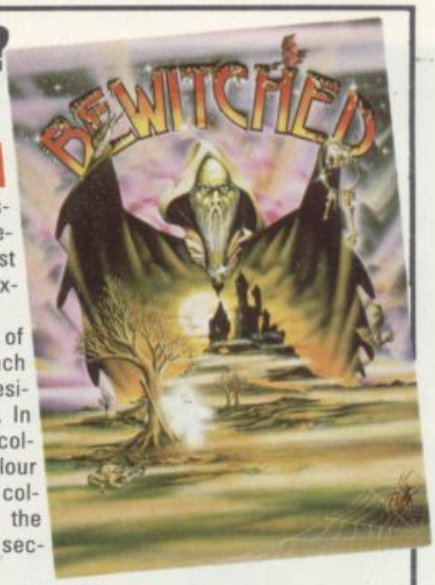
There are three skill levels to the game — (Doddle!, Heroic, and Super-heroic — and the difficulty increases accordingly. All the while the sea keeps on rising, so that it is also a race against time.

The second part of the game is the sword fight with Grang, assuming that you get this far. You can parry, thrust, advance or retreat and the hits scored for either side are registered with signal lights as are the number of hits still required to win.

The game comes from Phipps Associates of Ewell, Surrey and runs on the 48k Spectrum. It is priced at £4.95.

CONFUSED? TRY THIS!

BEWITCHED



Unlock the doors to discover the mystery of Bewitched, Imagine's latest offering for the unexpanded Vic.

There are 20 sections of a maze and lurking in each one are the traditional resident ghosts and ghouls. In each maze are four coloured doors, each colour corresponding to four coloured keys hanging at the very top of the screen in section one.

You take the part of a key — whose job is to travel to the twentieth section of the maze unlocking the door to each new section on the way.

To open the doors you have to guide your key to the four other keys at the top of the screen and select a colour. Your key will then take on this colour and you can move off to try the door. If it is a dud, make your way back to the top and chose another one.

This may sound easy but there is an added hazard. Ghosts which try their best to capture you! In section two of the maze you will find not one ghost but two and so on throughout the game.

Bewitched is written in machine code for the unexpanded Vic and is controlled by either joystick or keyboard, available from Liverpool-based Imagine Software at £5.50.



FIRST CLASS POST — WITH A DIFFERENCE!

PERILOUS POST

Frustrated motorists everywhere can now get their own back on that scourge of the highways, Traffic Wardens.

Perilous Post a new games release from Impact Software lets you become a mad Postman intent on delivering the mail at any price.

You drive your van across a railway line avoiding passing trains and then cross a river by carefully guiding your mail van onto one of the waiting ferry-boats.

Once across the river you are faced with a maze consisting of streets of houses awaiting delivery of the parcels in your care.

But there is a slight problem. Patrolling Traffic Wardens! You must avoid the wardens until you have posted sufficient parcels. Then you get your chance to run the Wardens over in your van — and you won't even get a ticket.

The game runs on an unexpanded Vic-20 and has full colour graphics. Perilous Post is available from the Edinburgh-based company Impact Software in early October and will retail at £6.50.

As your childr
so can your



600XL Home Computer.

If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer, it's designed to build into a complete computer system.

As your children's knowledge of computers increases, so can their home computer, simply by adding any of these extras which will be available soon.

Program Recorder. The inexpensive way to store extra programs, and use the unique Atari sound-through system.

64K Memory Module. Increase the memory from 16K RAM to a massive 64K RAM. Important, as the more memory it has the more it can do.

Touch Tablet. Creates complex on-screen graphics by allowing you to draw on the TV screen.

Trak Ball™ Controller. For a better and more sophisticated arcade style game control.

·en get bigger
· Atari 600XL.



Program Recorder.



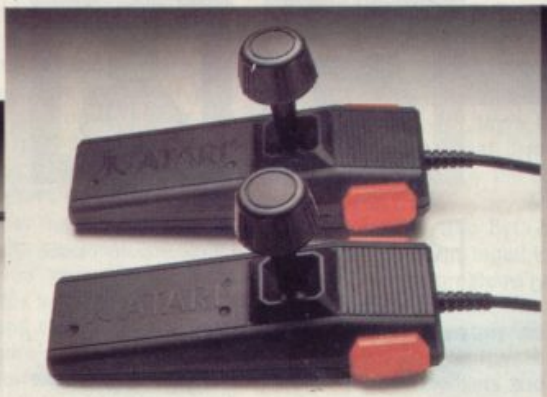
64K Memory Module.



Touch Tablet.



Trak Ball™ Controller.



Super Joysticks.



Colour Printer.



Disk Drive.



80 Column Dot Matrix Printer.



Letter Quality Printer.

Super Joysticks. Gives you a greater competitive edge over your games.

Colour Printer. You can print out your own four colour electronic designs and programs.

Dual Density Disk Drive. Increases your capability by giving you fast access to data, as well as an efficient expanded storage system.

80-Column Dot Matrix Printer. This is for more complex applications with fast telex style print-outs.

Letter Quality Printer. Changes your computer into a sophisticated word processor, producing as many top quality prints as you want.

Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.

The new Atari XL home computer system.

ATARI®

TM are trademarks of Atari Inc. ®ATARI and design. Reg. in U.K. The ATARI 600XL is compatible with ATARI 400 and 800 programs.

MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS

The RH lightpen is compact, little bigger than a felt-tip. It is versatile, with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

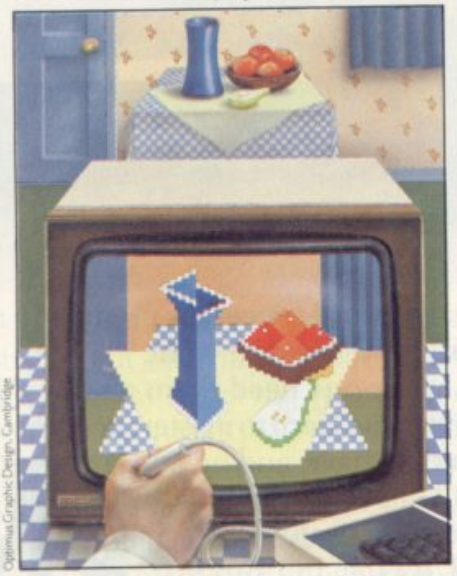
Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

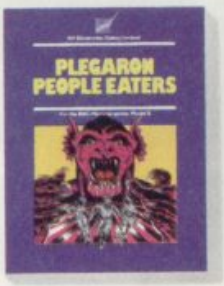
Art-fun software

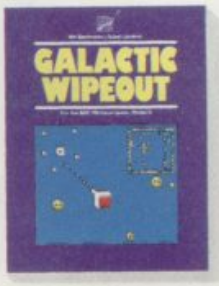
This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

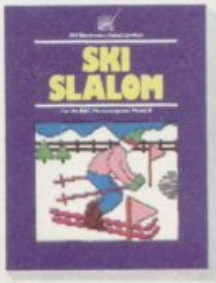
Lightpen £45.95
40 track disc version of lightpen software £5.95
Colour-graphic software (tape) £9.95
Art-fun software (tape) £9.95

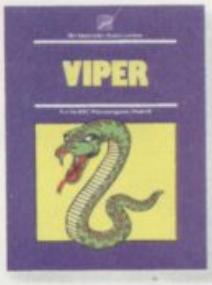


Optimus Graphic Design, Cambridge

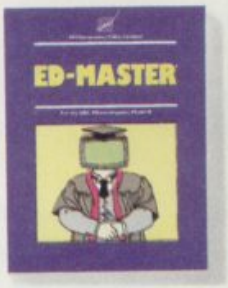


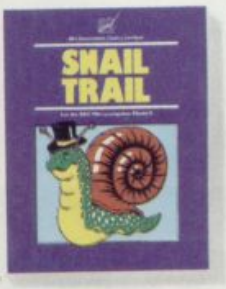














RH Electronics has a whole series of excellent software for the BBC Microcomputer Model B. For games, business and education, they will be highly valued by any BBC Micro owner.

Plegaron People Eaters £8.95
Stop the Plegarons' path of destruction by walling them in. A game of skill (nine levels) and cunning.

Galactic Wipeout £8.95
Fight off alien attackers and meteor showers as you transport the survivors of the human race to a new planet.

Ski Slalom £8.95
Guide the skier through the 40 gate course avoiding deadly ice and landsliding snowballs.

Viper £8.95
Guide the snake around its electric cage devouring as much food as you can. Avoid touching the electrified walls, swallowing unsavoury food or causing the snake to eat its own tail.

3 in 1 (A) £7.50
This set of three games for the younger enthusiast includes: Task Force – a strategic battle of sea and air; Demolish – blast your way to freedom avoiding radioactive fall-out and falling masonry as you go; Cosmos – where you have to defend the earth from an invading battle fleet.

Ed-master £12.95
This program uses the quiz format combining the element of fun with educational teaching. 160 questions may be programmed by the teacher, divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but cheating is prevented as pupils cannot access the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

Snail Trail £4.95
Help the snail escape from the maze he's fallen into before he starves to death. There are two skill levels to this cassette.

Database £12.95
A cassette for the business or home. It enables you to file, sort and access a great number of items such as diary entries, addresses, telephone numbers, accounts or other information.

Order form Please send me:

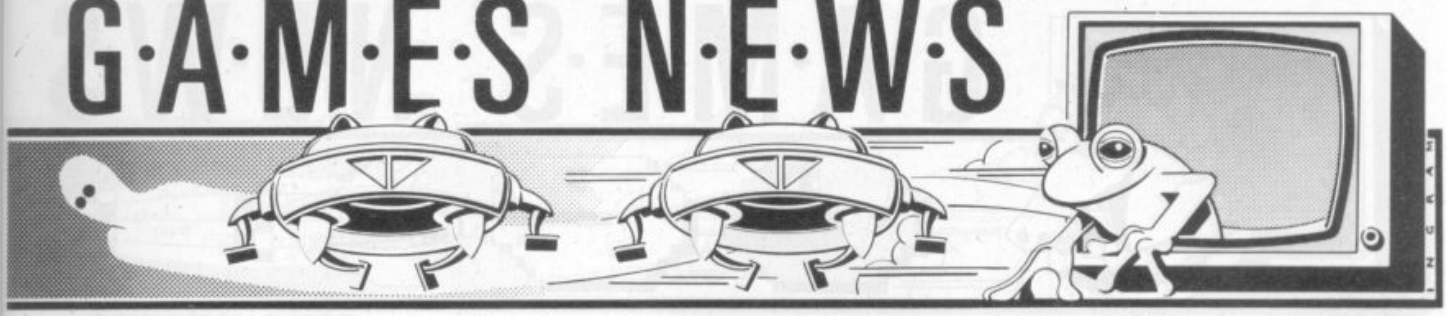
_____ £_____
_____ £_____
_____ £_____
_____ £_____
_____ £_____
_____ £_____
_____ £_____
_____ £_____
Total £_____

Make cheque or PO payable to
RH Electronics (Sales) Limited
allowing 28 days for delivery.
All prices include VAT and p&p.
Send or telephone your order to:

RH Electronics (Sales) Limited
Chesterton Mill, French's Road
Cambridge CB4 3NP

Telephone (0223) 311290

G·A·M·E·S N·E·W·S



RADAR RATS CHASE THE CATS

RAT RACE

Radar Rat Race turns the tables on the cats. The rats are out to get them in this new game. You are the cat searching for ten cheeses hidden in a large maze.

Radar shows you the hidden cheese and the positions of the enemy rats.

As the game progresses the number of rats multiplies and just to make things even more difficult there are also a scruffy band of alley cats dotted around the maze who are waiting to pounce.

The odds aren't entirely stacked against you though as there are clouds of magic stars that confuse the rats and gives the cat more chance to find those cheeses.

Radar Rat Race is in the shops now at £9.99 in cartridge form for the Commodore 64.

SIX OF THE BEST FROM ARCADES

KILLER KONG

Six new hi-res colour graphics games are just out for the Spectrum from Blaby.

The first is Killer Kong a version of the arcade favourite. It includes two hi-res screens with the usual features. You may also collect extra points by jumping up and snatching hamburgers!

Next comes a game called High Rise Harry (48k). You are Harry and you have the job of rust-proofing iron girders that are patrolled by Rust Bugs. It includes three different screens and levels.

Barmy Burgers is the title of the third game, a version of a *C&VG* favourite, Burger Time. The object of the game is to guide your Chef across all the ingredients to make up a super half pounder burger before the two sausages or fried egg catch you! You do have a helpful weapon — five sprinkles of pepper — which immobilises the furious food chasers.

In Do Do you have to avoid getting stung by the Snow Bees. Sounds like Pengo to me — another *C&VG* favourite. You, the Penguin, slide ice blocks at the Snow Bees, but watch out they have long sharp stings which can shatter the ice.

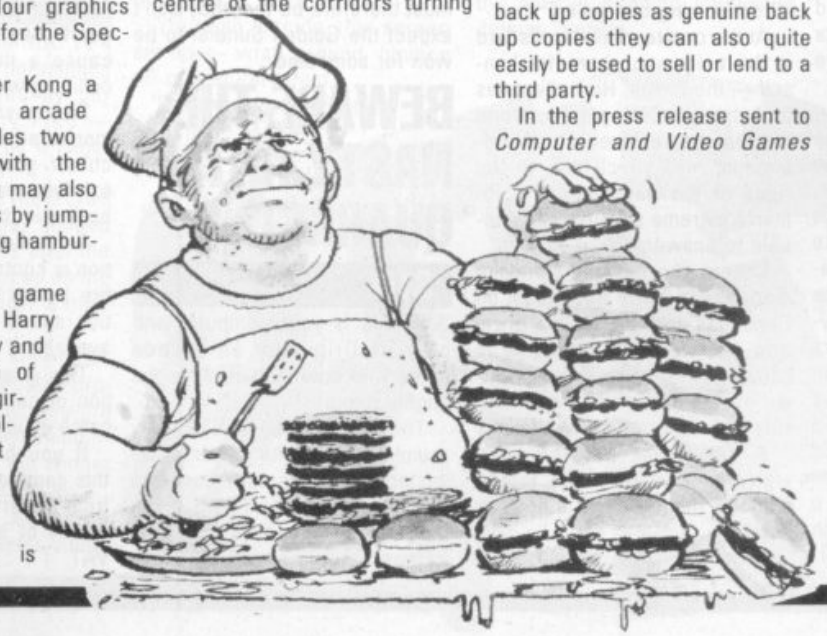
You carry an ace under your wing, as you can electrify the side walls and kill any bees which happen to be lurking on it.

Right what's next? Lunar Lander? . . . not quite. Shuttle is the name of the game and the object is to guide your Shuttle-craft down to the surface of the planet Wexon and rescue the stranded patrol who's space ship has landed there. This must be done without colliding into the asteroid belt. Your mission ends when all of the stranded patrol have been rescued!

Last, but not least, comes Confusion. You are a pilot of a spacecraft lost in a maze of corridors in space (naturally!) Your object is to thrust up and down the centre of the corridors turning and shooting opposing ships which would otherwise collide and kill you.

You can obtain an extra bonus by entering an energy alley and collecting the pod, but get out as quickly as possible or you will be trapped by deadly missiles.

All six games are available for the 48k Spectrum at £5.95 each from Leicester-based Blaby.



COPY CAT TAPE POSES A PROBLEM

CLONE

Software piracy is a topic currently undergoing great discussion at the moment by the software houses.

Arch rivals like Bug Byte and Quicksilva have come together to discuss "common problems" and software piracy in particular.

One new release this month from Work Force software of Luton deliberately sets out to bring the issue into sharp focus. Called Clone its purpose is suggested in its name. "Clone will copy standard Spectrum tapes. Its purpose is to back up tapes purchased by the user", says a press release from Work Force.

What worries the software houses is that instead of using back up copies as genuine back up copies they can also quite easily be used to sell or lend to a third party.

In the press release sent to *Computer and Video Games* Work Force state that: "We have had the program available for some time but held back from releasing it.

It is sold with the following condition attached: "Clone is for the use of the purchaser only and it is to be used solely for the purpose of making back-up copies of the purchasers software. Clone must not be used to produce more than one copy of the software tape and the owner may not sell, hire, or otherwise dispose of the back-up copy."

NEW MUSIC WITH A MESSAGE . . .

MAINFRAME

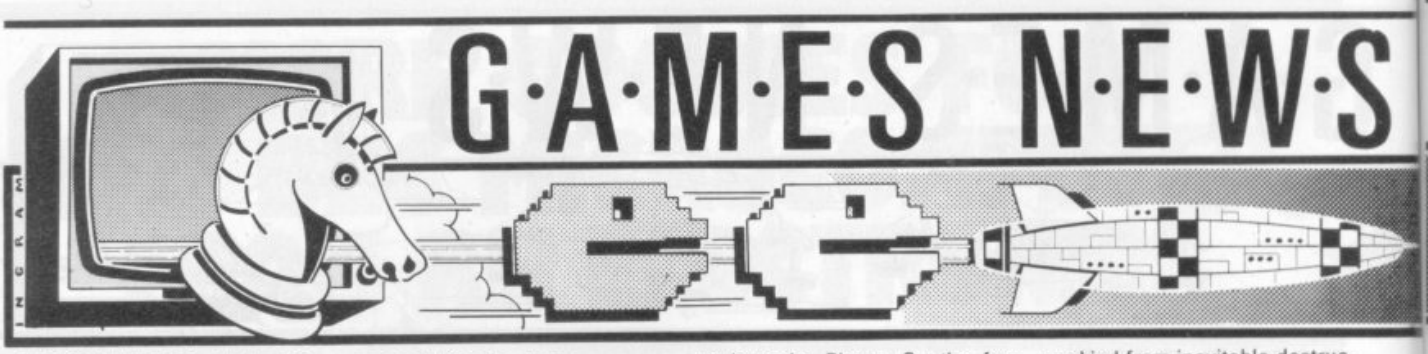
Remember the band called *Mainframe* we told you about a few months back? They were the first group to feature computer graphics programs on their singles — before the major record companies cottoned on to the idea.

By simply plugging in your micro to your amplifier and loading up the program some interesting sound to light graphics appeared on your TV screen as the record played on your turntable.

Mainframe's new album, called *Tenants of the Lattice-work*, is what used to be called a concept album. In conjunction with the record the band are running a *Masquerade* type competition called The Quest — and the prize is an extremely valuable solid gold 'M'.

All you have to do is buy the LP, read the establishing story, listen to the music, study the record sleeve carefully and then answer the questions posed in a special questionnaire included with the record.

If you are interested in more information about Mainframe and The Quest why not write to MC² Records, 24 Missenden Drive, Hemel Hempstead, Hertfordshire.



MOVING INTO THE BIG COUNTRY. . .

TEXAS

Texas Instruments have maintained a monopoly on the market for TI/99 cartridge based games — until now that is.

Audiogenic, the Reading based software company, have branched out into Texas country with four new games.

Audiogenic's initial range of games for this popular home computer includes St Nick, Cave Creatures, Rabbit Trail, Driving Demon and Hen House. The company says that the range will be expanded gradually. Full details of the games and prices will be announced shortly.

DAY IN THE LIFE OF SUPER-COP

SIREN CITY

This is a massive arcade graphics adventure which incorporates 25 pages of full scrolling hi-res colour graphics and sound.

You are a cop in Siren City and you are set different assignments on each of the ten consecutive levels.

The assignments include driving your police car through the city and dealing with the crime specified in the assignment.

As mentioned, the graphics are scrolling and incorporate roads, buildings, houses, bungalows, trees, railways, (complete with level crossings), other moving cars, opposing helicopters and dragsters, bill boards, an airport (with helicopter pad and planes), atomic bombs and clouds of poisonous gas . . . and much more!!

The player is provided with a full hard copy of the map which will be most essential for reference during the game.

Siren City is available from Interceptor Micros for the Commodore-64 computer (disc or cassette) at around £7.00.

Richard Jones at (Interceptor Micros) told *C&VG* that Siren City will be the biggest and most spectacular game to hit the CBM-64 yet! Well, lets wait and see . . . I mean drive!!

HUNT FOR THAT GOLD SUNDIAL

PIMANIA

Devotees of Pimania — that zany adventure game with a £6,000 prize in the shape of the Golden Sundial of Pi — will not need reminding that the trinket is yet far from being won.

For the uninitiated Pimania has taken on cult status amongst its participants as marriages, careers, and all other personal responsibilities quake before the all consuming obsession.

At the centre of all this discord is the enigmatic character himself — the Piman. His colleagues at Automata Cartography inform me that he receives an abundance of mail which due to the rules of the game and the Piman's extreme shyness he is unable to answer.

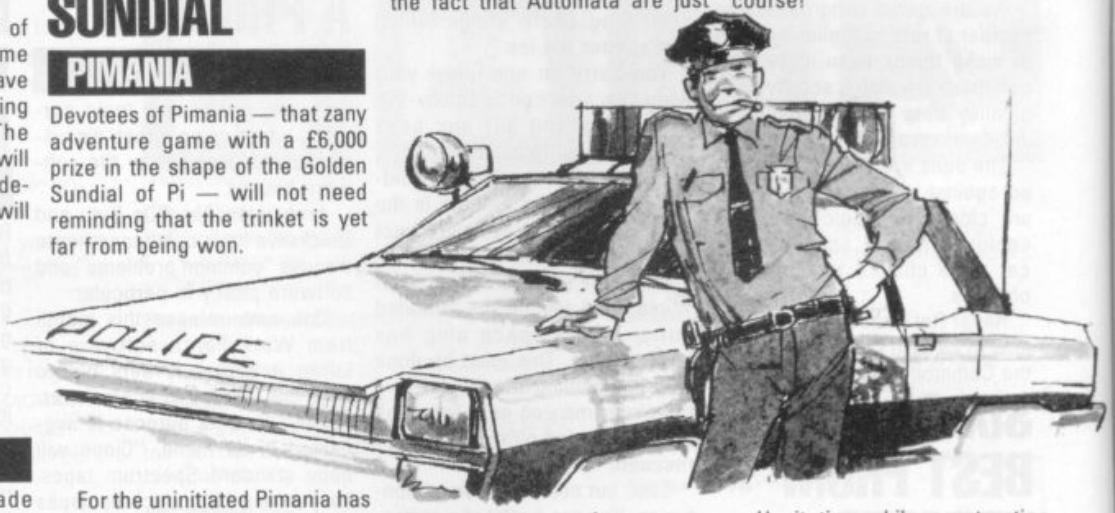
Letters like the one from the man who is off to Bethlehem on Christmas day to claim his prize, and the several letters from people who open with sentences like "Help! My wife and kids have left me" arrive daily.

All this meets with the same stony silence from the Piman who will neither confirm or deny anything.

Despite all this, people seem to love the Piman. On the few occasions when he has appeared at computer fairs he has been showered with adulation.

One twelve-year-old boy presented him with a Pi family which he crafted himself in clay. Another group of admirers presented him with a cuddly toy.

An Automata spokeman refused to say if anyone had come near to winning the sundial in the twelve months that the quest has been running. And the only clue that this reporter could elicit is the fact that Automata are just about to put on sale two new versions of the game for new computers including the Commodore 64 — the conclusion must therefore be that they don't expect the Golden Sundial to be won for sometime.



BEWARE THE NASTY ANTI QUARKS!

STIX

'Stix' this is your computer and play it! Originally an arcade game it is now available for the mighty micro!

The Stix is a bundle of energy roaming the infinite universe devastating all in its path. Luckily a freak cosmic storm has given you the unique opportunity to harness its evil power and save mankind from inevitable destruction!

Your job is to keep the Stix under control restricting its movement by quickly constructing force fields inside the hypersquare.

This is not all you have to contend with. There are several deadly hazards to be aware of. The Stix must not touch you or you will die a horrible death!

If the Stix touches an incomplete force field the field synthesiser disintegrates due to molecular transposition — of course!

Hesitation while constructing a force field will cause a hissing ripple of energy to annihilate the synthesiser!

Watch out! . . . a quark or anti-quark may be coming. They will cause a nuclear explosion on colliding with your synthesiser!

Field synthesiser energy is monitored at the top of the hi-res colour graphics display, if this exhausts your entire supply will be lost in the ensuing holocaust!

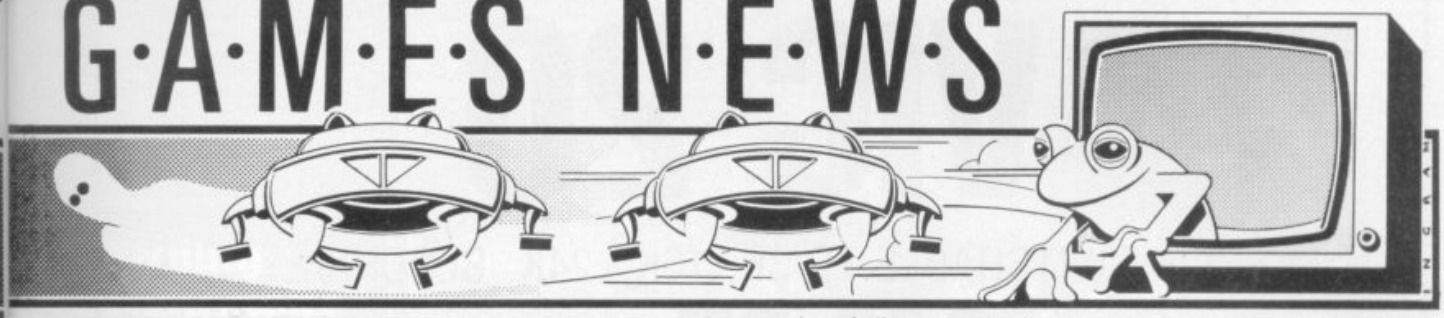
Force field construction direction is controlled by joystick with fire button to control field creation speed. Keyboard control is available if necessary.

This is an interesting adaptation of game which didn't really catch on in the arcades.

If you have the guts to Stix this game out then it is available from Supersoft for the Commodore-64 at a price of £8.00 plus VAT.

Illustration: Jon Davis

G·A·M·E·S N·E·W·S



SCREEN GEM FOR THE VIC-20?

PINBALL WIZARD

Pinball Wizard is a remarkable example of what is possible with the unexpanded Vic-20 when a skilful machine code programmer sets to work. So say Terminal Software — the company bringing you this new game direct from the USA.

Terminal believe Pinball Wizard is the most realistic game for the Vic-20 this side of the Atlantic. The company market Pinball Wizard under licence from US software house Microdigital.

There are bumpers, rollovers, a jackpot, slingshots and three flippers that you can use to trap and hold the ball! You can even nudge the table — but not too often or it tilts. Just like the real thing.

Pinball Wizard for the Vic will cost £7.95.

TV WINNERS OFFERED BIG DEAL!

GET SET

Two winning entries in BBC TV's Get Set computer programming competition — judged by our very own editor Terry Pratt — have been accepted by a major software house.

The games were selected from the hundreds that flooded into the Get Set studios after the competition was launched on the Saturday morning show earlier this year.

Melbourne House, known for their Hobbit and Penetrator programs for the 48k Spectrum are planning to publish James Southgate's game. He was the winner in the 12-16 age group.

They have also accepted Shaun Pearman's games ideas list which they say contains some excellent ideas.

Melbourne House managing director, Alfred Milgrom says about James' game "It needs a bit of work doing on it but we feel James has the basis of a good marketable game. Melbourne House are keen to encourage youngsters to bring their ideas to the sort of professional standard required for marketing and that is why we publish so many books on computers — to help people just such as James and Shaun to increase their programming skills.'

Melbourne House will be getting in touch with the boys to discuss their programs.

MEGA-GAMES FOR SPACE CAPTAINS . . .

STELLAR TRIUMPH

Are you fed up with games that only offer a meagre two or three different game options? Yes? Then Stellar Triumph is the answer to all your prayers.

The game has enough variations to keep an army of video gamers busy for a lifetime.

The basic game is for two players each trying to shoot the other. From then on the design of the game is up to you.

You can decide the screen set-up — wrap around, bounce off or a spiral effect.

There are menus for the movement of your ship, the number of aliens, you can choose to have suns and black holes with positive or negative gravity and you can select the length of the game.

For those of you who haven't the courage to plunge into creating your own game the program has eight preset games.

Stellar Triumph will be available from Slough based Rommik Software in early October for the Commodore 64 costing £6.99.

WILL OUR HERO SAVE THE EARTH?

JETMAN

Jetman has returned... this time to save the planet Earth from destruction.

After building his rocket — as seen in the prequel Jetpac — disaster struck when it started to disintegrate over a hostile planet whose inhabitants' sole purpose is to destroy the Earth.

Using his instrument console to locate the aliens' weapons installations Jetman sets out single handed to do battle.

Crossing the rugged and pitted terrain in his lunar buggy, various hazards present themselves in the form of crevices and ravines which can only be crossed using the special bridging equipment Jetman carries.

Confronting the enemy our indomitable hero has to breach their defence systems before he can destroy the warheads aimed at Earth. If the deadly rocket isn't stopped with in the time limit, Jetman has one last chance to bring it down.

Chase it in his buggy and blast it out of the air or — in the manner of Jetpac — fly after it. Only one problem — watch his fuel consumption as it might run out!

Life is made easier by a teleport system which can transport Jetman, the Moon Rover and one piece of equipment over long distances.

Lunar Jetman, sequel to Jetpac, is controlled by either keyboard or joysticks and is available from Leicestershire based Ultimate Play The Game for the 48k Spectrum at £5.50.

VIRGIN TAKE GAMES ON THE ROAD

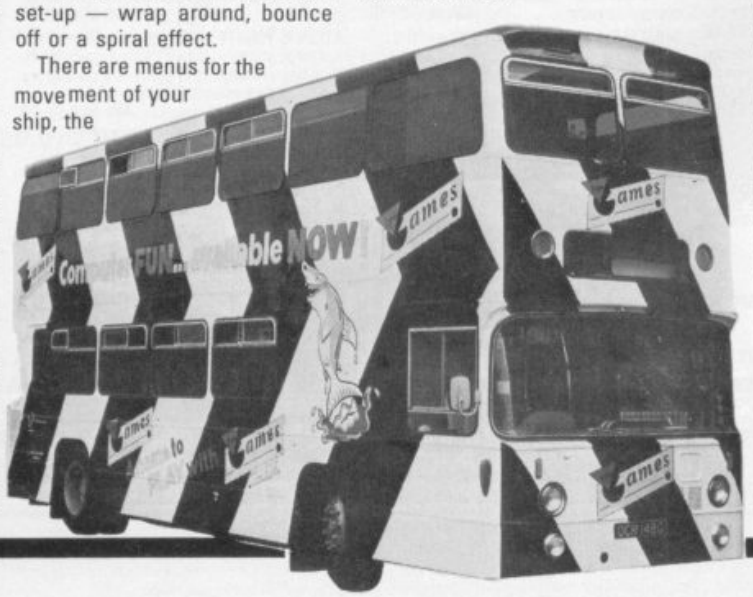
VIRGIN EXPRESS

Virgin Games added eight new titles to their range with the aid of a specially converted double decker bus.

The idea of the bus is to take the games on tour throughout the country so that people can have a chance to play the games before they make their purchase.

The Virgin Express has no less than twelve computers on board together with members of the Virgin programming team too who will be on hand to answer the publics' questions on anything to do with computers.

Three Dragon titles are offer including a creepy castle adventure, a who done it mystery adventure in mid-atlantic, and a computer version of the ancient Chinese future-predicting philosophy — I Ching.



VIC 20

32K SWITCHABLE TO 3K, 16K, 24K, BLOCK 5.

£49.95 inc. VAT

16K SWITCHABLE TO 3K.

£34.95 inc. VAT

16K STANDARD

£27.95 inc. VAT

ALL UNITS GUARANTEED 2 YEARS. ADD £1 P+P. OVERSEAS ORDERS ADD £3 P+P. TELEPHONE YOUR ACCESS OR VISA CARD NUMBER FOR DESPATCH BY RETURN POST, OR SEND YOUR CHEQUE/P.O's TO:-

RAM ELECTRONICS (FLEET) LTD, (DEPT. CVG.),
106 FLEET ROAD, FLEET, HANTS. GU13 8PA. TELEPHONE (02514) 5858.

CALLERS WELCOME MONDAY TO SATURDAY
HALF DAY WED. TRADE ENQUIRIES WELCOME.

BLABY COMPUTER GAMES PRESENT

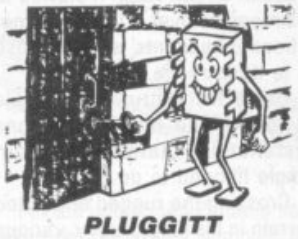


"GOTCHA"

"GOTCHA" — After escaping from the local nick, Ernie is soon back up to his old tricks. **48k M/C £5.95**

DODO — Starring Dodo and the Snow Bees — you are the last surviving breed of Dodo's alone in the Antarctic, surrounded by ice blocks and Snow Bees. Slide the ice blocks on to the Snow Bees or electrify the walls to kill them. **48k M/C £5.95**

CONFUSION — You are totally confused and are being attacked from both sides by the most nastiest Aliens known in the universe. **48k M/C £5.95**



PLUGGITT

PLUGGITT — Young Percy Pluggit must get back to this circuit board in time. Please help him find the right keys! **48k M/C £5.95**

HIGH RISE HARRY — Featuring Harry High Rise and the Rust Bugs — guide Harry the Painter along the girders, up the ladders, on to the lifts, but mind the slides! Five whacky screens. **48k M/C £5.95**

SHUTTLE — Guide your Shuttlecraft down to the surface of the Planet Nexon, rescue the stranded space patrol and return them one by one to the safety of the Mothership. **48k M/C £5.95**



KILLER KONG

KILLER KONG — Featuring five screens of arcade action — Elevators — Kong — Mario — Barrels — Hamburgers and even Mario's girl. **48k M/C £5.95**

CHOPPER RESCUE — Scientists are being entombed under radioactive waste, can you as a helicopter pilot, rescue them all in time? **48k M/C £5.95**

KOSMIC PIRATE — Guide your Pirate vessel through the massive fleet of space craft, that has encircled the planet Verox and try to steal your essential needs. **48k M/C £5.95**



BARMY BURGERS

BARMY BURGERS — Baps, Burgers, Cheese and Lettuce — they are all there all you have to do is put them together, it sounds easy doesn't it? But not when you are being chased by a fried egg and sausages! **48k M/C £5.95**

GOLD DIGGER — Dig your way through the Mine and find the gold nuggets, but keep away from the nugget gnashers. **48k M/C £5.95**

YOUR GAME COULD BE IN THIS SPACE. PROGRAMS WANTED.

ALL GAMES ARE AVAILABLE ON MICRO DRIVE £10.95

DISTRIBUTORS

LONDON	MIDLANDS	SOUTH WEST	YORKSHIRE	SCOTLAND	ICELAND	DENMARK	HOLLAND	SPAIN
LIGHTNING RECORDS	CENTRE SOFT	PCS S.W.	PILON MIST	JARAK SALES	BOKABUD	ZX DATA	AASHIMA TRADING	VENTAMATIC
01-969 5255	021-520 7591	EXETER	OSSETT	HAMILTON	REJKJAVIK 24242	HVIDOVRE 010-451474899	ROTTERDAM 010 31 10 149315	GERONA 972 25 56 16

RETAIL OUTLETS

W. H. SMITHS	— SELECTED BRANCHES	GORDON HAYWOOD	— ALFRETON
ARCADE COMPUTERS	— LEICESTER	IVY SOFT	— PLYMOUTH
CRASH MICRO	— LUDLOW	FOX'S	— NOTTINGHAM
T. H. PECK	— EDINBURGH		
ABERGELE COMPUTERS	— ABERGELE		

AND MANY MORE GOOD COMPUTER STORES

JOYSTICK INTERFACE £11.95

SPECSOUND £9.50 (fits inside your Spectrum)

ATARI RAMPACKS 32k £49.95

CROSSWAYS HOUSE, LUTTERWORTH RD., BLABY, LEICESTER.
TELEPHONE 0533 773641 TELEX 342629 JRHHG

DEALERS — PLEASE ASK FOR OUR VIDEO TAPE OF OUR COMPLETE RANGE OF GAMES

The Lightening Oric Assembler. **£9.90***

There are other assembler/editors available for the ORIC but none combine the same features and ease of use that we have obtained with this comprehensive utility program for the ORIC 48K. The manual which accompanies the assembler gives a brief insight into machine code and the use of assemblers to enable anyone to write in assembly language after just a little study. Full specifications of the assembler cannot be fitted into the small space available here and so they may be obtained from your local dealer or direct from Mr. Micro.

*Includes comprehensive instructions booklet.

Crazy Golf **£6.90**

48K Spectrum

Crazy golf is a new program for the 48K Spectrum you are required to clear the course avoiding and circumventing the many strange obstacles finally putting your ball in the hole. The par for each hole is displayed and a novel direction indicator combined with a force indicator enable you to send the golf ball in the direction you feel is the best one to clear the course. Crazy golf really is crazy but most of all it is fun and will be found to be very enjoyable by all members of the family.

For use with Joystick and keyboard.

Bengo **£6.90**

Vic 20

An exciting program for the unexpanded Vic 20, which combines fast moving strategy and reflex skills. You must control Bengo the super Eskimo against the dreadful snow Yeti – Half blind and half witted the Yeti can smell a good Eskimo lunch – the only protection Bengo has is to hurl huge blocks of ice across the frozen waste at the Yeti.

– Don't get distracted – or you'll be personally responsible for the demise of an Eskimo!

For use with Joystick.

Dracula **£6.90**

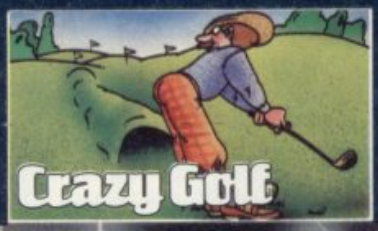
48K ORIC

A superb adventure for the 48K ORIC. This adventure is written in the good old style! No silly graphics, no gratuitous drawings, no distractions from pure mental images of horrendous realism. This evocative text adventure of the old genre will have Oric owners shivering with anticipation and perhaps fear.

Dare you load DRACULA into your ORIC 48.?!!

By keyboard.





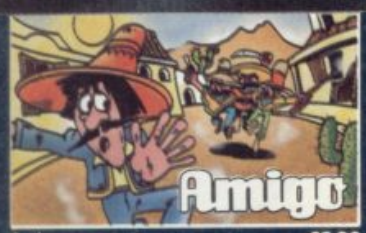




No shocks– Plenty of surprises!

Mr. Micro means programs you can trust. Programs that are as exciting when you load them as they look at your dealer. Programs that come proven and refined. Programs that bring you the breathtaking excitement of arcade games with the special extra dimension of real mental challenges – all at the right price. Plus accessories and utilities which extend the value of your computer. Ask for Mr. Micro by name at your local dealer. Or order your games direct, post-free, from: Mr. Micro Ltd. 69 Partington Lane, Swinton, Manchester M27 3AL. Cheques should be made payable to Mr. Micro Limited. Ring our 24 hour hot-line for payment by Access or Visa on: 061-728 2282.

Mr. MICRO



Amigo **£6.90**

Vic 20 8K or 16K expansion.

Hey Amigo you gotta run fast ah. The banditos they are a chasing you and they will a geta you ifa you do nota escapa OK. You musta runa rounda the blocka, when you run round de corners ola de city the banditos they are frightened to go there and you score de points. Pity you have nota gota gun but a joystick can be fun.

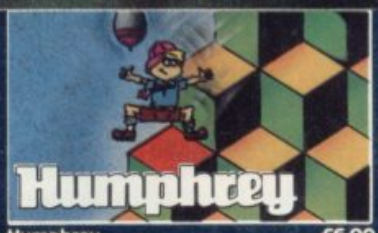
For use with Joystick.



Digger **£6.90**

Vic 20 8K or 16K expansion

Your remote viewer shows the path of the professors devilish digging apparatus. Using your computer linked remote control you must guide the digger beneath the earth to collect the rare micronite gems. Unfortunately the micronite is protected by the micronits who will plague your machine in order to attempt to stop its progress. You may be able to kill the micronits by skillfully manoeuvering your digger beneath a subterranean stalactite which will then fall killing any micronit in its path. This is a novel implementation of a popular arcade game. For use with Joystick.



Humphrey **£6.90**

Vic 20 BBC Model B

This new game for the BBC Model B or for the VIC 20 (8K or 16K expansion) and also for C.B.M. 64 involves some tricky decision taking.

Object of game is to make Humphrey land on all the cubes thus changing their colour. Unfortunately Humphrey is being chased by a bouncing ATOMIC BOMB! You will soon learn that this deceptively simple game has tremendous addictive properties and quite a high degree of tactical skill.

For use with keyboard or Joystick.



Mysterious Island **£9.90**

Vic 20 16K

Escape from prison in a hot air balloon – try to land it on Mysterious Island, then the fun really begins. ● Booby Trapped Fields ● Killer Bees ● Hostile Natives ● Hidden Clues ● Force Fields ● Capture the Nautilus ● Full Graphic Display ● Several Games lead to Exciting Climax ● Separate Practice Program ● Includes Blank Data Tape to store the game to play later.

All successful adventurers can claim a unique personalised award by sending Mr. Micro their final position at the end of the game – By Joystick or keyboard.



RAMDAM **£13.90**

Vic 20

This accessory enables programs which would normally only work with 3K expansion to work with 8K or 16K expansion. RAMDAM saves having to buy a 3K pack if you already own an 8K or 16K. With RAMDAM and a Commodore 16K expansion all known tape games will run on your Vic 20. ● Includes Memory Test Program ● Free 6·5K game – MICROVADERS for use with Joysticks.



Punchy **£6.90**

Spectrum 48k

Punch has taken Judy for his evil purposes and locked her away. Judy has called upon the forces of goodness to escape, so with the help of our hero Bobby the policeman and you the purchaser of this fine program you must guide brave Bobby across the stage to rescue poor Judy. Leap the gaps. Jump over the dogs. Leap the alligator pit. Dodge the tomatoes. Rock the crib. Collect the sausages and finally rescue Judy. By Kempstone joystick or keyboard.

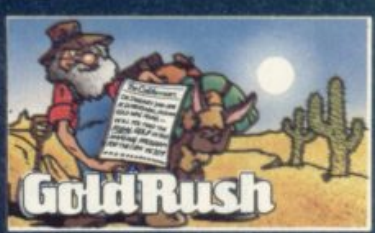


Dragon Tamer **£9.90**

Dragon 32

Allows Atari type and other digital joysticks to be used with the Dragon – giving better response and more control. For the first time your Dragon will be able to reflect your true skills. ● Achieve higher games scores ● Less Frustration.

Plus To ensure maximum value, Dragon Tamer includes two original games for use with digital Joysticks.



Goldrush **£6.90**

Vic 20 3·5k

This graphic adventure program was the first in the world to offer real gold for the successful adventurer. An idea which has been much copied but never equalled. ● Fun ● Educational ● Challenging ● Clues ● Puzzles ● Searches ● Fast Reaction Game. For use with keyboard.

ARCADE ACTION



The day every pinball fan has been waiting for. That's the Pinball Owners' Association Convention.

A feast of machines old and new will be on show and the 1983 Pinball Wizard will be chosen from the ranks of the associations many aces.

It all takes place at the Old Whitgiftians Rugby Club, Croham Road, South Croydon, on November 6th from 2.30pm until 11pm.

Members bring their favourite machines along to these events — so, it's a chance to some vintage and veteran pin-tables restored with loving care to their former glory. And you'll be able to meet a bunch of people who collectively know more about pinball than almost anyone around.

Entrance to this pinball wonderland is by ticket only, so if you want more details you'll have to write to the Pinball Owners' Association HQ, "Arcadia", 465 Cranbrook Road, Ilford, Essex IG2 6EW.

Meanwhile Bally have released yet another version of the classic Eight Ball De-Luxe game, this time called Rotation Eight. This is a cocktail table style machine with some nifty touches. It can take up to four players, who sit around the machine just as if they were sitting at a table. Each player has flipper buttons and a plunger to fire the ball. And here comes the good bit — the playfield rotates to face each player in turn as the game progresses!

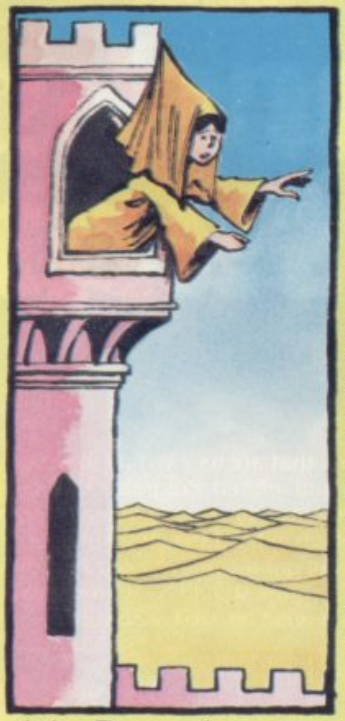
Good news for pinball fans is that an old manufacturer of the machines, Game Plan, who stopped making tables some years ago is back in business with a table designed by the American pinball guru Roger C. Sharpe. It's called Sharpshooter and features a picture of the designer disguised as a cowboy on the backsplash.

RIDE THE MAGIC CARPET

Ride on a magic carpet to rescue a beautiful princess held captive in a forbidden tower.

ARABIAN

Tales of the Arabian Nights burst into life on the screen of Atari's Arabian. You take on the role of a courageous prince, defying all dangers in this perilous



mission. There are four screens to beat before you reach the princess.

The levels are called pages, just to add to that fairytale feel, and the first level starts at Page one. This is a ship and the prince has to scale the rigging in order to reach the crow's nest on the top.

On his way he may collect a number of brass jugs, each engraved with a letter of the alphabet. If you can collect them in the correct order the letters will spell out ARABIAN and you are awarded bonus points. If you don't then there are no bonus points, but play continues.

Of course climbing the rigging is not as easy as we've made it sound!. There are a number of obstacles which the prince must contend with. Roc birds dive at him in an attempt to knock him from the rigging. Things called Oscars chase him and Genies who fire snowballs at the prince. The Genies also have the ability to become invisible and appear at random. But they can only throw snowballs when they are fully materialised.

When the player has completed page one, page two begins — with the prince on dry land.

It's a very dangerous route to the castle and there is a cave through which the prince must crawl. When not on his hands and knees, avoiding low hanging rocks, the prince is kept occupied swinging or climbing across vines.

On reaching the end of the cave the prince must climb a tree. If he is successful, he can proceed to page three — the gates of the castle.

Scaling the wall poses yet another problem for our intrepid hero. The only way up is to hitch a ride on a series of flying carpets. The prince leaps from carpet to carpet, dodging the low-flying ones which may knock him off.

On page four, the prince at last sees the princess, beckoning him from her lonely tower. To reach her, the prince must ride the flying carpets and climb ropes, all the time avoiding his enemies and trying to grab brass jugs to add to his collection. If you make it through this screen — sorry page! — the prince is reunited with his princess and then fly off into the sunset together — on a flying carpet, naturally.



MORE MONKEY BUSINESS

Zoo Keeper has an animal magnetism that arcade experts will find hard to resist!

ZOO KEEPER

The player finds himself at a zoo and all the animals are eating their way out! The zoo keeper, Zeke, has a hard time running along the walls replacing bricks which have been eaten away.

But the animals are very swift and some inevitably escape. To survive the escaping animals Zeke has to dodge or jump over them, while still frantically rebuilding the bricks.

He is also trying to earn bonus points by grabbing watermelons, root beers, and other goodies along the way. And all the while the time fuse is burning! Enough action for you?

In screen two Zeke must leap from ledge to ledge to reach his girlfriend, Zelda, who is held hostage by a coconut-throwing monkey. The ledge moves in opposite directions, and it is all over if Zeke falls.

Zeke still has two more brick zoos to face, teeming with the meanest animals you've ever seen. Luckily Zeke can use a net to catch the escaped animals and return them to their cages *if* he can reach the net!

As the adventures alternate, survival becomes the name of the game and is increasingly more difficult. In each of the "brick" screens a more challenging animal with a higher point value is introduced.

And in each succeeding "ledge" screen the ledges move faster, until finally they become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zelda!

"Escalator" screens, in which bonus zoo keepers can be won to help Zeke out, are interspersed between the other screens. Here Zeke must jump over hordes of animals — plus an electrical cage — in order to jump on to each escalator, until he can rescue Zelda.

ARCADE ACTION

THE ARCADE OF THE FUTURE?

S.S. ARCADIA



If you are tired of tatty arcades, in scruffy side streets then join us for a look into the future — at the first of a new breed of super arcades.

The Space Shuttle shaped arcade is the brainchild of leisure complex specialists John and Veronica Feilding and exhibition stand designer Glynn Larcombe.

As yet SS Arcadia is awaiting a buyer — so it could end up at any major sea side resort, but despite the uncertainty about its final home we do know what it will look like.

The interior will be based on the futuristic control bridge of space ships like the USS Enterprise or the Millenium Falcon. Instead of the gadgetry of Hans Solo or Captain Kirk's ships this space craft will be packed with all the latest arcade games.

The designers estimate there will be between one and two hundred machines on board.

But Space Invaders and Pac Man will be only part of the attraction of the SS Arcadia. Stepping aboard the ship will be like journeying into space. The windows will have space scenes projected onto them showing planets looming in distant space and meteors hurtling past.

A bank of home computers are also expected to be incorporated into the final plan offering a number of educational challenges with a space theme.

There will be no entrance fee — instead you purchase a certain amount of tokens to insert into the arcade machines whilst on board.

Glynn Larcombe will be organising construction of the SS Arcadia — when partners John and Veronica Feilding of C&C Associates find a buyer.

The shell of the ship will be made of reinforced PVC, on a wooden frame, with a skeleton of inflated tubes beneath the surface of the PVC which will keep the whole structure taut due to air being constantly pumped into it.

About the length of nine double decker buses and three buses high, SS Arcadia will be manufactured in kit form in Richmond by Larcombe's company — Riverside Joinery.

The cutting of the various sections will take about six months. When the site has been chosen the parts will be ferried there by a fleet of lorries and Riverside's men will take about a month to assemble the ship.

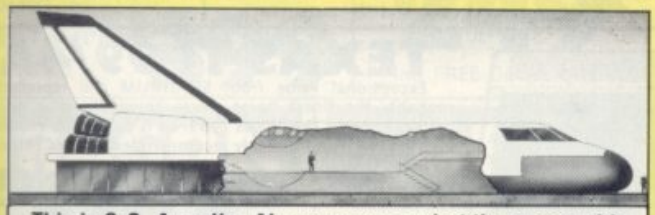
SS Arcadia is the first American-style super arcade to be planned for the UK.

In America, theme arcades are catching on in a big way. Nolen Bushnel — the man who launched that little company called Atari and who also invented the first coin operated video game — is about to make himself a second fortune with Chuck E. Cheeses Pizza Theatre.

The fantasy emporium is an exciting blend of all the latest arcade games, fast food, and a cast of performing Disney-style robots.

The Feildings and Glynn Larcombe are convinced that SS Arcadia type developments are what games players want.

What do you think? If you have a positive way in which the standards of arcades could be improved why not write to us and air your views.



This is S.S. Arcadia. Above you see what the space-ship arcade will look like when constructed. Our colour picture at the top of the page shows how Veronica Fielding and Glynn Larcombe envisage the interior of this arcade of the future.

DRIVE A LASER RACER!

GRAND PRIX

Making arcade games is getting more like making films as the new generation of laser games begin to take over from the now outmoded computer graphics video game.

The second laser disc game to arrive in Britain was filmed at a Tokyo race track in a specially staged race using real grand prix cars.

Taito's Grand Prix is the latest "sit down and drive" race game and should provide stiff competition for Atari's top grossing Pole Position.

When the race had been filmed the action was transferred to laser disc and the player's car superimposed on the original film.

A microprocessor controls the action in the game — switching to a crash, a spin or whatever is the appropriate piece of film depending on the players reactions.

Grand Prix will be in the arcades before Christmas — but you'd better save up your ten pence pieces as you are likely to need four of them to drive this car.



WE WANT YOUR HI-SCORES

Calling all arcade hot-shots! Don't hide your light under a Pac-Man machine — tell us how good you are! You've been getting a bit slow sending in your high-scores lately, but remember we want to hear from you.

Tell us your scores on your favourite machines and don't forget to include your name and address with your letter.

We'd also like to hear from you if you've got any tips on playing arcade games — we'll try and print them in this section of the magazine to give more of you a chance to make those high scores even higher!

Send your scores to Arcade Hi-Scores, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

spectrum

NEWS
from SPECTRUM

TEXAS
The Fabulous TEXAS TI 99/4A-now only £99.95 from SPECTRUM- An incredible Micro Computer Bargain. See our ad,for further details.

ZX SPECTRUM MODEM
Now your SPECTRUM can open up the world - communicate with other computers - Have full access to the PRESTEL data base via your telephone. See our ad for details.

ZX SPECTRUM Joystick interface
Now from SPECTRUM - the PROTEK Joystick Interface for the ZX SPECTRUM - ONLY £14.95

Budget Price JOYSTICKS
Now from SPECTRUM - QUICKSHOT Joysticks only £10.95 - see our ad for details

ATARI
New 600XL model arriving soon! also ATARI VCS Games Machine - see our ad for details

PRESTEL
See PRESTEL Page 600181 for up to date information from SPECTRUM

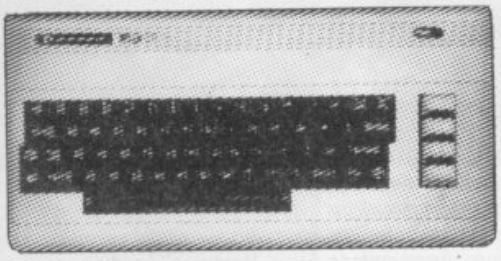
NEW SPECTRUM MEMBERS
Check our address page! - there are many new SPECTRUM dealers throughout the UK so there's a good chance there'll be a SPECTRUM centre near you.

AFTER SALES CARE
SPECTRUM service centres will ensure that should your machine 'go down' we will get it running again as quickly as possible. We also offer extended warranties at reasonable prices too! - ask your SPECTRUM HOME COMPUTER CENTRE for full details

COMPUTER DEALERS
(or prospective Computer dealers!) If, you would like to know more about becoming a SPECTRUM APPOINTED DEALER on an exclusive area basis, please write to MIKE STERN, Spectrum (UK) Ltd., Burrowfield, Welwyn Garden City, Herts. or telephone (07073) 34761

COMMODORE

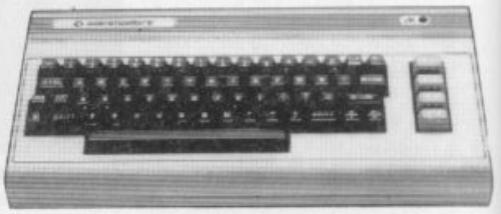
VIC-20



PACKAGE OFFER!
A **complete Home Computer system** including the **VIC-20 Computer**, a **Cassette Unit, introduction to BASIC part 1 -a simple explanation of computer programs - Blitz, Type-A-Tune, Race & Hoppit. A fantastic deal!!** and **great value-for-money.** But **HURRY!** offer only while stocks last.

SPECTRUM PRICE **£139.99**

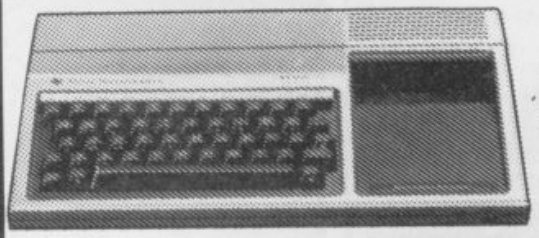
-64-



SPECTRUM PRICE
£229

COMMODORE GAMES
Now all these fantastic ROM games for Comm 64 and VIC-20 from only **£9.99** each
Commodore 64 - RADAR, RAT-RACE, SEA WOLF, CLOWNS Vic-20 - GORF, SARGON 2, CHESS, AVENGER, STAR BATTLE and many more ALL AT ONLY **£9.99** each

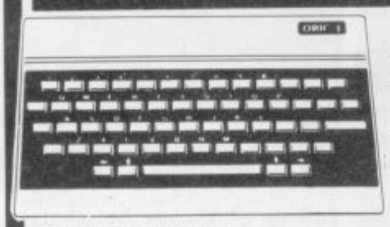
COMMODORE ACCESSORIES
VIC-1525 Dot Matrix Printer **£212.75**
DISC DRIVE **£229.00**
VIC-1520 4-colour Printer Plotter **£169.99**
COM-1701 Colour Monitor (With Sound!) **£230.00**



TEXAS TI-99/4A
Exceptional value from SPECTRUM and representing probably the finest home micro computer value on the market today! - The TEXAS TI-99/4A is built to an extremely high standard and is highly recommended by SPECTRUM for its utter reliability.

SPECTRUM PRICE **£99.95**

ORIC-1



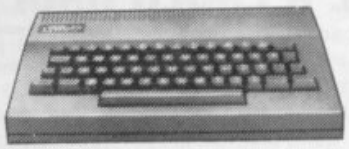
Special **ORIC PRINTER** Get a £40 Cash Voucher redeamable against an Oric Printer when you buy the ORIC-48K computer from SPECTRUM -ask for details

Offering 48K RAM Colour - (8 foreground and 8 background can be displayed at the same time) High resolution graphics User definable Graphics. Full sound (6 octaves of controllable sound) Easy to use keyboard with moving keys. Standard Centronics parallel interface allows easy connection to a wide range of printers etc.

SPECTRUM PRICE
£139.95

HALF PRICE OFFER!
Bring a copy of this ad to your local SPECTRUM dealer when you purchase an ORIC-48K and it will entitle you to purchase the ORIC Software Pack containing ☐ MULTIGAMES ☐ ORICFLIGHT ☐ CHESS ☐ ZODIAC at Half-Price!

LYNX 96K



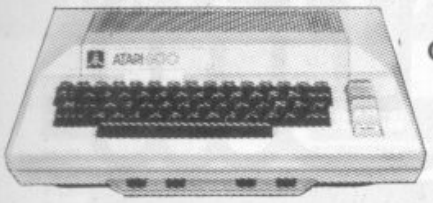
■ More power
■ More features

Now from SPECTRUM - the new LYNX 96K offering more workspace for ambitious programs. The most important feature of the 96K machine is its additional memory. In full high resolution colour, it provides 37.5K of RAM directly accessible in Basic - with up to 24K more available to programs using machine code. Ask to see the super new LYNX 96K at SPECTRUM -NOW!

SPECTRUM PRICE **£299**

LYNX 48K Model -SPECTRUM PRICE **£225**
For the Lynx owners who're ready to take the next step, the 48K machine can be upgraded to full 96K specification for just **£89.95**

ATARI 800



Check with your local SPECTRUM dealer for our super LOW price

An ideal Home Micro for Graphics, educational and personal finance etc. use it and it will take you from learning up to a small business use. You can add printers, program recorders, disc drives and more, to expand your micro as and when you want to suit your needs. So if you're looking for a top of the line micro you must see the ATARI 800 with 48K at SPECTRUM - NOW!

New!

ATARI 600XL

SPECTRUM PRICE

£159.99



ATARI VCS GAMES MACHINE

With all these FREE extras: FREE PADDLES ■ FREE JOYSTICKS ■ FREE COMBAT CARTRIDGE ■ FREE PAC-MAN CARTRIDGE

ALL FOR ONLY **£69.99**

SHARP MZ-80A



Desk top genius! the all-in-one SHARP MZ-80A. Ready to run the moment you get it home. Built-in keyboard. CRT 9" display and cassette data storage with 48K RAM.

SPECTRUM PRICE **£399**

NEW!

SHARP 711 Colour Computer

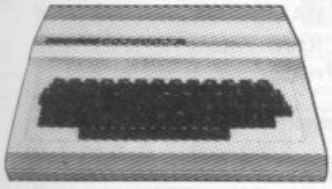
Now available in limited quantities

Spectrum Price

£249.95

inc. FREE Games cassette

DRAGON

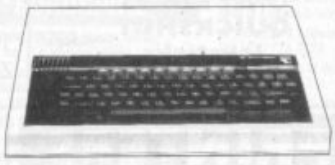


Extensive facilities include highly advanced colour graphics. Powerful standard 32K RAM (expandable to 64K Bytes). ● 9 Colour 5 resolution Display ● Extended Microsoft colour BASIC (as standard) ● Advanced sound with octaves - 255 tones.

£ CHECK WITH YOUR LOCAL SPECTRUM DEALER NOW FOR OUR SUPER LOW PRICE

DRAGON Single DISC DRIVE Now available **£275.00**

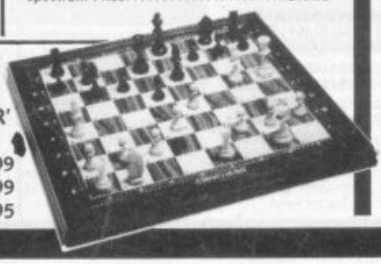
BBC



£399

BBC Single Disk Drive 100K	£265.00
BBC Dual Disk Drive 800K	£803.85
BBC Tape Recorder	£29.90
Acorn Software Cassette based from	£9.95
Acorn Disk based sotware	£11.50
BBC cassette based software from	£9.95
BBC BUGGY Spectrum Price	£189.00
IKON FLOPPY TAPE DRIVE for the BBC The ideal alternative! Specfrum Price	£155.25
QUICK SHOT JOYSTICK Especially for the BBC Spectrum Price	£19.95

CONCHESS



'The intelligent CHESS COMPUTER'

Models available:

ESCORTER	£179.99
AMBASSADOR	£229.99
MONARCH	£279.95

SOFTWARE

- The top sellers from leading British and American Software houses.

SOFTSEL	
ATARI	
Donkey Kong Atari (Cart)	£29.99
Dig Dug Atari (Cart)	£30.00
AVALON HILL	
Computer Stocks & Bonds Com 64 (Cass)	£16.56
Midway Campaign Com 64 (Cass)	£16.56
Telengard Atari (Disk)	£23.18
BRODERBUND	
Choplifter Atari (Disk)	£28.93
Apple Panic Atari (Disk)	£24.79
AE Atari (Disk)	£28.93
Seafox Atari (Disk)	£24.79
Bank Street Writer Atari (Disk)	£56.31
BIG FIVE SOFTWARE	
Miner 2049er Atari (Cart)	£41.70
DATASOFT	
Zaxxon Atari (Disk)	£33.07
EDUCATIONAL SOFTWARE	
Tricky Tutorials 1 to 6 Atari (Disk)	£96.97 (For the 6)
EPYX/AUTOMATED SIMULATIONS	
Jump Man Com 64 (Disk)	£33.07
Temple of Apshai Atari/Vic 20 (Disk)	£33.07
HEYDEN	
Sargon 2 Atari (Disk)	£28.93
Cass	£24.79
HUMAN ENGINEERED SOFTWARE	
Turtle Graphics Com 64 (Cart)	£49.15
Vic 20 (Cart)	£32.75
Heswriter Com 64 (Cart)	£36.85
Vic 20 (Cart)	£32.75
Predator Vic 20 (Cart)	£33.35
CoCo II Com 64 (Disk)	£33.07
Vic 20 (Disk)	£33.07
Simon Vic 20 (Cass)	£13.20
Torg Vic 20 (Cass)	£14.85
6502 Professional Development System Com 64 (Cass)	£24.11
Vic 20 (Cass)	£24.11
INFOCOM	
Zork 1, 2 & 3 Atari (Disk)	£33.07
Com 64 (Disk)	£33.07 (each game)
Deadline Atari (Disk)	£41.35
Suspended Com 64 (Disk)	£41.35
THE MUSE SOFTWARE	
Castle Wolfenstein Atari (Disk)	£22.97
LIGHTNING SOFTWARE	
Master Type Atari (Disk)	£32.16
MIS	
Vic Vango Vic 20 (Cass)	£10.71
Fruit Fly Vic 20 (Cass)	£10.71
PROGRAM DESIGN	
Pre-school IQ Builder Atari (Disk)	£19.28
Cass	£13.77
ROCKLAN	
Wizard of Wor Atari (Disk)	£33.07
Cart	£37.52
SIERRA ON-LINE	
Frogger Atari (Disk)	£27.27
Com 64 (Disk)	£28.93
Ultima II Atari (Disk)	£49.63
Crossfire Vic 20 (Cass)	£24.79
SIRIUS SOFTWARE	
Repton Atari (Disk)	£30.64
Com 64 (Disk)	£33.07
Fast Eddy Com 64 (Disk)	£28.93
Vic 20 (Cart)	£33.35
Squish'em Com 64 (Disk)	£28.93
Type Attack Vic 20 (Cart)	£33.35
Turmoil Vic 20 (Cart)	£33.35
SPINNAKER	
Story Machine Atari (Disk)	£28.14
Rhymes & Riddles Atari (Disk)	£24.11
Snooper Troops Atari (Disk)	£36.19
Hey Diddle Diddle Atari (Disk)	£24.11
In search of the Most Amazing Thing Atari (Disk)	£32.16

MICRO DEALER U.K.	
ZX-SPECTRUM	
QUICKSILVA "XADOM"	£6.95
QUICKSILVA "AQUAPLANE"	£6.95
QUICKSILVA "VELNOR'S LAIR"	£6.95
QUICKSILVA "3-D STRATEGY"	£6.95
QUICKSILVA "SMUGGLERS COVE"	£6.95
IMAGINE "ZZOOM"	£5.50
IMAGINE "ZIPZAP"	£5.50
ULTIMATE "TRANZ AM"	£5.50
ULTIMATE "JET PAC"	£5.50
ULTIMATE "PSST"	£5.50
ULTIMATE "COOKIE"	£5.50
MELBOURNE HOUSE "4-D TERROR-DACTIL"	£6.95
MELBOURNE HOUSE "PENETRATOR"	£6.95
MELBOURNE HOUSE "THE HOBBIT"	£14.95
CRYSTAL COMPUTING "HALLS OF THINGS"	£6.50
NEW GENERATION "KNOT IN 3-D"	£5.95
PSS "LIGHT CYCLE"	£5.95
QUICKSILVA "TIMEGATE"	£6.95
QUICKSILVA "A TRADER TRILOGY"	£9.95
QUICKSILVA "ASTRO BLASTER"	£4.95
QUICKSILVA "FRENZY"	£4.95
RICHARD SHEPHERD "TRANSYLVANIAN TOWER"	£6.50
MICROSPHERE "OMNICALC"	£9.95
PICTURESQUE "EDITOR/ASSEMBLER"	£8.50
PICTURESQUE "SPECTRUM MONITOR"	£7.50
COMMODORE 64	
LLAMASOFT "MATRIX 64"	£7.50
LLAMASOFT "LAZER ZONE"	£7.50
LLAMASOFT "GRIDRUNNER 64"	£5.00
LLAMASOFT "MUTANT CAMELS"	£7.00
INTERCEPTOR "CRAZY KONG"	£7.00
POSTERN "SHADOWFAX"	£7.99
VIC 20	
LLAMASOFT "MATRIX"	£6.00
LLAMASOFT "GRIDRUNNER"	£5.00
LLAMASOFT "LAZER ZONE"	£6.00
QUICKSILVA "SKYHAWK"	£7.95
QUICKSILVA "SUB-SPACE STRIKER"	£7.95
INTERCEPTOR "CRAZY KONG"	£6.00
BBC	
PSION "VU-CALC"	£14.95
PSION "VU-FILE"	£14.95
QUICKSILVA "BEEB-ART"	£14.95
QUICKSILVA "MUSIC PROCESSOR"	£14.95
SOFTWARE INVASION "3-D BOMB ALLEY"	£7.95
DIGITAL FANTASIA "WIZARD OF ACKRYZ"	£9.95
QUICKSILVA "PROTECTOR"	£7.95
POSTERN "SHADOWFAX"	£7.99
DRAGON 32	
SALAMANDER "GRIDRUNNER"	£7.95
PSS "ATTACK!"	£7.95
SALAMANDER "DRAGON TREK"	£9.95
ORIC	
UK SOFTWARE "XENON-1"	£8.50
UK SOFTWARE "3-D MAZE"	£7.50
PSS "INVADERS"	£6.95
PSS "CENTIPEDE"	£6.95
SUNSHINE	
Cruising (Dragon 32)	£6.95
Cruising (ZX Spectrum)	£4.95
Blind Alley (ZX Spectrum)	£4.95
Androids (ZX Spectrum)	£5.95
Galaxy Attack (ZX Spectrum 48K)	£5.95
Sword Fight (ZX Spectrum)	£5.95
MICRODEAL	
DRAGON	
The King	£8.00
Space War	£8.00
Defence	£8.00
Alcatraz	£8.00
Katerpillar Attack	£8.00
Space Monolopy	£8.00
Mansion Adventure	£8.00

ACCESSORIES

C12 DATA CASSETTES	£0.50
C15 DATA CASSETTES	£0.58
VISCOUNT SINGLE SIDED, DOUBLE DENSITY (10) (FOR APPLE, COMMODORE, ATARI, TANDY)	£21.25
VISCOUNT SINGLE SIDED, SINGLE DENSITY (10)	£21.25
VISCOUNT DOUBLE SIDED, DOUBLE DENSITY (10) (FOR SHARP SUPERBRAIN, ETC.)	£33.81
VISCOUNT SINGLE SIDED DOUBLE DENSITY 96 TRACK (10) (FOR NASCOM, COMMODORE 8050, ETC.)	£51.36
EMPTY DISK CASES (FOR 5¼" DISKETTES)	£1.95
DISK HEAD CLEANER KIT	£16.10

TELEVISIONS	
12" T80 B&W PORTABLE	£59.95
CTP3131 14" COLOUR PORTABLE	£229.95

COMPUTER CASSETTE RECORDERS from £27.50

QUICKSHOT Joystick For ATARI, COMMODORE, VIC-20 & 64, SPECTRUM & ORIC ONLY £10.95

BOOKS

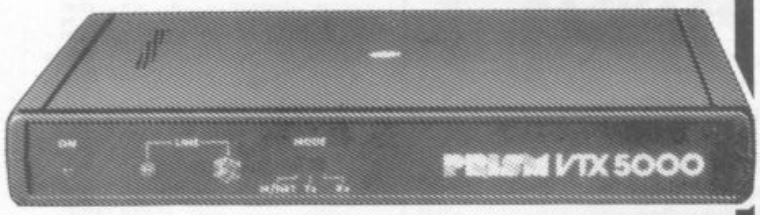
GRANADA PERSONAL COMPUTING TITLES	
The ZX Spectrum and how to get the most from it	£5.95
The Spectrum Programmer	£5.95
The Spectrum Book of Games	£5.95
Introducing Spectrum Machine Code	£7.95
The Apple II Programmer's Handbook	£10.95
Programming with Graphics	£5.95
The Dragon & how to make the most of it	£5.95
Computing for the Hobbyist & small Business	£6.95
Simple Interfacing Projects	£6.95
The BBC Micro: An expert guide	£6.95
Commodore 64 Computing	£5.95
The Oric-1 and how to get the most from it	£5.95
The Dragon 32 book of games	£5.95
Computer Languages and their uses	£5.95
Lynx Computing	£6.95
21 Games for the BBC Micro	£5.95
Choosing a Microcomputer	£4.95
Databases for fun & profit	£5.95
Introducing the BBC Micro	£5.95
SUNSHINE	
The Working Spectrum	£5.95
Functional Forth for the BBC	£5.95
The Working Dragon 32	£5.95
Dragon 32 Games Master	£5.95
The Working Commodore 64	£5.95
Commodore 64 Machine Code Master	£6.95
The Working Dragon	£5.95
The Working Spectrum	£5.95
The Working CBM 64	£5.95
Dragon 32 Games Master	£5.95
Functional Forth for the B.B.C.	£5.95
Androids for the 16K Spectrum	£5.95
Sword Fight for 16K Spectrum	£5.95
Galaxy Attack for 48K Spectrum	£5.95
Blind Alley for 16K Spectrum	£5.95
Cruising for 16K Spectrum	£5.95

spectrum

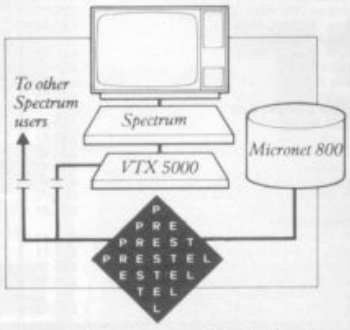
NOW, YOUR ZX SPECTRUM IS YOUR KEY TO THE WORLD

with the incredible

PRISM VTX 5000 MODEM



- Versatile modem for ZX Spectrum (16K or 48K) versions
- Slim design fits easily, matches your micro
- Instant access to Prestel™ & Micronet 800 information services
- Instant communication with other ZX Spectrum users
- Use the Prism VTX 5000 with a Sinclair printer - and print Prestel frames



If you own a Sinclair ZX Spectrum, we've got some great news for you. Plug in the slim device above, and your micro instantly becomes a highly intelligent interactive terminal, accessing a massive database that includes the entire Prestel™ information service, and the spectacular new Micronet 800 micro-users' databank*. The Prism VTX 5000 modem fits neatly under your ZX Spectrum (it works with 16K and 48K versions) and talks to the world via your telephone. Besides the familiar - and growing - Prestel service (Spectrum UK has its own micro users' update on Prestel), the Micronet 800 service puts a vast array of downloadable games, education and business packages, and micro information at your fingertips. You can talk to other ZX Spectrum users, too - either directly, for the cost of a 'phone call, or via the Micronet 800 coded 'Mailbox' system which holds messages until you're ready to access them. The Prism VTX 5000 comes complete with connecting leads and instructions; plus a full Micronet 800 information / application pack. Plus! a voucher worth up to £25 for a FREE Jack Plug installation (if required) by British Telecom - Ask your local SPECTRUM dealer for full details.

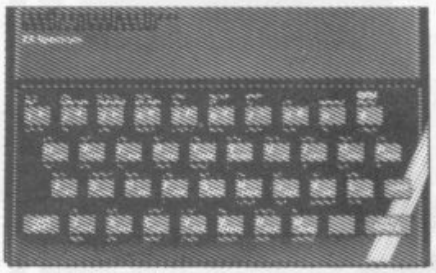
SPECTRUM PRICE

£99.95

* Including Micronet 800 joining fee, and VAT
* Average domestic subscription (includes both Micronet 800 AND Prestel!) - around £1 a week

™ Prestel and the Prestel symbol are trademarks of British Telecommunications

SINCLAIR ZX SPECTRUM



ZX SPECTRUM 16K
£99.95
ZX SPECTRUM 48K
£129.95

Spectrum Computer Centres have no connection whatsoever with the ZX-Spectrum Computer manufactured by Sinclair Research Ltd.

Just look at this fantastic range of add-on goodies for the ZX Spectrum!

DIGITAL TRACER
from RD Labs for ZX Spectrum
£55.50



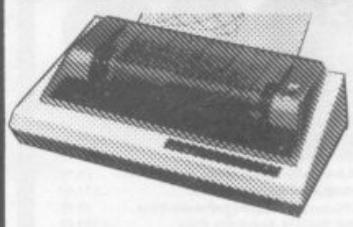
VISCOUNT 32K RAM PACK
£39.95
DK'Tronics SPECTRUM Keyboard
£45.00
PROTEK JOYSTICK INTERFACE for ZX Spectrum
ONLY **£14.95**
QUICKSHOT Joysticks
ONLY **£10.95**

SINCLAIR ZX-81
with 16K RAM pack & One piece of Software
ALL FOR ONLY **£45**

ZX-81 ACCESSORIES

64K RAM PACK	£54.95
16K RAM Pack	£24.95
ZX Printer	£39.95

PRINTERS



EPSON	
Model RX-80(DM/FT)	£366.85
Model FX-80(DM/FT)	£503.70
Model RX-80(DM/T)	£342.70
SEIKOSHA	
GP-100A(DM/T)	£247.25
GP-700A Colour Printer (DM/T)	£488.75
GP-100VC(DM/T)	£235.75
SMITH CORONA	
Model TP-1(DW/F)	£399.00
OKI MICROLINE	
Model 80(DM/FT)	£259.90
Model 82A(DM/FT)	£378.35
Model 92P(DM/FT)	£539.35

DW Daisy Wheel DM Dot Matrix F Friction T Tractor Feed

MONITORS



COMMODORE 1701 with sound	£230.00
SANYO 14" Colour TV (ideal as a monitor)	£229.95
SANYO CDD 3125NB Colour Monitor	£285.35
SANYO 12" Green Monitor	£99.95

THE PLUG

Ever had your micro crash on you when you were in the middle of a complex program because some other electrical appliance was switched on and caused a power fluctuation? THE PLUG is designed especially to overcome this problem.

only **£14.95**

There's a Spectrum Centre near you . .

AVON

BATH Software Plus, 12 York St. TEL: (0225) 61676

BRISTOL Brensal Computers Ltd., 24 Park Row. TEL: (0272) 294188

WESTON-SUPER-MARE K. & K. Computers, 32 Alfred St. TEL: (0934) 419324

BEDFORDSHIRE

BEDFORD Stanad Ltd., 115 Midland Rd. TEL: (0234) 49341

DUNSTABLE Dormans, 7-11 Broad Walk. TEL: (0582) 65515

LEIGHTON BUZZARD The Computer Centre at Milton Keynes Music, 17 Bridge St. TEL: (0525) 382504, 376622

LUTON Terry-More, 49 George St. TEL: (0582) 23391/2

BERKSHIRE

READING David Saunders, 8 Yield Hall Place. TEL: (0734) 580719

WINDSOR Wycombe Video, 44 King Edward Court. TEL: (07535) 67441

BUCKINGHAMSHIRE

BLETCHLEY Rams Computer Centre, 117 Queensway. TEL: TBA

CHESHAM Reed Photography & Computers, 113 High St. TEL: (0494) 783373

CAMBRIDGESHIRE

CAMBRIDGE K. P. Ltd., 12a Kings Parade. TEL: (0223) 68087

PETERBOROUGH Peterborough Communications, 91 Midland Rd. TEL: (0733) 41007

CHANNEL ISLANDS

GUERNSEY Grut's, 3-5 The Pollet, St. Peter Port. TEL: (0481) 24682

JERSEY Audio & Computer Centre, 7 Peter St. St. Helier. TEL: (0534) 74000

CHESHIRE

ALTRINCHAM Mr. Micro, 28 High St. TEL: TBA (Phone (061) 728 2282 for info.)

CREWE Micromart, Unit 2, 128 Nantwich Rd. TEL: (0270) 216014

CHESTER Oakleaf Computers Ltd., 100 Boughton. TEL: (0244) 310099

MACCLESFIELD Camera & Computer Centre, 118 Mill St. TEL: (0625) 27468

NORTHWICH Camera & Computer Centre, 3 Town Sq. TEL: (0606) 45629

STOCKPORT Wilding Ltd., 1 Little Underbank. TEL: (061) 480 3435

WARRINGTON Wildings, 111 Bridge St. TEL: (0925) 38290

WIDNES Computer City, 78 Victoria Rd. TEL: (051) 420 3333

WILMSLOW Swift of Wilmslow, 4-6 St. Annes Parade. TEL: (0625) 526213

CLEVELAND

MIDDLESBROUGH McKenna & Brown, 205 Linthorpe Rd. TEL: (0642) 222368

CORNWALL

ST. AUSTELL A B & C Computers, Duchy House, 6 Lower Aylmer Sq. TEL: (0726) 67337

CUMBRIA

BARROW-IN-FURNESS Barrow Computer Centre, 96 Church St. TEL: (0229) 38353

CARLISLE The Computer Shop, 56-58 Lowther St. TEL: (0228) 27710

KENDALL Ace Computer and Electronics, 186 Highgate, TEL: (0539) 25728

PENRITH Penrith Communications, 14 Castlegate. TEL: (0768) 67146. Open Mon — Fri till 8 p.m.

WHITEHAVEN P. D. Hendren, 15 King St. TEL: (0946) 2063

DERBYSHIRE

ALFRETON Gordon Harwood, 69/71 High St. TEL: (0773) 832078

DERBY C T Electronics, at Camera Thorpe, The Spot. TEL: (0332) 360456

DEVON

EXMOUTH Open Channel, 30 The Strand, TEL: (03952) 4408

PAIGNTON Devon Computers, 81 Upper Manor Rd. TEL: (0803) 526303

PLYMOUTH Syntax Ltd., 76 Cornwall St. TEL: (0752) 28705

TIVERTON Actron Micro Computers, 37 Bampton St. TEL: 0884 252854

DORSET

BOURNEMOUTH Lansdowne Computer Centre, 5 Holdenhurst Rd. TEL: (0202) 20165

DURHAM

DARLINGTON McKenna & Brown, 102 Bondgate. TEL: (0325) 459744

ESSEX

BASILDON Godfrey's 28-32 East Walk, Town Centre. TEL: (0268) 289379

CHELMSFORD Maxton Hayman Ltd., 5 Broomfield Rd. TEL: (0245) 354595

COLCHESTER Colchester Computer Centre, 16 St. Botolphs St. TEL: 0206 47242

GRAYS H. Reynolds, 79 Orsett Rd. TEL: 0375 5948

ILFORD Woolfmans, 76 Ilford Lane. TEL: (01) 478 1307

LOUGHTON Micro & Movie Channel, 309 High Rd. TEL: (01) 508 1216,

GLOUCESTERSHIRE

GLOUCESTER The Model Shop, 79-81 Northgate St. TEL: (0452) 410693

HAMPSHIRE

ALDERSHOT David Saunders, 51 Station Rd. TEL: (0252) 20130

ANDOVER Andover Audio, 105 High St. TEL: (0264) 58251

BASINGSTOKE Fisher's, 2-3 Market Place. TEL: (0256) 22079

PORTSMOUTH Computer Corner, 261 Commercial Rd. TEL: (0705) 833938

PORTSMOUTH Waterlooville G B Microland, 7 Queens Prde. TEL: (07014) 59911

SOUTHAMPTON R. J. Parker & Son Ltd., 11 West End Rd., Bitterne. TEL: (0703) 445926

WINCHESTER Winchester Camera & Computer Centre, 75 Parchment St. TEL: (0962) 53982 (Just Opening)

HEREFORD

HEREFORD Melgray Hi-Tech Ltd., 49 Broad St. TEL: (0432) 275737

HERTFORDSHIRE

BOREHAM WOOD Master Micro, 36 Shenley Rd. TEL: (01) 953 6368

HITCHIN Camera Arts (Micro Computer Division), 68a Hermitage Rd. TEL: (0462) 59285

POTTERS BAR The Computer Shop, 197 High St. TEL: (0707) 44417

ST. ALBANS (Herts) Clarks Computer Centre, 14/16 Holywell Hill. TEL: (0727) 52991

STEVENAGE D. J. Computers, 11 Town Sq. TEL: (0438) 65501

WATFORD SRS Microsystems Ltd., 94 The Parade, High St. TEL: (0923) 26602

HUMBERSIDE

GRIMSBY R. C. Johnson Ltd., 22 Friargate, Riverhead Centre. TEL: (0472) 42031

ISLE OF MAN

DOUGLAS T. H. Colebourn Ltd., 57-61 Victoria St. TEL: (0624) 3482 (Just Opening)

KENT

CANTERBURY Kent Micro Systems, Conquest House, 17 Palace St. TEL: (0227) 50200

DOVER Kent Photos & Computers, 4 King St. TEL: 0304 202020

ORPINGTON Ellis Marketing Ltd., 25 Station Sq., Petts Wood. TEL: 0689 39476

RAINHAM Microway Computers Ltd., 39 High St., Medway Towns. TEL: (0634) 376702

SEVENOAKS Ernest Fielder Computers, Dorset St. TEL: (0732) 456800

SITTINGBOURNE Computers Plus, 65 High St. TEL: 0795 25677

TUNBRIDGE WELLS Modata Computers Ltd., 28-30 St. Johns Rd. TEL: 0892 41555

LANCASHIRE

ACCRINGTON PV Computers, 38A Water St. TEL: (0254) 36521/32611

BLACKBURN Tempo Computers, 9 Railway Rd. TEL: 0254 691333

BURNLEY IMO Computer Centre, 39-43 Standish St., BB11 1AP. TEL: (0282) 54299

BURY (Lancs.) Micro-North, 7 Broad St. TEL: (061) 797 5764

OLDHAM Home & Business Computers Ltd., 54 Yorkshire St. TEL: (061) 633 1608

PRESTON Wilding's 49 Fishergate. TEL: (0772) 556250

ROCHDALE Home & Business Computers, 75 Yorkshire St. TEL: TBA

LEICESTERSHIRE

LEICESTER Youngs, 40/42 Belvoir St. TEL: (0533) 544774

MARKET HARBOROUGH Harborough Home Computers, 7 Church St. TEL: (0858) 63056

LINCOLNSHIRE

GRANTHAM Oakleaf Computers Ltd., 121 Dudley Rd. TEL: (0476) 76994/70281

LINCOLN MKD Computers, 24 Newlands. TEL: (0522) 25907

LONDON

E6 Percivals, 85 High St. North, East Ham. TEL: (01) 472 8941

E8 McGowans, 244 Graham Rd., Hackney. TEL: (01) 533 0935

EC2 Devron Computer Centre, 155 Moorgate. TEL: (01) 638 3339/1830

N14 Logic Sales, 19 The Broadway, The Bourne, Southgate. TEL: (01) 882 4942 (Opening Soon)

N20 Castlehurst Ltd., 1291 High Rd. TEL: (01) 446 2280

NW4 DA Vinci Computer Store, 112 Brent St., Hendon. TEL: (01) 202 2272/3/4 (Just Opening)

SE1 Vic Odden's, 6 London Bdg Walk. TEL: (01) 403 1988

SE9 Square-Deal, 375 Footscray Rd., New Eltham. TEL: (01) 859 1516

SE11 Gatwick Computers, 328 Kennington Pk. Rd. TEL: (01) 587 0336

SE15 Castlehurst Ltd., 152 Rye Lane, Peckham. TEL: (01) 639 2205

SW6 Chelsea Micros Ltd., 14 Jerdan Place. Next to Fulham B/way. TEL: (01) 385 8494

W1 Devron 4 Edgware Rd. TEL: (01) 724 2373

W1 Computers of Wigmore Street, 87 Wigmore St. TEL: (01) 486 0373

W1 Sonic Foto & Micro Center, 256 Tottenham Court Rd. TEL: (01) 580 5826

W3 Colormatic Computers, 44 High St., Acton. TEL: (01) 992 7611

W11 Electroleisure, 120 Notting Hill Gate. TEL: (01) 221 7029

MANCHESTER GREATER

MANCHESTER Lomax Ltd., 8 Exchange St., St. Ann's Sq. TEL: (061) 832 6167

SWINTON Mr. Micro Ltd., 69 Partington Lane. TEL: (061) 7282282 'Late Night Friday'

HYDE Pase, 213-215 Market St. TEL: (061) 366 5935

BOLTON Wilding Ltd., 23 Deansgate. TEL: (0204) 33512

WIGAN Wilding Ltd., 11 Mesnes St. TEL: (0942) 44382

MERSEYSIDE

HESWALL Thorngard Computer Systems, 46 Pensby Rd. TEL: (051) 342 7516

LIVERPOOL Beaver Radio, 20-22 Whitechapel. TEL: (051) 709 9898

LIVERPOOL (Aintree) Hargreaves, 31/37 Warbreck Moor. TEL: (051) 525 1782

SOUTHPORT Central Computers, 575 Lord St. TEL: (0704) 31881

MIDDLESEX

EDGWARE Breaker 1-4, 130 High St. TEL: (01) 952 7488/8860

HARROW Camera Arts (Micro Computer Division, 24 St. Ann's Rd. TEL: (01) 427 5469

HAYES Chipstop, 1000 Uxbridge Rd. TEL: (01) 573 2511 (Just Opening)

TEDDINGTON Teddington Camera Centre, Broad St. TEL: (01) 977 4716

UXBRIDGE JKL Computers Ltd., 7 Windsor St. TEL: 0895 51815

NORFOLK

NORWICH Sound Marketing, 52 St. Benedicts St. TEL: (0603) 667725

THETFORD Thetford C B & Micros, 21 Guildhall St. TEL: (0842) 61645

NORTHANTS

NORTHAMPTON Basic Computers & Systems Ltd., 72 Kingsthorpe Hollow. TEL: (0604) 710740

NOTTINGHAMSHIRE

NOTTINGHAM Cameo Computers, 8/9/10 Trinity Walk. TEL: (0602) 742912

NOTTINGHAM Basic, 39-41 Trent Boulevard, West Bridgeford. TEL: (0602) 819713

WORKSOP Computagrafix, Bridge St. TEL: (0909) 472248

NORTHERN IRELAND

BELFAST Arthur Hobson Ltd., 37 Gt. Victoria St. TEL: (0232) 246336

LONDONDERRY Foyle Computer Systems, 3 Bishop St. TEL: (0504) 268337

OXFORDSHIRE

ABINGDON Ivor Fields Computers, 21 Stert St. TEL: (0235) 21207

BANBURY Computer Plus, 2 Church Lane. TEL: (0295) 55890

HENLEY ON THAMES Family Computers Ltd., 40A Bell St. TEL: (0491) 575744

OXFORD Ivor Fields, 7 St. Ebbes St. TEL: (0235) 21207

SCOTLAND

ABERDEEN North East Computers, 1-3 Ellis St., Peterhead. TEL: (0779) 79900

AYR Vennals, 6a New Bridge St. TEL: (0292) 264124

DUMFRIES Vennals, 71 English St. TEL: (0387) 4547

EDINBURGH The Silicon Centre, 6-7 Antigua St. TEL: (031) 557 4546

GLASGOW Victor Morris Ltd., 340 Argyle St. TEL: (041) 221 8958

HAMILTON Tom Dickson Computers, 8-12 Cadzow St. TEL: (0698) 283193

KILMARNOCK Vennals, 49 Foregate. TEL: (0563) 32175

KIRKCALDY Kirkcaldy Photographic Services, 254E High St., Fife. TEL: (0592) 204734

STIRLING R. Kilpatrick, 58 Port St. TEL: (0786) 5532

SHROPSHIRE

SHREWSBURY Computerama, 13 Castlegate. TEL: TBA

SOMERSET

TAUNTON Grays, 1 St. James St. TEL: (0823) 72986

STAFFORDSHIRE

STAFFORD, Computerama, 59 Forgate St. TEL: (0785) 41899

STOKE-ON-TRENT Computerama, 11 Market Sq., Arcade, Hanley. TEL: (0782) 268620

SUFFOLK

BURY ST. EDMUNDS Bury Computer Centre, 11 Guildhall St. TEL: (0284) 705772

FELIXSTOWE K. M. Communications Ltd., 4 Manning Rd. TEL: (0394) 271113 or 273459

IPSWICH Brainwave, 24 Crown St. TEL: (0473) 50965

LOWESTOFT John Wells, 44 London Rd., North. TEL: (0502) 3742

SURREY

CAMBERLEY Camera Arts (Micro Computer Division), 36 High St. TEL: (0276) 65848

CHERTSEY Chertsey Computer Centre, 1 Windsor St. TEL: (09328) 64663

CROYDON Cadcom Ltd., 96 Whitgift Centre (Next door to MacDonald's) TEL: (01) 686 8393

GUILDFORD The Model Shop, 23 Swan Lane. TEL: (00772) 0483 39115

HASLEMERE Haslemere Computers, 25 Junction Place, adj. Rex Cinema. TEL (0428) 54428

NEW MALDEN Surrey Micro Systems, 31 High St. TEL: (01) 942 0478

WALLINGTON Surrey Micro Systems Ltd., 53 Woodcote Rd. TEL: (01) 647 5636

WOKING Harpers, 71/73 Commercial Way. TEL: (04862) 25657

SUSSEX

BEXHILL-ON-SEA Computerware, 22 St Leonards Rd. TEL: 0424 223340 (Opening Mid-October)

LITTLEHAMPTON Alan Chase Ltd., 39 High St. TEL: (09064) 5674/4545

TYNE & WEAR

NEWCASTLE-ON-TYNE Newcastle Camera & Computer Mart, 16 Northumberland Ct. TEL: (0632) 327461

WALES

ABERDARE Inkey Computer Services Ltd., 70 Mill St., The Square, Trecynon, TEL: (0685) 881828

ABERYSTWYTH AberData at Galloways, 23 Pier St. TEL: (0970) 615522

CARDIFF Randall Cox, 18/22 High St. Arcade. TEL: (0222) 31960

NEWPORT (Gwent) Randall Cox, 118 Commercial St. TEL: (0633) 67378

PEMBROKE Randall Cox, 19 Main St. TEL: (064) 668 2876

PORT TALBOT Micro Gen, 6 Royal Buildings, Talbot Rd. TEL: (0639) 887730

WREXHAM T E Roberts, 26 King St. TEL: (0978) 364404/364527

WARWICKSHIRE

LEAMINGTON SPA IC Computers, 43 Russell St. TEL: (0926) 36244

RUGBY The Rugby Micro Centre, 9-11 Regent St. TEL: (0788) 70522

WEST MIDLANDS

BIRMINGHAM Sherwoods, Gt. Western Arcade. TEL: (021) 236 7211

COVENTRY Coventry Micro Centre, 33 Far Gosford St. TEL: (0203) 58942

DUDLEY Computer World, 35 Churchill Precinct. TEL: 0384-238169

ERDINGTON The Gamekeeper Grand Fare, High St. TEL: (021) 3846108

WEST BROMWICH Bell & Jones, 39 Queens Sq. TEL: (021) 553 0820

WILTSHIRE

SALISBURY Whymark Computer Centre, 20 Milford St. TEL: 0722 26688

WORCESTER

WORCESTER David Waring Ltd., 1 Marmion House, High St. TEL: (0905) 27551

YORKSHIRE

BRADFORD Erricks Foto-Sonic House, Rawson Sq. TEL: (0274) 309266

HUDDERSFIELD Richards (formerly Lauries) 12 Queen St. TEL: (0484) 25334

HULL The Computer Centre (Humberside) Ltd., 26 Anlaby Rd. TEL: (0482) 26297

LEEDS Bass & Bligh, 4 Lower Briggate. TEL: (0532) 454451

SHEFFIELD Superior Systems Ltd., 178 West St. TEL: (0742) 755005

SKIPTON Look & See, 45 Belmont Bridge. TEL: 0756 60078

YORK York Computer Centre, 7 Stonegate Arcade. TEL: (0904) 641862

VIDEO



IS THIS THE END OF THE BOOM?

Christmas could signal the end of the huge boom in video games if Britain follows the trend set in the States where sales of low cost micros have plummeted and the market for TV games has all but vanished.

Atari and Mattel are fighting tooth and nail for a larger share of the shrinking TV game market by slashing prices and including special offers in their basic packages.

You can now pick up an Atari VCS for £69.95, a reduction of £20, and you get a copy of the wildly successful Pac-Man cartridge free.

Atari's deadly rival, the Intellivision system from Mattel has almost halved in priced in the last 18 months and is now sold with the Voice Synthesis add-on which until recently cost over £50.

This price war was not just sparked off by keen competition between the two companies — but the appearance of the Colecovision games console.

Atari have already decided to scrap plans to launch their new advanced TV game system, the Atari 5200, in Britain, because of its lack of success across the Atlantic in the face of fierce competition from the Colecovision.

The future for Atari's ageing 2600 doesn't look too rosy either now that Coleco have announced plans to release an expansion module which allows Coleco owners to use Atari cartridges with their machine.

Sales of TV games in America aren't the only ones to suffer. It seems that American consumers are turning their backs on cheap micros, the Texas and Atari in particular, and choosing more expensive machines like the Commodore 64. In some parts of the USA the 64 outsells the Atari by 100 to 1.

One event in this price war that could be of great interest to British video-gamers is Commodore's announcement of sweeping price cuts on all their cartridge based software.

Cartridges for the Vic 20 and the CBM 64 have been slashed to £10 — £20 cheaper than the Atari range. However, Commodore don't have many hit games in their line-up so it will be interesting to see just how Atari reacts.

In Britain as well as the States and if Atari still want to be a major force we think they will have to follow suit. Now wouldn't that be a sight for sore wallets.

BIG NAMES BOOST PARKER GAMES

Parker has announced its Autumn range of game titles, which include two new Star Wars games and one based on the Lord of the Rings.

They've launched a total of 17 new games which run on the Atari, Coleco and Philips home video game systems.

Some of the games have also been converted for the Vic, Atari 400/800 and the IBM personal computer.

New games appearing shortly are Spiderman, two new Star Wars games, Popeye and Lord of the Rings.

Tutenkham, a new twist on the old legend of King Tut's tomb and already a popular arcade game, will be available for the Vic and Atari 400/800 shortly, and for the Coleco and Philips G7000 in the first quarter of next year.

Q*Bert is the most recent addition to the list, and is thought by many to be the most popular game since Pac Man.

Again this has been licensed from the arcade machine at a cost of around $4m, which is the going rate for a good license nowadays.

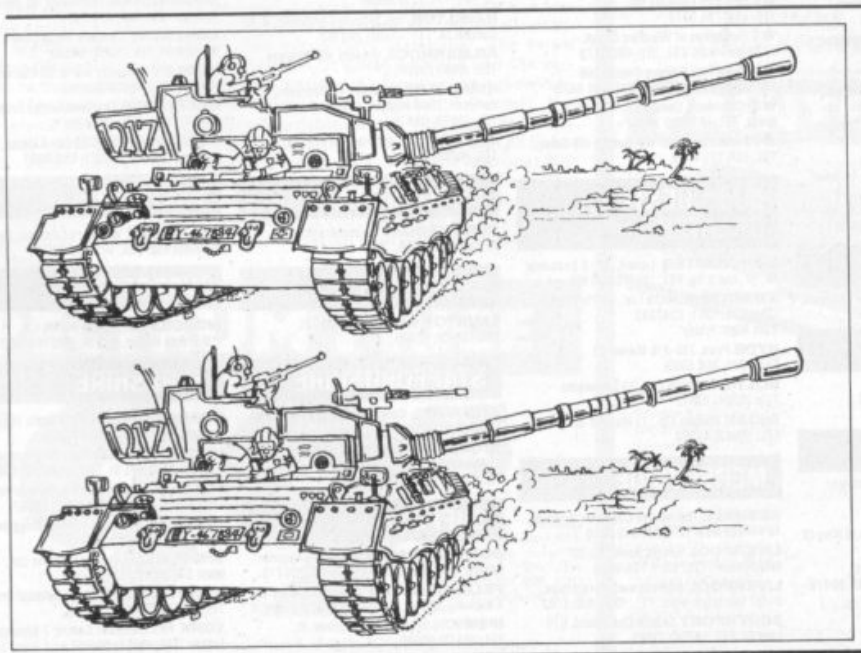
Parker also launched their Video Games Challenge at the Home Entertainment Spectacular held in London recently. The challenge features such games as Q*Bert, Frogger, Popeye and the new Scramble style game Super Cobra.

There will be ten regional heats and you can qualify by playing the games at selected stores yet to be announced.

The finals will be held next spring in London and first prize is a trip to the good old U.S. of A, with a trip to Disney World and to Cape Canaveral thrown in.

The first of the new releases are already available, with more to follow. Average price will be around £34.95.

TOP TEN		
1	Centipede	Atari
2	Donkey Kong	CBS
3	River Raid	Activision
4	Galaxians	Atari
5	Ms Pacman	Atari
6	Phoenix	Atari
7	Vanguard	Atari
8	Burgertime	Mattel
9	Gorf	CBS
10	Keystone Kapers	Activision



READY FOR THE TERRIBLE TANKS?

If our Joystick Jury review of the new Battle Zone cartridge made you wish you had a spare £30 then we've got some good news for you.

Out friends at Atari have agreed to give ten spanking new Battle Zone cartridges to the first people who can spot the six differences between the two tanks drawn by artist Ross Collins.

Simply draw a ring around the differences with a ball point pen, cut out the drawing and send it off to us without delay. Tank A is the control vehicle, please ring the differences on Tank B.

Remember to write your name and address clearly on your entry. Normal *C&VG* competition rules apply.



GAMING

WORLD CHAMPS!

The United Kingdom pulled off an amazing double in Munich to take both junior and senior titles in the World Video Games Championships.

The games this year attracted the toughest competition ever with entrants from twenty-one countries including such far flung places as Hong Kong, Puerto Rico and Norway.

Bringing back the medals to England and Scotland were 14-year-old Stuart Murray from Aberdeen and 19-year-old Andrew Brzezinski from Middlesex.

The games were sponsored by Atari, who met all the finalists' expenses including flights for them and one guest plus three nights in Munich's top hotel.

The lucky contestants had qualified for the game by beating all-comers in their own Countries.

In true Olympic fashion the finalists were taken on a sightseeing tour around the host city of Munich. For this purpose Atari took over six trams and decked them out in stickers, streamers and bunting and topped the whole thing off with a Bavarian band, delicious German food and never emptying mugs of frothing beer.

It was an afternoon that the finalists and the people of Munich who stared in amazement will not forget in a hurry.

Next day the serious business of playing games began in earnest with many of the contestants firing away on the practice machines at 6.30 in the morning!

It was a tense day for Andrew and Stuart who had to sweat it out til 5.00pm before downing the first competition spider in the chosen Centipede cartridge.

Both were masters of the game — but demonstrated completely different styles.

Andrew, a cool customer, never looked disturbed. He even took time to glance at his watch to check his time/score ratio.

Stuart, in complete contrast, was edgy, obviously feeling the tension and tutting loudly at himself when not extracting the maximum points from a spider.



All eyes on the contestants.



Well done! Stuart is congratulated by one of the organisers.

Time was crucial as each player was only allowed 15 minutes in the qualifying heat to notch up his best score.

From the starting gong Andrew Brzezinski looked like a clear winner — thousands of points ahead after only four minutes.

Stuart's qualifyer seemed to bring out the best in the competition with the player from Hong Kong looking like the favourite for the final. But Stuart was not to be deterred, he improved by the minute and battled back to win a place in the final.

As the gong for the final of the junior section sounded, the crowd that gathered around Stuart Murray soon realised they were watching a new, more determined player. Still tutting, but more confident, taking risks and making them pay.

The competition soon became a two-horse race with Hong Kong Centipede ace Shui Fan Or just over a thousand points behind Stuart for the duration. One slip and the lead would be lost.



Game gazer. Andrew Brzezinski concentrates on the creepy crawlies.

With just 30 seconds to go the outcome was still in doubt, so the final gong came as a welcome relief. One down — one to go.

I chatted to Andrew's two brothers as the senior final got under way. John had come with Andrew on the plane thanks to Atari and elder brother Richard, determined to be there to cheer his brother on had hitch-hiked all the way from Middlesex.

The brothers were concerned that Andrew's position as clear favourite would lead to distractions from press photographers and noise from a group of American Atari executives who were taking bets on possible winners!





Stuart Murray gets a spider in his sights.

Despite the distractions, Andrew walked away with the senior title. Slightly under his best score and a thousand points behind Stuart Murray's medal winning performance, but enough to have the entire British delegation — the *C&VG* reporter included — jumping with joy.

Both winners received a world champion medal and a trip for two to the Olympic games in Los Angeles next summer. Well done Stuart and Andrew, everyone at *C&VG* is proud of you.

And the British supporters continued the celebrations well into the next morning!

The new boy from Acorn already has a gang of playmates.

The Acorn Electron, Britain's most exciting new home micro, already has a range of software programs specially designed for it by Acornsoft, makers of software for the BBC Micro.

There are six mind-boggling games, two programming languages, two exciting graphics cassettes, a home educational program and a personal money management program.

All of which will soon help familiarize you with the Electron and show you how to get the maximum enjoyment out of it straight from the word go.

Of course, we'll be constantly designing new software to help you fully realise the Electron's limitless potential.

You'll find all the programs featured here, plus the full



The Electron. The new boy from Acorn.

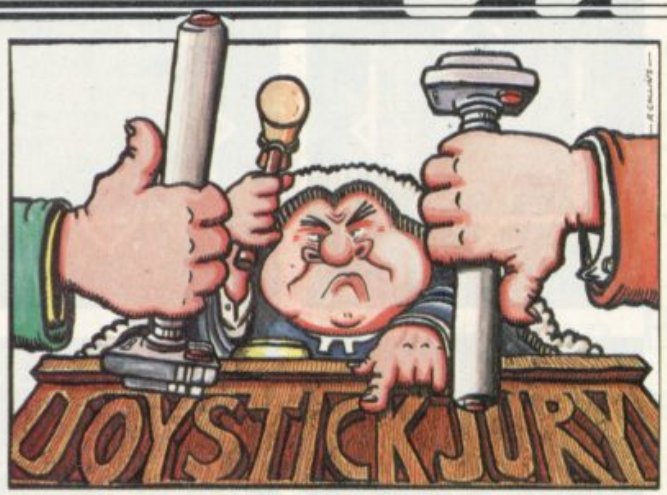


range of programs for the BBC Micro, available at selected W.H. Smith branches and at your local Acorn stockist. (To find out where they are call 01-200 0200.)

Alternatively, you can send off for the Acornsoft Electron or BBC Micro catalogue, by writing to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

ACORNSOFT





ACTION IN WEB WARS!

Wing your way to adventure in Web Wars the latest and best game — so far — for the Vectrex system.

You are the Hawk King flying through a gigantic web hanging in space. Strange alien creatures — protected by deadly drones — inhabit this web. Your mission is to capture them and take them back to your trophy room where they remain imprisoned as permanent reminders of your bravery in the face of cosmic danger!

You have to overcome the convoys of guardian Drones, get the better of the dreadful fire-breathing Cosmic Dragons and escape through a square portal which appears after each capture.

While flying around the outer areas of the web you, as the Hawk King, will spot an alien in the distance winging its way towards you from the web's centre.

As it closes in you launch into attack — flying down the web, blasting away at the Drones you position the Hawk King until it is on a collision course with the winged alien. At the last minute you fire your Capture Rod and the alien is yours!

However, watch out for the Drones you don't kill as once they've reached the edge of the web, they'll turn round and chase you.

After the alien has been captured a square portal appears in the distance and slowly travels up the web. Still avoiding the Drones, position the Hawk King and fly through the portal to reach your trophy room where your latest victim can be displayed.

If you fail to catch the creature on the second attempt the Cosmic Dragon appears, breathing fire-balls at you with amazing accuracy. It is impervious to your blasters and the best chance of survival is to quickly capture a creature and escape through the portal before it reaches the outer rim of the web.

After each capture your speed of flight increases — the more creatures captured the faster the game becomes. Your speed also increases dramatically when you fly into the web, with the Hawk King hurtling towards the centre at near impossible speeds.

Head on collisions are most likely to happen at this point and it is often safer to remain near the outer edges where the pace is slower.

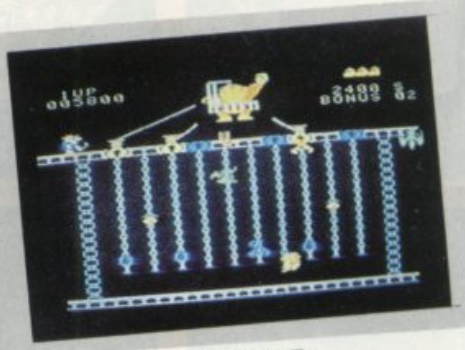
Control is by the stubby Vectrex joystick and I found it quite difficult to manoeuvre the Hawk King accurately. However, this doesn't detract from Web Wars which is a very fast and addictive game.

Web Wars is produced for the Vectrex by Milton Bradley and is available from all leading retail outlets at £22.50.

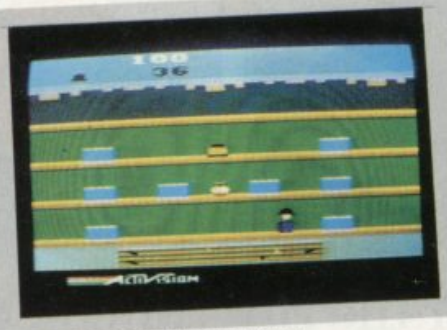
THE VERDICT

Best game yet for the ever improving Vectrex system.

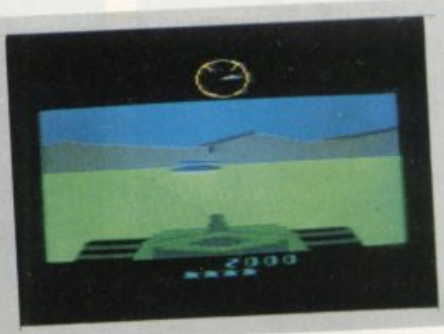
- **Action**
- **Graphics**
- **Addiction**
- **Theme**



DONKEY KONG JNR



KEYSTONE CAPERS



BATTLE ZONE



Q*BERT



WEB WARS



HAPPY TRAILS



GAMING

MEET SON OF KONG!

Deep in the video game jungle Donkey Kong Junior is out to rescue his big daddy — captured by mean old Mario!

For those of you who haven't stumbled across this game in the arcades it's the sequel to Donkey Kong — and this conversion for the Coleco is a really close copy of the arcade original.

Junior has to travel from screen to screen grabbing keys to Papa Kong's cage. But Mario keeps pushing the cage away just when Junior is about to save his dad.

Once all the keys are in the locks Mario annoyingly sneaks away with Papa Kong once again — and Junior moves on to the final and most elaborate screen of the game. This screen includes a high powered jump board, moving platforms, chains and those nasty Nitpickers!

Little Kong has a few weapons to help him — but you'll have to play the game to find out what they are.

Once you've mastered these three screens the game goes back to screen one and the action gets faster and wilder!

I found the game exciting and challenging. This version is for on or two players and has four skill levels. Coleco's Donkey Kong Junior based on the original made by Nitendo, is available at £29.99.

THE VERDICT

A challenging new addition to the Coleco range. Worth taking a look at.

- **Action** 👍👍👍👍
- **Graphics** 👍👍👍👍
- **Addiction** 👍👍👍
- **Theme** 👍👍👍👍

READY FOR THE TANKS?

It's taken a long time coming but Battle Zone has at last been converted for the Atari VCS.

One obvious and quite welcome change from the original machine is the inclusion of full colour graphics.

Apart from the addition of colour the Atari cartridge follows the theme of the arcade original religiously. The top of the screen houses the radar scanner allowing the player to keep a track of the enemy's movements.

You control the last remaining tank in your company's division. The impossible task that faces you is to destroy the opposing tanks which attack from all directions, even from behind.

The tank can be moved in four directions left, right, forwards and backwards. Enemy tanks are destroyed by placing your gun sight over the target and firing a shell. Tanks that sneak up from behind have to be dealt with quickly because the enemy has no qualms about shooting you in the back.

As the game progresses hostile reinforcements are brought in. These include flying saucers which don't threaten your safety but are difficult to destroy and yellow space invader type creatures who move at speed.

One feature of the game I didn't like was the flashing effect produced after the tank had been blown up. I thought it was messy and after a few games it really started to get on my nerves.

THE VERDICT

An excellent reproduction of the arcade original considering the limitations of the Atari VCS.

- **Action** 👍👍👍
- **Graphics** 👍👍👍👍
- **Addiction** 👍👍👍
- **Theme** 👍👍👍👍

CATCH THE ROBBER!

Stop thief! The whistle blows and Kelly the cop goes into action in this Cops 'n' Robbers game for the Atari VCS.

You play Kelly the Keystone Cop whose one aim in life is to stop Flash Harry Hooligan getting away with the loot. Kelly is responsible for all three floors of a department store and Flash Harry leads him on a mad chase through the building.

Various obstacles are placed in Kelly's path, including bouncing beach balls, low flying biplanes and rampant shopping trolleys, all of which our energetic cop has to avoid.

The more robbers Kelly catches the faster the game becomes. Shopping trolleys and planes whizzing towards the cop in convoys and at alarming speeds. The beach balls also bounce much higher and Kelly has to do some frantic leaping and dodging.

Kelly has three lives to each game and a time limit of 50 seconds to catch each robber.

Keystone Kapers is available from Activision for the Atari VCS at £27.95.

THE VERDICT

An easy game to get into — but will the magic last?

- **Action** 👍👍👍
- **Graphics** 👍👍👍👍
- **Addiction** 👍👍👍
- **Theme** 👍👍👍👍

MR Q IS A WINNER

Cursing Q*Bert swore he'd get out of the arcades and here he is smaller than life and just as voluble on the Colecovision.

If Q*Bert's mutterings made him bad company in the arcades, his language hasn't modified much on the home screen either — but then he's still got just as much to swear about.

Coily's made the journey to the Coleco too as have all the rest of his dastardly cronies.

All the action takes place on a pyramid of cubes. Q*Bert jumps around on the pyramid cubes' upturned faces, starting at the top and working his way around until he has visited every cube.

He is not only capable of turning the air blue, he can also turn the surfaces a different colour so it is easy to see where he's been.

But danger lurks in the guise of bouncing balls which drop down the pyramid and will finish off Q*Bert (in a bout of bad language) should they meet. One of these, the purple Coily, does not bounce off the edge but turns into a snake at the end and sets off in pursuit of Q*Bert. It looks grim but our hero can escape by jumping off the pyramid onto a hovering circle which lifts him back to the pyramid top. Coily, attempting to follow suit, falls to his death.

Every completed screen bring something new to the game and after four screens, level II offers a new challenge, this time the squares have to be jumped on twice to achieve a clearance.

There's plenty of horrors, masses of addiction and lashings of good er . . . clean fun for £34.95 from Parker, their first cartridge for the Coleco.

My only criticism resides in the suitability of the Coleco eight-way joystick for this game because it's all too easy to jump the wrong way and . . . oh *%* ££-it!

THE VERDICT

Rush out and get it!

- **Action** 👍👍👍👍
- **Graphics** 👍👍👍👍
- **Addition** 👍👍👍👍
- **Theme** 👍👍👍👍

HAPPY TIME OUT WEST!

I long for a home where the buffalo roam and the sky is cloudy all day! Well maybe not. But Happy Trails, the latest game for the Intellivision will give you a taste for the Wild West.

Remember those little plastic games you used to get in Christmas crackers. The ones where you have to move small squares around in a bigger square to get the correct sequence of numbers, letters or colours. Well, Happy Trails is a bit like that. Except that this time you have to manipulate the squares to provide the hero of Happy Trails, the Sheriff of the Badlands, the most direct route to the villanous Black Bart and his stolen loot. You have to arrange the best route for the Sheriff so he can collect the cash and catch Bart.

As the game progresses the play area gets larger and the speed increases. This means that instead of being able to move four blocks of land to create a route you can have up to 32 pieces of the jigsaw puzzle that can be moved!

A splendid game incorporating speed of reaction with a large degree of strategy and planning.

Happy Trails is in the shops now at £29.95 for the Intellivision video games console.

THE VERDICT

Best Intellivision release since Burgertime.

- **Action** 👍👍👍
- **Graphics** 👍👍👍
- **Addiction** 👍👍👍👍
- **Theme** 👍👍👍

The REAL Challenge!

For your ORIC or SPECTRUM

Jogger Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and full action colour graphics.
Oric Author – Adrian Sheppard.
Spectrum Author – Mike Howard
Oric 48K – **£6.95** Spectrum 16/48K – **£4.95.**





Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc.
Author – Adrian Sheppard.
Oric 48K - **£6.95**

Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher.
Spectrum 48K – **£4.95.**



Oricade A combined assembler Disassembler and editor for the Oric. ★Handles full 6502 Mnemonics. ★Features Save and Reload M/C. ★Assembles and disassembles at any address. A disassembles tool for any serious programmer.
★An essential
Author – Adrian Sheppard.
Oric 48K – **£8.50.**

Oric titles recommended by ORIC PRODUCTS INT. LTD.

All Spectrum Software is available on Micronet 800.

TRADE ENQUIRIES WELCOME.

SEVERN SOFTWARE

SEVERN SOFTWARE
5 SCHOOL CRESCENT
LYDNEY
GLOUCESTER GL15 5TA

Grail You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with, but if you are wounded your strength will drain away – many other features such as warp, jewels etc.
Author – Adrian Sheppard.
Oric 48K – **£6.95.**







Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom – a game that will really test your character and staying power.
Oric Author – Adrian Sheppard.
Spectrum Author – Mike Howard
Oric 48K – **£6.95** Spectrum 16/48K – **£4.95.**

All Oric titles available from Laskys.
Dinky Kong for Oric also available from WH Smith.

Please send me (Tick box)

SPECTRUM 16/48K
- ☐ Jogger @ £4.95
- ☐ Quincy @ £4.95
- ☐ Moria @ £4.95

ORIC 48K
- ☐ Jogger @ £6.95
- ☐ Dinky Kong @ £6.95
- ☐ Moria @ £6.95
- ☐ Oricade @ £8.50
- ☐ Grail @ £6.95

I enclose Cheque/P.O. for £_____ made payable to Severn Software

Name _____

Address _____

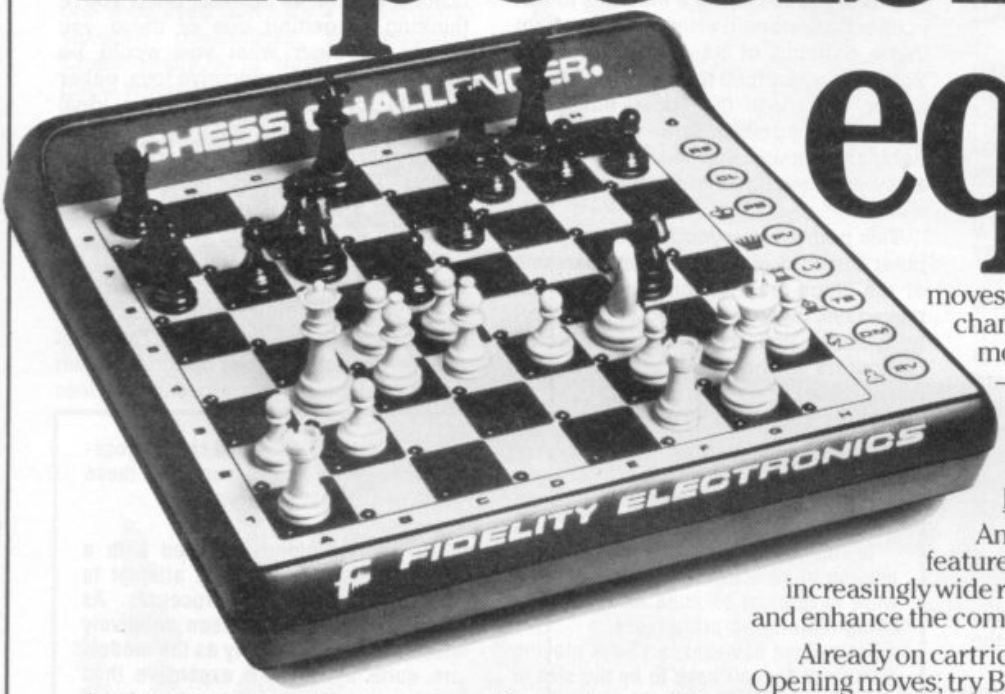
CVG11

Severn Software, 5 School Crescent, Lydney, Gloucester GL15 5TA

All prices include VAT and P&P.

Overseas P&P add 50p

Easy to play, hard to beat, impossible to equal.



In numerous magazine surveys, and in a national daily, one chess computer was constantly named 'best buy.' The same computer, rated for skill by the U.S. Chess Federation, was officially placed in the top 15% of all club players.

The computer? Sensory Chess Challenger 9 – from CGL.

NATURAL TALENT

Sensory 9 makes play as natural as possible. Just a gentle press of the piece on the square tells the computer your move; its own move is marked with a discreet light and a 'beep' – or if you prefer, in silence. All you do is play.

TRAINING SKILLS

Sensory 9 is not just a provocative opponent – it's a powerful teaching aid too. Try working through the 9 skill levels, changing levels in mid-game. Ask it to suggest moves – show its thinking process – even change sides. It predicts Mate up to 7 moves ahead – verifies previous moves – and can take back up to 22 half-moves per game. Sensory 9 will even referee between two humans: useful for junior players!

PLUG-IN LIBRARY

Another of the Sensory 9's important features is its ability to accept an increasingly wide range of plug-in cartridges, to update and enhance the computer's capability.

Already on cartridge you can add an extra 16,000 Book Opening moves; try Blitz Chess, Theoretical Chess Endings, Queens Gambit, or the Sicilian Variation... the list develops all the time.

THE MASTER'S CHOICE

Whether you're a learner, a club player, or even a master, you can get so much out of the Sensory 9. Tighten your game; tackle problems; explore theory, or just play, in glorious solitude, anywhere: on mains, or battery power.

How much? Just £169.95 (rrp) including pieces, instruction manual and mains power adaptor. The Sensory 9 is just one of 8 CGL chess computers from pocket-size to table-top.

FOR FULL SPECIFICATIONS AND THE ADDRESS OF YOUR NEAREST STOCKIST, CONTACT SUE HAMPSHIRE AT THE ADDRESS BELOW.

CGL

COMPUTER GAMES LTD., CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR. TEL. 01-508 5600.



BORED WITH BL

Give your trigger finger a rest and take a look at an a in space. We look at a game that existed long before

BY JONATHAN CALDER

YOU don't have to spend all your time on computers zapping aliens. When you've saved the universe from the forces of darkness a few hundred times, you might want to play a more intellectually challenging and rewarding game. If you do, then chess is one of the more obvious choices.

The fascination of the game of chess has lasted for centuries and, when it comes to individuals, this fascination tends to be lifelong. So it's a good bet that any money you spend on chess now will be an investment which will pay dividends for a long time to come.

This is why anyone who is interested in computers and also interested in chess should think very seriously about the latest generation of **dedicated** chess computers now available.

They bring the owner a whole fistful of benefits, not the least of which is an ever available opponent whenever you need one. How often have you wanted a game of chess but had no-one to play with?

The first question almost everyone asks about chess computers is "How good are they?". The answer to this is that state of the art chess computers are now as strong as very good chess club players at their very highest playing levels.

So unless you play chess seriously every week you almost certainly will be struggling to beat good chess computers on their top levels and will have a very searching game on their lower levels. In fact ultimate strength of play isn't all that should be considered by the would be purchaser by any means.

One really important point is to buy a chess computer that has a wide range of playing strengths so that not only can you be sure of finding a level that will give you an even well balanced game but that other members of your family can play at levels appropriate to them.

Such a computer should also give you the choice of a game lasting a few minutes — useful for lightning chess fanatics — or a whole evening.

Another feature that you should be looking for is the ability to update the machine. In the early years of chess computers (even until last year) the state of the art developed so quickly that anyone who bought a chess computer found that something much better came on to the market about six months later.

Nowadays the best chess computer, like CONCHESS, have both their program and their micro-processor in a detachable cartridge. This means that the owner can take advantage of any developments in chess programming or micro-chip technology at a fraction of the cost of a new chess computer.

All he has to do is buy a new cartridge as and when he feels inclined in order to keep fully up to date with developments. You should certainly look for this comprehensive updatability in any machine you buy — it will save you money.

If then you're buying a machine to last in effect a lifetime then you really ought to be thinking of its appearance too. You want a machine that can happily be out on display in the home, almost as part of the furniture, and not a Heath Robinson version that has to be hidden away whenever you've finished playing with it.

This points you towards a chess computer finished in wood rather than one of the "high-tech" machines. After all, nowadays, there is no need to let everybody know you are a computer freak, computers in the home are no longer remarkable.

Not only should you look for a computer that is good to look at, you also should seek one that is easy to play with. The best sort of computers are the fully automatically sensory ones. You simply pick up a piece and move it in the normal chess way. The computer senses automatically which square you have moved your piece from and to.

These have no squares to push down; no buttons to press, or keys to punch. Anything less than this ideal arrangement is likely to become unnecessarily irksome and tedious over the years.

There are a number of very cheap machines on the market, some of them costing as little as £20-£30, but if you're thinking of getting one of these you should be clear what you would be buying. These are executive toys, either suitable for beginners or as an ideal thing for long flights, but they have little to offer the more serious minded chess player. To get a good chess computer you must be prepared to pay at least £150.

A lot of people will tell you that there is no need to get a dedicated machine at all; you need only buy a chess program for your home computer. This is, of course, a much cheaper option, but then you would be getting a great deal less

Producing a machine that can play chess like a grand master — still an unfulfilled dream — has always been the ultimate challenge.

In the 1960s and early 1970s a number of quite strong Chess programs were developed on huge number crunching mainframe processors.

Nowadays however, a Chess playing computer doesn't have to be the size of a small house. The advance of microchip technology has meant that you can have a free standing — or dedicated — Chess computer sitting on your living room table. Over the five years that these have been available, great strides have been made. Below we offer you a guide to what is available today.

Challenger
A series of American machines, ranging from the weakest to the strongest of available computers. The buyer should be careful as there are a lot of outdated models still about, but the more recent machines represent good value.

CONCHESS
International design. The cheapest fully sensory boards available and the only machines yet to appear with updatable hardware as well as software. All this together with a strong program with delightfully designed classic rosewood boards have made these machines a best seller.

Mephisto
A German machine equipped with a program that makes some attempt to follow human thought processes. As yet the results have been relatively disappointing especially as the models are quite a bit more expensive than most.

NOVAG
Made in Hong Kong, this range of cheaper machines vary greatly in performance. The Constellation is by all reports a strong program. How reliable it will be remains to be seen — some of the earlier models from other Hong Kong manufacturers were a problem in this area.

La Regence
This French machine is about to appear in Britain. Early reports of it are encouraging with a good program and an elegantly designed board.

Scisys
Again a range of machines appears under this name. Their Mark VI may appeal to the Chess fanatic because of its comprehensive range of features, but the average player may find it all a bit bewildering.

ASTING?

lternative to all those shoot-outs hose little green men

for your money.

It is safe to say that no program for a home computer is as good as a top class dedicated machine. This is partly because a lot of the power and the memory in a micro-program are taken up in handling the graphic display and partly because, while the manufacturer of a dedicated chess computer lives or dies by the quality of its program, to a software house, a chess program will be only one among hundreds of a variety of products.

It should also be remembered that playing chess on a screen is a lot more difficult than playing on a real board, (especially given some of the graphics one sees even now); it's a lot harder to visualise possibilities, for instance. Chess really is a three dimensional game where one needs and wants to be able to handle and feel the pieces on a good sized board.

Contemporary Chess Computers will be more than pleased to provide any further information about chess computers. Telephone or write to Contemporary Chess Computers, 2-3 Noble Corner (Off Upper Sutton Lane), Great West Road, Middlesex TW5 0PA. (Tel: 01-577 1700).



Three of the Contemporary Chess Computers range. Top, the Ambassador. Centre, the smallest model in the range called the Escorter, and finally, the top of the range Monarch.

Let Commodore expand your horizons.

VIC 20 is the finest home computer that money can buy.

And the better you get to know it, the more confident, adventurous and ambitious you'll become.

You'll want to take advantage of the vast range of VIC software: a superb and constantly-growing selection of programs, embracing business systems, entertainment, education and many applications in the home.

Every program in the series has been designed by experts, and chosen for its quality and value for money.

VIC business software covers a wide range of applications, including spread-sheet analysis, stock control, information handling and word-processing.

A mind-blowing range of games including Scott Adams' world-famous 'Adventure' series.

Advanced space games, including the sophisticated 'Omega Race'.

Learn subjects as diverse as English Language, programming, and biology.

And 'home' software ranges from IQ tests to Robert Carrier menus.

In addition, there is a range of VIC software, like programmers' aids and graphics packages–



to add to your understanding and enjoyment of computers and computing.

There's even a special 'VicSoft' Club for VIC 20 enthusiasts, with many advantages including special offers to club members.



VIC software will expand your horizons. And your mind.

PRICES RANGE FROM £4.99 to £24.95 INC. VAT.

commodore

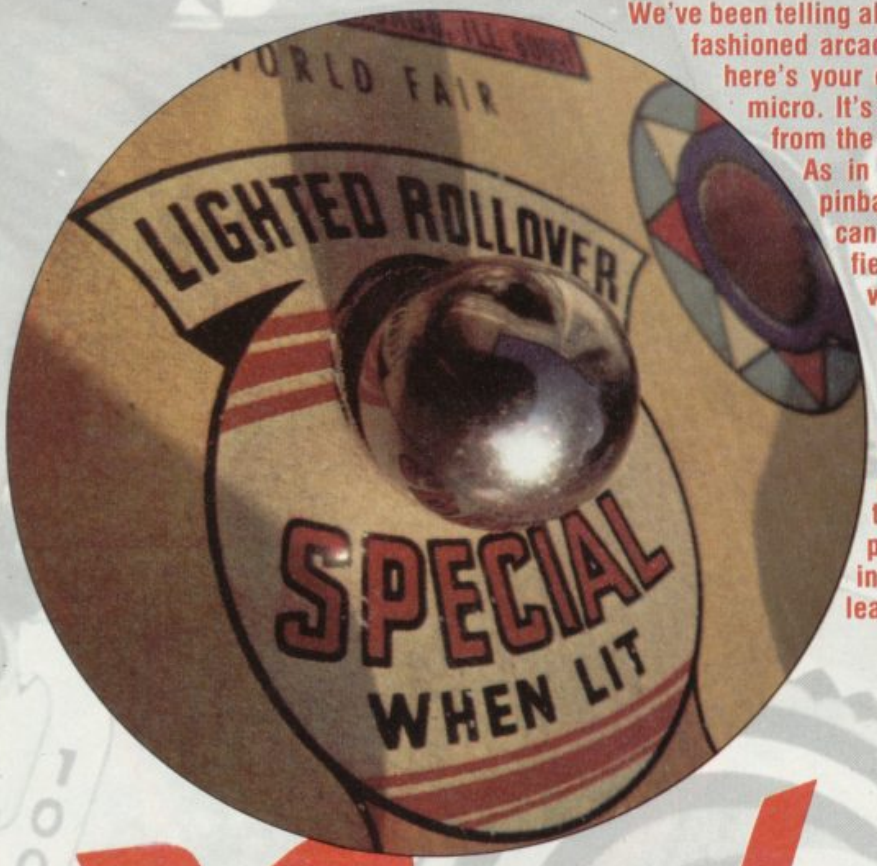
VIC 20

For more information, a catalogue of VIC software and details of your local retailers or dealers, please phone or complete the coupon and send to:
The Commodore Information Centre,
675 Ajax Avenue, Slough, Berkshire SL1 4BG.
Telephone: Slough (0753) 79292.

Name
(MR./MRS./MISS)
Address

Postcode

VCCVG1183

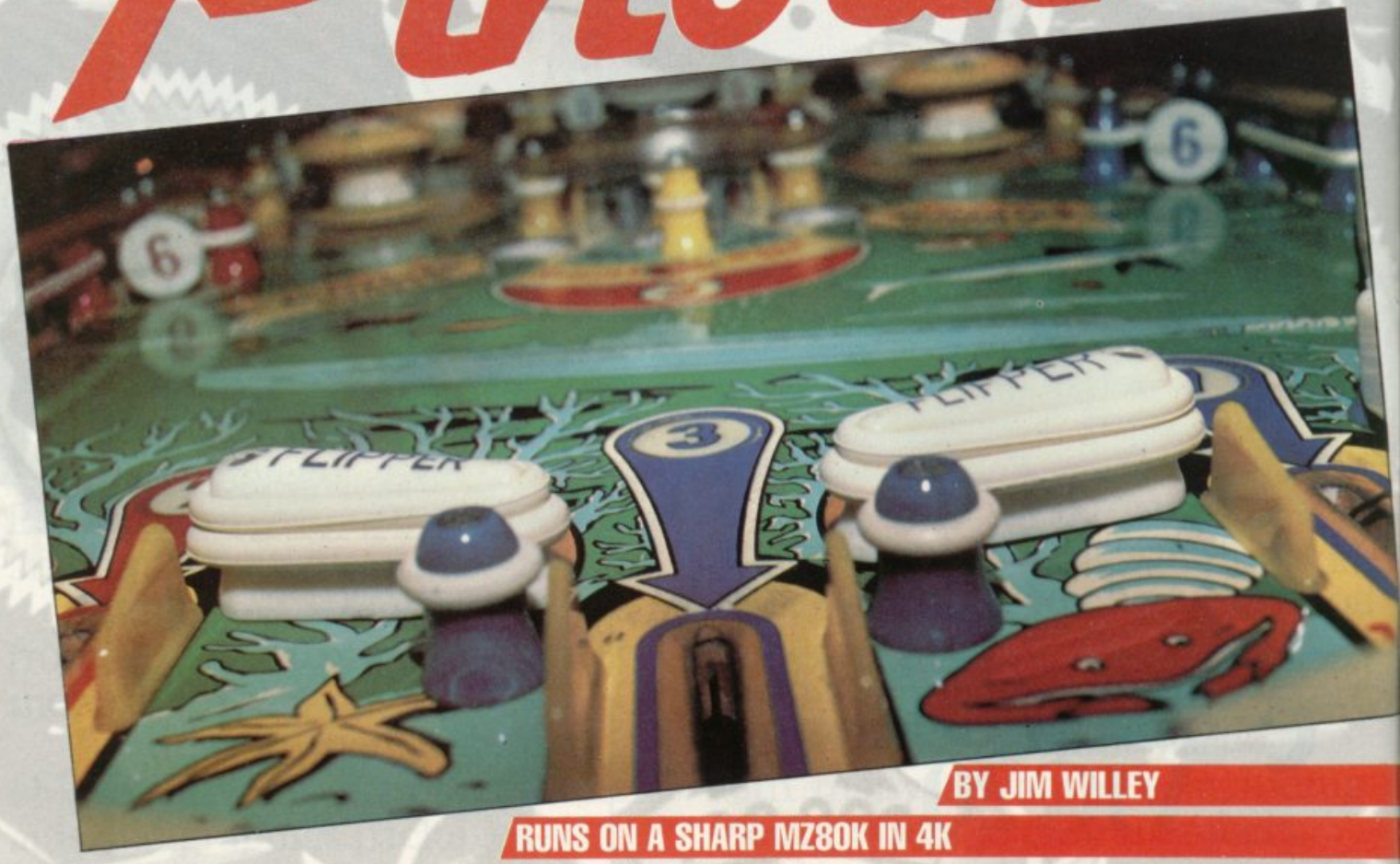


We've been telling all you vidkids out there just how good that old fashioned arcade game Pinball is for some time now. But here's your chance to get a taste of the game on your micro. It's got all the features of the original — apart from the colourful cabinet and backsplash that is!

As in the arcade original the main aim of this pinball game is to score as many points as you can. You get five balls to play with. The playfield includes several bumpers and targets which score varying points when you hit them. A major difference from the arcade machine is the bat you get at the bottom of the playfield which replaces the usual flippers on proper pinball machines.

The bat is controlled by the Z and C keys. Accurate positioning of the bat in key positions will score high points. There is a two player option and a high score routine. To increase the speed of the bat and ball simply leave out the REM statements.

Pinball



BY JIM WILLEY

RUNS ON A SHARP MZ80K IN 4K

```
MODIFICATIONS TO PINBALL FOR MZ80K
135PRINT"SMALL OR LARGE BAT"
136GETBT$:IFBT$=""THEN136
137IFBT$="S"THENBT=1
138BT=0
270IFPEEK(17828)=90THENPOKEM,64:POKEM+1,64:M=M-2:IFM<55121THEN M=M+2
280IFPEEK(17828)=67THENPOKEM,64:POKEM-1,64:M=M+2:IFM>55139THENM=M-2
289IFBT=1THEN292
290POKEM-1,211:POKEM,211:POKEM+1,211
291GOTO300
292POKEM,211:POKEM+1,211:POKEM-1,64:POKE55121,211
550GOTO130
765IFBT<>1then770
766PRINT"     ▒  ▒              ▒▒▒▒▒▒▒  ▒"
```

```
10 POKE 10167,1:TEMPO7
20 DIM T(2),SC(2):PRINT"■■■■■■"
30 PRINT"▒▒▒▒ ▒  ▒ ▒  ▒▒▒▒ ▒  ▒ ▒"
40 PRINT"▒  ▒ ▒  ▒ ▒  ▒  ▒  ▒ ▒"
50 PRINT"▒▒▒▒ ▒  ▒ ▒  ▒▒▒▒ ▒  ▒ ▒"
60 PRINT"▒    ▒  ▒ ▒  ▒  ▒  ▒▒▒▒ ▒▒▒▒"
70 FORH=1TO500:NEXTH
80 FORH=1TO39:MUSIC"▁A1":PRINT".";:NEXTH
90 PRINT"■    MOVE BAT:Z-LEFT,C-RIGHT"
100 PRINT"■   'SPACE' BAR TO FIRE BALL."
110 PRINT"■   (1/2) PLAYERS?"
120 GETPL:IF(PL(1)+(PL>2)THEN120
130 PRINT"■"
140 SC(1)=0:SC(2)=0:T(1)=0:T(2)=29:M=55130:B=0:GOSUB560
150 FORI=1TO5
160 FORJ=1TOPL
170 FORH=1TO5:PRINT"■";TAB(T(J)+7);" ";:MUSIC"▀A1":PRINT"■■";J:NEXTH
180 GOSUB1160
190 X=54514:V=25
200 REM**********MOVE-BALL**********
210 X=X+X1:V=V+V1:POKEX+V-X1-V1,64:POKEX+V,71
220 REM**********HIT-WALLS**********
230 IFPEEK(X+V+X1)=208THENX1=X1*-1
240 IFPEEK(X+V+X1+V1)=208THENV1=V1*-1
250 REM**********MOVE-BAT**********
260 GETZ$
270 IFPEEK(17828)=90THENPOKEM+1,64:M=M-1:IFM=55121THENM=M+1
280 IFPEEK(17828)=67THENPOKEM-1,64:M=M+1:IFM=55139THENM=M-1
290 POKEM-1,211:POKEM,211:POKEM+1,211
300 REM**********CHECK-BAT**********
310 IFX+V+V1=MTHENX1=0:V1=-40
320 IF(X+V+V1=M-1)+(X+V+V1+X1=M-1)THENX1=1:V1=-40
330 IF(X+V+V1=M+1)+(X+V+V1+X1=M+1)THENX1=-1:V1=-40
340 REM**********CHECK-PIN**********
350 IFPEEK(X+V+X1)=68GOSUB810
360 IFPEEK(X+V+X1+V1)=68GOSUB870
370 IFPEEK(X+V+X1+V1)=72GOSUB930
380 REM**********LOST-BALL**********
390 IFX+V<55152THEN210
400 GOSUB1040
410 NEXTJ:NEXTI
420 REM**********END-ROUTINE**********
430 FORJ=1TO2
440 IFSC(J)>HITHENHI=SC(J):PRINT"■■■■■■";TAB(30);HI;"■■";TAB(T(J));"HI-SCORE"
450 NEXTJ
460 IF(SC(1)>=SC(2))*(PL=2)THENPRINT"■";TAB(T(1));"WELLDONE"
470 IFSC(2)>=SC(1)THENPRINT"■";TAB(T(2));"WELLDONE"
480 PRINT"■■■■■■■■";TAB(31);"RESTART?"
490 PRINTTAB(33);"Y/N"
500 GETA$:IFA$=""THEN500
510 IFA$="N"THENPRINT"■":END
520 PRINT"■■";TAB(30);"  (1/2)  "
530 PRINTTAB(31);"PLAYERS?"
540 GETPL:IF(PL(1)+(PL>2)THEN540
550 GOTO140
560 PRINT"■PLAYER 1▒▒▒▒▒▒▒
```

DSS Discount Software Supplies

8 PORTLAND ROAD, LONDON W11. 01-221 1473

ZX SPECTRUM		RRP	OUR PRICE INC P&P
JET PAC	ULTIMATE	5.50	4.50
PSSST	ULTIMATE	5.50	4.50
TRANZ-AM	ULTIMATE	5.50	4.50
COOKIE	ULTIMATE	5.50	4.50
MANIC MINER	BUG BYTE	5.95	4.95
HALLS OF THE THINGS	CRYSTAL	7.50	6.50
ANDROID ONE	VORTEX	5.95	4.99
XADOM	QUICKSILVA	6.95	5.95
AQUAPLANE	QUICKSILVA	6.95	5.95
TIMEGATE	QUICKSILVA	6.95	5.95
ASTRO BLASTER	QUICKSILVA	4.95	4.49
METEOR STORM	QUICKSILVA	4.95	4.49
ARMAGEDDON	OCEAN SOFTWARE	5.90	4.90
KNOT IN 3D	NEW GENERATION	5.95	4.95
3D TUNNEL	NEW GENERATION	5.95	4.95
4D TERROR DACTIL	MELBOURNE HOUSE	6.95	5.95
PENETRATOR	MELBOURNE HOUSE	6.95	5.95
THE HOBBIT	MELBOURNE HOUSE	14.95	12.95
3D COMBAT ZONE	ARTIC COMPUTING	5.95	5.25
COSMIC DEBRIS	ARTIC COMPUTING	4.95	4.50
ROBON	SOFTEK	5.95	4.99
FIREBIRDS	SOFTEK	5.95	4.99
MONSTERS IN HELL	SOFTEK	5.95	4.99
LIGHT CYCLE	PSS	5.95	5.25
COSMIC RAIDERS	MIKROGEN	5.95	5.25
SCRAMBLE	MIKROGEN	5.95	5.25
ZIP ZAP	IMAGINE	5.50	4.49
ZZOOM	IMAGINE	5.50	4.49
ARCADIA	IMAGINE	5.50	4.49
SCHIZOIDS	IMAGINE	5.50	4.49
AH DIDDUMS	IMAGINE	5.50	4.49
JUMPING JACK	IMAGINE	5.50	4.49
MOLAR MAUL	IMAGINE	5.50	4.49
3D DESERT PATROL	CRL	5.95	5.20
SPECTRALPANIC	HEWSON	5.95	5.50
MAZECHASE	HEWSON	5.95	5.50
3D SPACE WARS	HEWSON	5.95	5.50
GALAXIONS	ARTIC COMPUTING	4.95	4.45
KONG	OCEAN SOFTWARE	5.90	5.20
TRAIN GAME	MICROSPHERE	5.95	5.20
BEDLAM	AWA SOFTWARE	5.95	5.20
TRANSYLVANIAN TOWER	RICHARD SHEPHERD	6.50	5.50
EVEREST ASCENT	RICHARD SHEPHERD	6.50	5.50
SUPER SPY	RICHARD SHEPHERD	6.50	5.50
SHIP OF THE LINE	RICHARD SHEPHERD	6.50	5.50
SPECTRES	BUG BYTE	5.95	5.20
STYX	BUG BYTE	5.95	5.20
POOL	BUG BYTE	5.95	5.20
AQUARIUS	BUG BYTE	5.95	5.20
GENERAL ELECTION	BUG BYTE	6.95	5.99
ASPECT	BUG BYTE	6.95	5.99
THE CASTLE	BUG BYTE	6.95	5.99
3D TANK	DK'TRONICS	4.95	4.49
CENTIPEDE	DK'TRONICS	4.95	4.49
METEROIDS	DK'TRONICS	4.95	4.49
DICTATOR	DK'TRONICS	4.95	4.49

		RRP	OUR PRICE INC P&P
SPAWN OF EVIL	DK'TRONICS	4.95	4.49
SOUND FX	DK'TRONICS	4.95	4.49
DISTRON	DK'TRONICS	4.95	4.49
ASTRON	DK'TRONICS	9.95	8.70
INVADERS	DK'TRONICS	4.95	4.49
JAWZ	DK'TRONICS	4.95	4.49
ROAD TOAD	DK'TRONICS	4.95	4.49
FRUIT MACHINE	DK'TRONICS	4.95	4.49
MAZIACS	DK'TRONICS	6.95	5.95
GOLD MINE	DK'TRONICS	4.95	4.49
MATRIX	DK'TRONICS	4.95	4.49
HARD CHEESE	DK'TRONICS	4.95	4.49
MAZE DEATH RACE	PSS	4.95	4.49
DEEP SPACE	PSS	5.95	5.25
PANIC	PSS	5.95	5.25
HOPPER	PSS	5.95	5.25
KRAZY KONG	PSS	5.95	5.25
SPECIAL OFFERS FOR THE SPECTRUM			
PACK A			
JET PAC	ULTIMATE		
PSSST	ULTIMATE	RRP £22.00	
TRANZ AM	ULTIMATE		
COOKIE	ULTIMATE	OUR PRICE £17.50	
PACK B			
JET PAC	ULTIMATE		
MANIC MINER	BUG BYTE	RRP £24.35	
TIMEGATE	QUICKSILVA		
KNOT IN 3D	NEW GENERATION	OUR PRICE £19.99	
VIC 20			
VIC ASTEROIDS	BUG BYTE	7.00	5.99
VIC PANIC	BUG BYTE	7.00	5.99
COSMIADS	BUG BYTE	7.00	5.99
ARCADIA	IMAGINE	5.50	4.75
WACKY WAITERS	IMAGINE	5.50	4.75
CATCHA SNATCHA	IMAGINE	5.50	4.75
FRANTIC	IMAGINE	5.50	4.75
ALIEN ATTACK	INTERCEPTOR	6.00	5.25
CRAZY KONG	INTERCEPTOR	6.00	5.25
JUPITER DEFENDER	INTERCEPTOR	6.00	5.25
VIC RESCUE	INTERCEPTOR	5.00	4.15
BBC			
THE MUSIC PROCESSOR	QUICKSILVA	14.95	13.25
PROTECTOR	QUICKSILVA	7.95	6.95
WIZARD	QUICKSILVA	6.95	5.95
TANKS	SALAMANDER	7.95	6.95
GAMES COMPENDIUM	SALAMANDER	6.95	5.95
COMMODORE 64			
CYCLONS	RABBIT	5.99	4.99
FROG RUN 64	ANIROG	5.95	4.95
3D TIME TREK	ANIROG	5.95	4.95
SCRAMBLE 64	ANIROG	7.95	6.99
KONG 64	ANIROG	7.95	6.99
ATARI			
TIME WARP	ENGLISH SOFTWARE	14.95	10.99
AIRSTRIKE	ENGLISH SOFTWARE	14.95	10.99
KRAZY KOPTER	ENGLISH SOFTWARE	14.95	10.99

TO: DISCOUNT SOFTWARE SUPPLIES. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS/SPECIAL PACKS.

1. .....
2. .....
3. .....
4. .....
5. .....

Make cheques payable to Discount Software Supplies.

Cheque No. ..... For £ ..... enclosed.

Please debit my Access/Visa card no. .....

Signed .....

DISCOUNT SOFTWARE SUPPLIES
8 Portland Road, London W11.

SEND

Name .....

.....

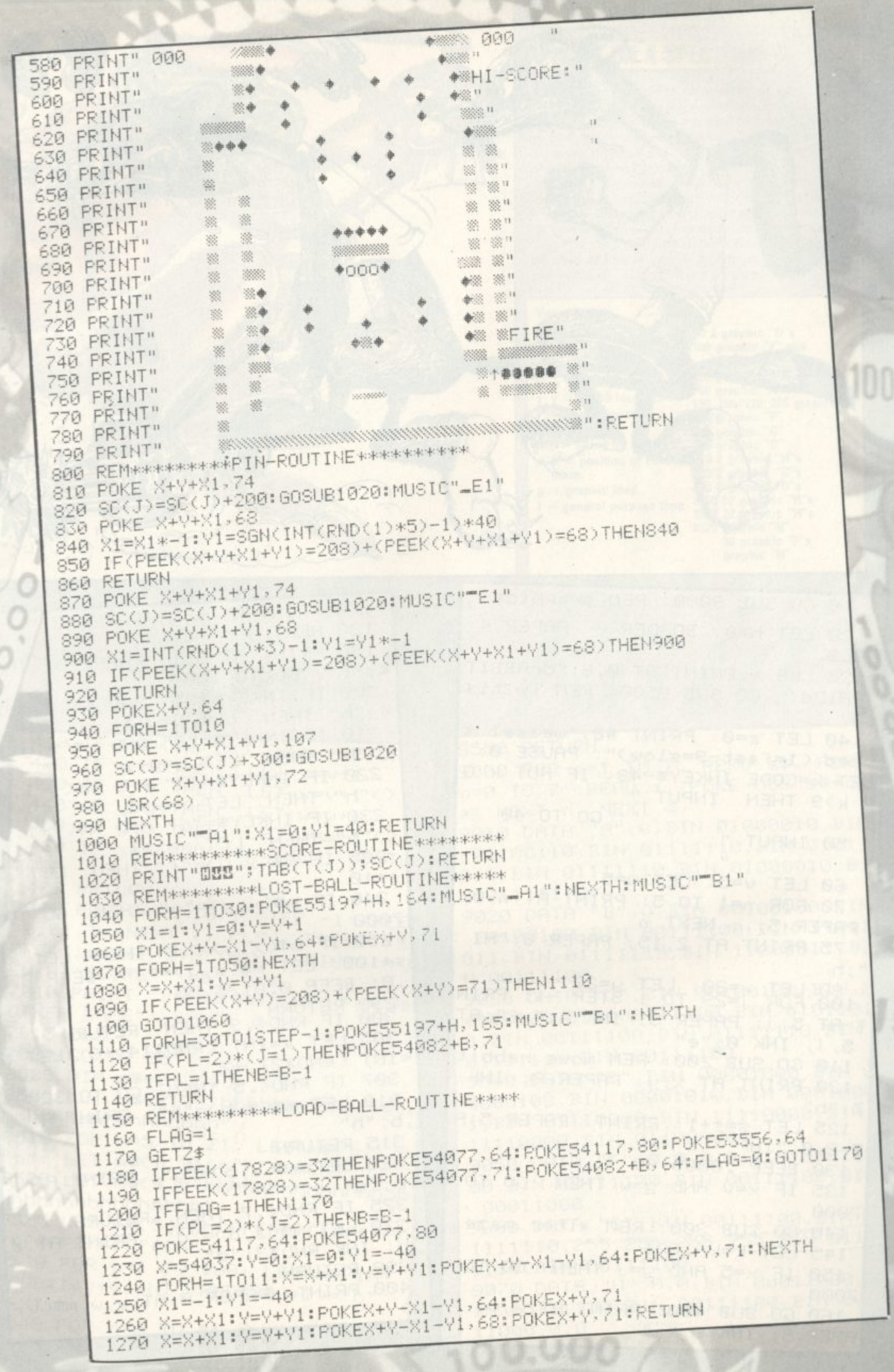
Address .....

.....

.....

Telephone orders welcomed.

SEND S.A.E. FOR UP TO DATE LIST OF OUR AMAZING BARGAINS.



```
580 PRINT" 000
590 PRINT"
600 PRINT"
610 PRINT"
620 PRINT"
630 PRINT"
640 PRINT"
650 PRINT"
660 PRINT"
670 PRINT"
680 PRINT"
690 PRINT"
700 PRINT"
710 PRINT"
720 PRINT"
730 PRINT"
740 PRINT"
750 PRINT"
760 PRINT"
770 PRINT"
780 PRINT"
790 PRINT"
800 REM*********PIN-ROUTINE**********
810 POKE X+Y+X1,74
820 SC(J)=SC(J)+200:GOSUB1020:MUSIC"-E1"
830 POKE X+Y+X1,68
840 X1=X1*-1:Y1=SGN(INT(RND(1)*5)-1)*40
850 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN840
860 RETURN
870 POKE X+Y+X1+Y1,74
880 SC(J)=SC(J)+200:GOSUB1020:MUSIC"=E1"
890 POKE X+Y+X1+Y1,68
900 X1=INT(RND(1)*3)-1:Y1=Y1*-1
910 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN900
920 RETURN
930 POKEX+Y,64
940 FORH=1TO10
950 POKE X+Y+X1+Y1,107
960 SC(J)=SC(J)+300:GOSUB1020
970 POKE X+Y+X1+Y1,72
980 USR(68)
990 NEXTH
1000 MUSIC"=A1":X1=0:Y1=40:RETURN
1010 REM*********SCORE-ROUTINE********
1020 PRINT"■■■";TAB(T(J));SC(J):RETURN
1030 REM*********LOST-BALL-ROUTINE*****
1040 FORH=1TO30:POKE55197+H,164:MUSIC"-A1":NEXTH:MUSIC"=B1"
1050 X1=1:Y1=0:Y=Y+1
1060 POKEX+Y-X1-Y1,64:POKEX+Y,71
1070 FORH=1TO50:NEXTH
1080 X=X+X1:Y=Y+Y1
1090 IF(PEEK(X+Y)=208)+(PEEK(X+Y)=71)THEN1110
1100 GOTO1060
1110 FORH=30TO1STEP-1:POKE55197+H,165:MUSIC"=B1":NEXTH
1120 IF(PL=2)*(J=1)THENPOKE54082+B,71
1130 IFPL=1THENB=B-1
1140 RETURN
1150 REM*********LOAD-BALL-ROUTINE****
1160 FLAG=1
1170 GETZ$
1180 IFPEEK(17828)=32THENPOKE54077,64:POKE54117,80:POKE53556,64
1190 IFPEEK(17828)=32THENPOKE54077,71:POKE54082+B,64:FLAG=0:GOTO1170
1200 IFFLAG=1THEN1170
1210 IF(PL=2)*(J=2)THENB=B-1
1220 POKE54117,64:POKE54077,80
1230 X=54037:Y=0:X1=0:Y1=-40
1240 FORH=1TO11:X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:POKEX+Y,71:NEXTH
1250 X1=-1:Y1=-40
1260 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:POKEX+Y,71
1270 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,68:POKEX+Y,71:RETURN
```



Illustration: Dorian Cross

```
 10 GO SUB 9000: REM graphics
 20 LET h=0: BORDER 0: PAPER 4:
CLS
 30 CLS : PRINT AT 0,8;"drABBIT
RAIDd": GO SUB 8500: REM initia
ze
 40 LET s=0: PRINT #0;"weasel s
peed (1=fast-9=slow)": PAUSE 0:
LET k=CODE INKEY$-48: IF NOT k O
R k>9 THEN  INPUT "
                  ": GO TO 40
 50 INPUT "
          "
 60 LET v=5: LET w=5
 70 FOR n=1 TO 5: PRINT AT n,0;
PAPER 5,,: NEXT n
 75 PRINT AT 2,15; PAPER 8;"HI
";h
 80 LET x=20: LET y=29
100 FOR j=29 TO 1 STEP -1: PRIN
T AT 5,j; PAPER 5; INK 4;" f";AT
 5,j; INK 0;"e"
110 GO SUB 200: REM move rabbit
120 PRINT AT x,y; PAPER 8; INK
7;"b"
125 LET s=s+1: PRINT  PAPER 5;A
T 2,0;"1UP ";s
130 BEEP .0005,60
135 IF x=v AND y=w THEN  GO TO
7000
140 GO SUB 300: REM alter maze
145 LET k=k-.001
150 IF x=5 AND y=j THEN  GO TO
7000
160 GO SUB 400: PRINT AT v,w; P
APER 8; INK 6;"a":
```

```
170 PRINT AT x,y; PAPER 8;" "
180 NEXT j
190 PRINT AT 5,1; PAPER 5; INK
4;"f": GO TO 100
200 IF INKEY$="5" AND m$(x,y-1)
<>"h" THEN  LET y=y-1
210 IF INKEY$="8" AND m$(x,y+1)
<>"h" THEN  LET y=y+1
220 IF INKEY$="7" AND m$(x-1,y)
<>"h" THEN  LET x=x-1
230 IF INKEY$="6" AND m$(x+1,y)
<>"h" THEN  LET x=x+1
235 IF m$(x,y)="f" THEN  LET s=
s+10
240 IF m$(x,y)="g" THEN  GO TO
7000
250 IF m$(x,y)="d" THEN  LET s=
s+100: LET m$(x,y)=" ": BEEP 0.5
,0: BEEP 0.0125,30
299 RETURN
300 IF RND<.9 THEN  RETURN
305 LET a=INT (RND*14)+6: LET b
=INT (RND*27)+2
307 IF RND<.5 THEN  GO TO 320
310 LET m$(a,b)="h": PRINT AT a
,b;"h"
315 RETURN
320 LET m$(a,b)="g": PRINT AT a
,b;"g"
325 IF RND<.7 THEN  RETURN
330 LET m$(a,b)="d": PRINT AT a
,b; INK RND*3;"d"
399 RETURN
400 PRINT  PAPER 8;AT v,w;m$(v,
w)
```



BY RICHARD CLEGG

RUNS ON A SPECTRUM IN 16K

Peter Rabbit never had to put up with this! Here I am stuck in this maze of a rabbit warren, hunting for the rest of the bunnies while a nasty little weasel snaps at my fluffy white bob-tail! Fortunately there are a few nice cabbages to munch at as I rush through the warren chased by that awful weasel.

I also have to watch out for ferret holes too — as if I didn't already have enough to worry about! That lot from Watership Down didn't know when they were well off! I'll have to dash — the lawnmower is coming!

Can you help Benjamin Bunny make his way through the maze-like rabbit warren picking up bonus bunnies and munching cabbages along the way?

Variables

h = high score.
s = score.
k = weasel speed.
v, w = weasel location.
x, y = rabbit location.
j = loop to. print lawnmower
M$ = string for maze.
a, b = position to change maze.
g = graphic loop.
l = general purpose loop.

30 2 graphic "D"s
100 graphic "F" and graphic "E"
120 graphic "B"
160 graphic "A"
190, 200, 210, 220 graphic "H"
235 graphic "F"
240 graphic "G"
250 graphic "D"
310 2 graphic "H"s
320 2 graphic "G"s
330 2 graphic "D"s
8505 52 graphic "H"s
8520 32 graphic "H"s
8525 graphic "H"
30 graphic "F"s
graphic "H"

Rabbit Raid

```
 410 IF RND<(k/10) THEN  RETURN
 420 IF x<v THEN  LET v=v-1
 430 IF x>v THEN  LET v=v+1
 440 IF y>w THEN  LET w=w+1
 450 IF y<w THEN  LET w=w-1
 460 IF x=v AND y=w THEN  GO TO
7000
 470 RETURN
7000 FOR l=15 TO 1 STEP -1: BEEP
 0.01,l: NEXT l: CLS : PRINT "SC
ORE:";s: IF s>h THEN  PRINT "A N
EW HI'SCORE": LET h=s
7010 PRINT "PRESS ANY KEY FOR AN
OTHER GAME": PAUSE 0
7015 CLS
7020 GO TO 30
8500 DIM m$(21,31)
8505 LET m$(21)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhhhhh"
8510 FOR n=5 TO 21: LET m$(n,1)=
"h": LET m$(n,31)="h": NEXT n
8520 LET m$(4)="hhhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhhhh"
8525 LET m$(5)="hfffffffffffffff
fffffffffffffffh"
8530 FOR n=1 TO 100: LET m$(INT
(RND*14)+6,INT (RND*30)+1)="h":
NEXT n
8540 FOR n=6 TO 21: PRINT AT n,0
;" ";m$(n): NEXT n
8550 RETURN
9000 FOR g=1 TO 7: READ a$: FOR
n=0 TO 7: READ a: POKE USR a$+n,
a: NEXT n: NEXT g
9010 DATA "A",0,BIN 01000010,BIN
 01100110,BIN 01111110,BIN 01011
010,BIN 01111110,BIN 01000010,BI
N 01111110
9020 DATA "B",0,BIN 00100100,BIN
 00100100,BIN 00111100,BIN 11011
011,BIN 01111110,BIN 11000011,BI
N 00111100
9030 DATA "D",BIN 00100100,BIN 0
0100100,BIN 00111100,BIN 0101101
0,BIN 00111100,BIN 01111110,BIN
01111110,BIN 00111100
9040 DATA "E",BIN 00001000,BIN 0
0000100,BIN 00001010,BIN 0001000
1,BIN 01110000,BIN 11110000,BIN
11110000,BIN 01100000
9050 DATA "F",0,0,0,0,BIN 000110
00,BIN 00111100,BIN 00111100,BIN
 00011000
9060 DATA "G",BIN 00111100,BIN 0
1111110,255,255,255,255,BIN 0111
1110,BIN 00111100
9070 DATA "H",0,0,BIN 00011000,B
IN 00111100,BIN 00111100,BIN 000
11000,0,0
9499 RETURN
```

ViSions

Visions makes major breakthrough in video games war

Chiswick based Visions is moving into the video games market in a big way with a new range of exciting and radically different games.

The games, which include Pitman 7, Sheer Panic and Visions Snooker are being marketed by young company which a really major impa challenging wor

Visions managing director, Sean de Bray, explains: "We're using a new pool of highly imaginative young pro ers who are just bursting wi s for revolutionary dif-

constantly recruit eir gifts ial and e."



Stop press — Lightning Strikes

Visions have signed a major distribution deal with Prism Microproducts and Lightning Records to ensure that everyone has a chance to try their video games. Over 2000 retail outlets throughout the UK now stock Visions products — and there are more to come!

Jon Burnham

Chrome, Sweet Chrome

From the start, Visions took the decision that all their games would be reproduced only on chrome tape.

"This way" says Martin Parmiter, "we can ensure that our tapes have a lower failure rate than any others on the market."

"This is due to our unique tape reproduction facility developed from our previous company, Dataclone", says co-director Jon Burnham, who was actually responsible for the tape duplication machines.

Sean de Bray



Martin Parmiter

DEAR DIARY
VISIONS MEANS BUSINESS

NEXT ISSUE
RAPEDES
(THE CENTIPEDES REVENGE)
DARE DEVIL DENNIS
SOUND STUDIO
PAINT BOX

Roz is Boz

Glamorous Roz Evitts is in charge of marketing and publicity for Visions. She's responsible for their total media image. A job for which her previous experience as a [illegible]nalist on the London Evening [illegible] her perfect experienc[illegible]

Roz Evitts

pro[illegible] with[illegible] ferer[illegible] "

with Prism Microproducts [illegible]ning Records to ensure that [illegible]has a chance to try their [illegible]es. Over 2000 retail outlets

Programme Guide

Visions games are compatible with practically any home computer. Sets include the Sinclair Spectrum, BBC Acorn, Vic, Dragon, Oric, Lynx, Atari, Acorn Electron and Commodore.

Past it at 17?

John Brown, 22 is the grandad of Visions programmers. Known as 'Pop' in the trade, he is thought to be the oldest surviving programmer in the civilised western world.

David Jones (I'm nearly 16 — but don't remind me!) reckons the optimum age for programmers to be around 17. Although he, too, foresees the day when whizz-kid multi-millionaire ten month olds will be having their floppy disks changed as often as their nappies.

Visions

ARE BREAKING THROUGH THE INCREDIBILITY GAP

Visions **Pitman 7**. is just one of 3 new exciting games from Visions.
It takes you to the very depths of your imagination and maybe back again.
With two separate attack waves and three levels of play, only the strongest survive.
The weakest are doomed to a tomb. Pitman Seven. It's tough, it's challenging.
Visions **Pitman 7**. Like **Sheer Panic** and **Snooker**. They're games with a difference.
The difference is, they come from Visions. The ultimate name in video games.



PITMAN SEVEN VS-01-48



SHEER PANIC VS-02-16



SNOOKER VS-03-1/4

VISIONS (SOFTWARE FACTORY) LTD
1 FELGATE MEWS, STUDLAND STREET, LONDON W6

Mr. Chip
SOFTWARE

VIC 20
GAMES AND UTILITIES

JACKPOT
This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap & nasty". Home Computing Weekly No. 20 19/7/83. For the unexp. Vic 20 **£5.50**

KWAZY KWAKS — Accuracy and speed are required for this shooting gallery, superb use of colour and graphics in this new and challenging game from the author of "JACKPOT", 100% machine code program, to the same high standard, joystick or keyboard control. For the unexpanded VIC, (available now) **£5.50**

SNAKE BYTE — Guide your every hungry snake round the screen, eating the flies and wasps, to stay alive you must avoid the deadly mushrooms, quick reactions are required for this biting game, keyboard control, for the unexpanded VIC, (available now) **£5.50**

PACMANIA — Choose your own game from the following options — difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expanded Vic only, (available now) **£5.50**

BUGSY (Joystick Only)
This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stone but avoid bumping into him or it's sudden death! An original compulsive and challenging game. **£5.50**

MINI-ROULETTE — PONTOON — HI-LOW
Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes **£5.50**

DATABASE — create your own files and records on tape **£7.50**

SUPER BANK MANAGER — A full feature version any memory size, but needs 3K expansion **£7.50**

M/C SOFT — Machine code Monitor and Disassembler, any memory size **£7.50**

COMMODORE 64
GAMES AND UTILITIES

WESTMINSTER — A game for up to four players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specifically written for the computer, why play on your own, have fun with your family and friends playing WESTMINSTER ..... **£5.50** (available now)

WHEELER DEALER — A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you're made of, have you got what it takes to become a WHEELER DEALER **£5.50**
(available from 1st Oct.)

Also for the PET, Spectrum, Texas TI 99/4 and Dragon, at **£5.50**

LUNAR RESCUE — Our new version, avoid the asteroid belt, to rescue the stranded scientists, then fight your way back to the mother ship, fast reactions are required to safely land and dock your lunar module ..... **£5.50** (available now)

PONTOON — ROULETTE — ACE'S HIGH
More powerful versions, that make three great games of chance for the 64 ..... **£5.50**

M/C SOFT 64 — Assembler and Disassembler, with decimal to hex converter, everything our program for the VIC will do and more **£7.50**

BANK MANAGER 64 — As our Super Bank Manager, but for the 64 ..... **£7.50**

Now available on disc with added facilities **£10.00**

Full documentation with all utility programs. Other Software available for the Vic and Commodore 64, send for free brochure, including Rabbit Software at £5.50. All our programs are now available on disc, please allow £2.50 extra.

Send Cheques/POs to: **MR. CHIP SOFTWARE**

Dept CVG, 1 NEVILLE PLACE,
LLANDUDNO, GWYNEDD LL30 3BL.
Tel: 0492 49747

WANTED: HIGH QUALITY SOFTWARE OF ALL TYPES FOR THE VIC, CBM 64 AND SPECTRUM, FOR U.K. DISTRIBUTION AND EXPORT

DEALER ENQUIRIES WELCOME

GAMES WORKSHOP

We are the computer and video games specialists in Birmingham, Manchester, Nottingham and Sheffield. The place to see the game of your choice demonstrated on request. The place where you can here about the latest developments in computer and video games. Visit Games Workshop today, we are the people who know about the games you want to play.

WE STOCK GAMES BY:

PLAY GAMES WORKSHOP'S CHRISTMAS ADVENTURE PICK UP A LEAFLET TODAY First Prize worth £500

ATARI®

IMAGIC

SPECTRAVIDEO™

CBS COLECO VISION™
THE ARCADE QUALITY VIDEO GAME SYSTEM

ACTIVISION®

PARKER® VIDEO GAMES

INTELLIVISION

PHILIPS VIDEOPAC

VECTREX

GAMES WORKSHOP STORES ARE NOW OPEN AT:

Unit 37, Birmingham Shopping Centre, Birmingham B2
Tel: 021-632 4804. Monday-Saturday 9.30-5.30

41a Broadwalk, Broadmarsh Centre, Nottingham
Tel: 0602-585744. Monday-Saturday 9.30-5.30

162 Marsden Way, Arndale Centre, Manchester
Tel: 061-832 6863. Monday-Saturday 9.30-5.30

95 The Moor, Sheffield
Tel: 0742-750114. Monday-Saturday 9.30-5.30

MAIL ORDER ONLY: 27/29 Sunbeam Road, London NW10 6JP. Tel: 01-965 3713. Monday-Friday 9.30-5.30

The tunnel is almost complete and we have all the equipment together ready for the escape attempt tonight. We hope that it's cloudy — the tunnel exit is very close to the castle wall and any moonlight would make it easy for the guards to spot us as we run for the trees . . . All we can do now is wait . . .

Colditz Castle is supposed to be escape proof — can you prove the German High Command wrong by leading your team of prisoners of war under the walls? This is a classic Adventure style game — so as in all good Adventures you must collect equipment and plan your escape bid before making the final attempt.

You have to find the best way past guards and their dogs and reach the castle walls. Once outside you still can't relax as you must follow a safe path to freedom. Well, can you escape from the supposedly escape proof castle?

```
 10 REM COLDITZ CASTLE
 30 GOSUB 1930
 40 FOR I=1 TO 24
 50 LET D=INT (RND*6)+1
 60 LET X=D
 70 GOSUB 1890
 80 PRINT N$(I);" MOVE ";D;" ST
EP";"S" AND D>1;"."
 90 IF D<>1 AND D<>6 THEN GOTO
175
100 LET S=RND
110 LET R=5
120 IF S>.08 THEN LET R=4
130 IF S>.26 THEN LET R=3
140 IF S>.51 THEN LET R=2
150 IF S>.74 THEN LET R=1
160 PRINT "YOU GAINED ";E$(R)
170 LET E(I,R)=E(I,R)+1
175 GOSUB 1850
180 GOSUB 1890
190 PRINT "ENTER COORDINATES OF
THE P.O.W."
200 PRINT "THAT YOU WISH TO MOV
E"
205 LET P=0
210 INPUT I$
220 IF LEN I$<2 OR LEN I$>3 THE
N GOTO 860
230 IF CODE I$(LEN I$)<38 OR CO
DE I$(LEN I$)>56 THEN GOTO 860
240 FOR V=1 TO LEN I$-1
250 IF CODE I$(V)<28 OR CODE I$
(V)>37 THEN GOTO 860
260 NEXT V
270 LET PY=CODE I$(LEN I$)-37
280 LET PX=VAL I$(1 TO LEN I$-1
)
290 IF PX<1 OR PX>31 THEN GOTO
860
300 IF PEEK (DF+PX+PY*33)<>CODE
N$(I)+128 AND PEEK (DF+PX+PY*33
)<>CODE N$(I) THEN GOTO 860
310 FOR J=1 TO 4
320 IF P(I,J)=PX+33*PY THEN GOT
O 340
330 NEXT J
340 GOSUB 1890
350 PRINT "STEP ";X-D+1;",ENTER
DIRECTION"
360 PRINT "OR 9 TO MOVE A DIFFE
RENT P.O.W."
370 INPUT M$
380 IF LEN M$<>1 OR CODE M$<28
OR CODE M$>37 THEN GOTO 856
390 LET M=VAL M$
400 IF M<>9 THEN GOTO 430
410 IF D>0 AND P<>8 THEN GOTO 1
80
420 GOTO 830+(P<>8)*200
430 LET Z=P(I,J)
450 IF M=5 AND PX>1 THEN LET Z=
Z-1
460 IF M=8 AND PX<31 THEN LET Z
=Z+1
```

COLDITZ CASTLE

RUNS ON A ZX81 IN 16K

BY R. JONES

```
 470 IF M=6 AND PY<19 THEN LET Z
=Z+33
 480 IF M=7 AND PY>1 THEN LET Z=
Z-33
 490 IF Z=P(I,J) THEN GOTO 865
 500 LET P=PEEK (DF+Z)
 510 IF (C$(I,J)="." OR C$(I,J) =
"■") AND P<>27 AND P<>57 THEN GO
TO 865
 520 IF P=185 THEN GOTO 720
 530 IF P=183 OR P=55 THEN GOTO
590
 540 IF P=181 THEN GOTO 630
 550 IF P=176 THEN GOTO 650
 560 IF P=60 THEN GOTO 690
 570 IF P<>136 AND P<>57 AND P<>
0 AND P<>8 AND P<>56 AND P<>27 T
HEN GOTO 865
 580 GOTO 760
 590 LET Y=1+(P=183)
 600 IF E(I,1)<Y THEN GOTO 895
 610 LET E(I,1)=E(I,1)-Y
 620 GOTO 770
 630 IF E(I,2)=0 THEN GOTO 895
 640 LET E(I,2)=E(I,2)-1
 650 GOTO 770
 660 IF E(I,3)=0 THEN GOTO 895
 670 LET E(I,3)=E(I,3)-1
 680 GOTO 770
 690 IF E(I,4)=0 THEN GOTO 895
 700 LET E(I,4)=E(I,4)-1
 710 GOTO 770
 720 IF E(I,5)=0 THEN GOTO 895
 730 LET E(I,5)=E(I,5)-1
 740 LET Z=Z-SGN (Z-404)*8
 750 GOTO 770
 760 IF P=57 THEN GOTO 1750
 770 POKE DF+P(I,J),CODE C$(I,J)
 777 LET D=D-1
 780 LET P(I,J)=Z
 790 LET C$(I,J)=CHR$ P
 800 POKE DF+Z,CODE N$(I)+128*(P
=56)
 810 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
 820 GOTO 270+560*(D=0)+200*(D=0
 AND P<>8)
 830 GOSUB 1890
 840 PRINT "REVEALED BY A FLASHL
IGHT."
 845 GOSUB 1850
 850 GOTO 910
 860 GOSUB 1890
 861 LET S=0
 862 GOTO 870
 866 LET S=160
 868 GOSUB 1890
 870 PRINT "ILLEGAL MOVE.TRY AGA
IN."
 880 GOSUB 1850
 890 IF D>0 THEN GOTO 180+S
 895 GOSUB 1890
```

Illustration: Jon Davis

```
 900 PRINT "MAN WITHOUT ESCAPE E
QUIPMENT."
 910 PRINT "RETURNED TO CENTRAL
COURTYARD."
 912 GOSUB 1850
 915 LET CX=INT (RND*4)+16
 920 LET CY=INT (RND*4)+9
 925 IF PEEK (DF+33*CY+CX)<>136
THEN GOTO 915
 930 FOR D=1 TO 5
 935 POKE DF+P(I,J),CODE N$(I)+1
28
 940 POKE DF+P(I,J),CODE N$(I)
 950 NEXT D
 960 POKE DF+P(I,J),CODE C$(I,J)
 970 LET P(I,J)=33*CY+CX
 980 LET C$(I,J)="▒"
 990 FOR D=1 TO 5
 995 POKE DF+P(I,J),CODE N$(I)+1
28
1000 POKE DF+P(I,J),CODE N$(I)
1002 NEXT D
1030 NEXT I
1040 GOSUB 1890
1050 LET D=INT (RND*5)+1
1060 LET X=D
1070 PRINT "GERMANS CAN MOVE ";D
;" STEP";"S" AND D>1;"."
1075 GOSUB 1850
1080 GOSUB 1890
1090 PRINT "ENTER COORDINATES OF
 THE GERMAN"
1100 PRINT "THAT YOU WISH TO MOV
E:"
1110 INPUT I$
1120 IF LEN I$<2 OR LEN I$>3 OR
CODE I$(LEN I$)<38 OR CODE I$(LE
N I$)>56 THEN GOTO 1720
1130 FOR V=1 TO LEN I$-1
1140 IF CODE I$(V)<28 OR CODE I$
(V)>37 THEN GOTO 1720
1150 NEXT V
1160 LET PY=CODE I$(LEN I$)-37
1170 LET PX=VAL I$(1 TO LEN I$-1
)
1180 IF PX<1 OR PX>31 THEN GOTO
1720
1190 IF PEEK (DF+PX+33*PY)<>44 T
HEN GOTO 1720
1200 FOR J=1 TO N*2+3
1210 IF G(J)=PX+PY*33 THEN GOTO
1230
1220 NEXT J
1230 GOSUB 1890
1240 PRINT "STEP ";X-D+1;",ENTER
 DIRECTION"
1250 PRINT "OR 9 TO MOVE A DIFFE
RENT GERMAN."
1260 INPUT M$
1270 IF LEN M$<>1 OR CODE M$<33
OR CODE M$>37 THEN GOTO 1728
1280 LET M=VAL M$
1290 IF M=9 THEN GOTO 1080+(D=0)
*530
1300 LET Z=G(J)
1320 IF M=5 AND PX>1 THEN LET Z=
Z-1
1330 IF M=8 AND PX<31 THEN LET Z
=Z+1
1340 IF M=6 AND PY<19 THEN LET Z
=Z+33
1350 IF M=7 AND PY>1 THEN LET Z=
Z-33
1360 IF Z=G(J) THEN GOTO 1727
1370 LET P=PEEK (DF+Z)
1380 IF P<>38 AND P<>42 AND P<>4
3 AND P<>40 THEN GOTO 1660
1390 FOR I=1 TO 4
1400 FOR K=1 TO 4
1410 IF Z=P(I,K) THEN GOTO 1440
1420 NEXT K
1430 NEXT I
1440 IF C$(I,K)="S" OR C$(I,K)="
▒" THEN GOTO 1727
```

Which home computer gives you so much software for so little?

Entertainment for all:

Video Chess	£34.95
Munchman	£29.95
Parsec (Optional Speech)	£29.95
Othello	£24.95
Tunnels of Doom	£24.95
Adventure Cartridge	£24.95

Additional Adventure Games: all at £14.95

Adventure Land
Mission Impossible
Voodoo Castle
The Count
Strange Odyssey
Mystery Fun House
Pyramid of Doom
Ghost Town
Savage Island
Golden Voyage

Alpiner (Optional Speech)	£24.95
TI Invaders	£19.95
Car Wars	£19.95
Chisholm Trail	£19.95
Hustle	£14.95
Tombstone City	£14.95
Connect Four	£14.95
Video Games 1	£14.95
Hunt The Wumpus	£14.95
Five-A-Side Soccer	£14.95
Amazing	£14.95
Attack	£14.95
Blasto	£11.95
Blackjack & Poker	£11.95
Zero Zap	£11.95
Yahtzee	£11.95
Oldies But Goodies 1	£11.95
Oldies But Goodies 2	£11.95
Market Simulation	£11.95

Educational:

Early Reading	£29.95
Music Maker	£29.95
Alligator Mix	£24.95
Alien Addition	£24.95
Demolition Division	£24.95
Dragon Mix	£24.95
Minus Mission	£24.95
Meteor Multiplication	£24.95
Touch Typing Tutor	£24.95
Addition Subtraction 1	£19.95
Addition Subtraction 2	£19.95
Multiplication	£19.95
Division	£19.95
Numeration 1	£19.95
Numeration 2	£19.95
Early Learning Fun	£14.95
Beginning Grammar	£14.95
Number Magic	£14.95
Hangman	£11.95
Teach Yourself Extended BASIC	£11.95
Beginners BASIC Tutor	£9.95

Home Organisation:

Personal Record Keeping	£39.95
Personal Report Generator	£39.95
Home Budget	£24.95
Home Financial Decisions	£24.95
Personal Financial Aids	£11.95

Other Applications:

Inventory	£85.95
Invoicing	£85.95
Mailing List	£85.95
TI Writer (Word Processing)	£85.95
Multiplan (Spread Sheet Program)	£85.95
Statistics	£54.95
Terminal Emulator	£49.95
Maths Routine Library	£29.95
Electrical Engineering Library	£29.95
Graphing Package	£29.95
Structural Engineering Library	£29.95
Programming Aids 2	£19.95
Programming Aids 3	£19.95
Speech Editor	£19.95
Programming Aids 1	£11.95

Programming Languages:

PASCAL Editor	£99.95
PASCAL Linker	£79.95
Extended BASIC	£69.95
TI Logo	£69.95
Editor/Assembler	£69.95
Mini Memory	£69.95
PASCAL Compiler	£59.95

A.S.K. Applied Systems Knowledge:

Hide and Seek	t.b.a.
Number Gulper	t.b.a.

Collins-Educational:

TI-99/4A Starter Pack 1	£9.95
TI-99/4A Starter Pack 2	£9.95
TI-99/4A Game Writer Pack 1	£9.95
TI-99/4A Game Writer Pack 2	£9.95
Chess Learner Pack	£9.95
Record Keeper Pack	£9.95

Ivan Berg Software:

Maths Tester 1	£9.95
Maths Tester 2	£9.95
Physics Tester	£9.95
Chemistry Tester	£9.95
Biology Tester	£9.95
Human Biology Tester	£9.95

Bond Associates:

Easycalc	£49.95

Little Genius Ltd:

Scrabble	£29.95

And is available at all these dealers?

All branches of:
Argos, Comet, Dixons, Greens of Debenhams, John Lewis, Rumbelows, Wigfalls, Zappo.

Major branches of:
Asda, Binns, Computers for All, CO-OP, Currys, Fine Fare, Ketts, Photomarket, Rymans, Spectrum, Telefusion.

And at:
ABC Computers – St Austell
Akhter – Harlow
Anglia Audio – Bedford
Anglia Sound – Stevenage
Audio Marketing – London
Audio Vision – Faversham
Bagnall – Stafford
Carvells – Rugby
Combined Trading – Hatfield
Computer Supermarket – Manchester
Cotton TV – Peterborough
Dean and Son – London
Delta Electronics – London
Densham Computers – Poole
Desk Aids – Southampton
Dodar – Ashton
Fenwicks – Newcastle
Galaxy Video – Maidstone
Hamleys – London
Harrods – London
Heffers – Cambridge
Hyman Computers – Manchester
Landau – Sutton
Lion House – London
Micro Value – Amersham, Bucks.
Midshires – Crewe
Milequip – Gloucester
OEM Computers – Rugby
Parco Electronics – Honiton
REW – London
Robox – Glasgow
Science Studio – Oxford
Selfridges – London
Star Trek Video – Wigan
Toy and Hobby – Wigan
Universal Warehouse – Reading
Video Palace – London
Vision Store – Kingston
Welwyn Dept. Store – Welwyn
And many other leading Computer Stores.

Turn the page and see the unbeatable.

NEXT MONTH IN COMPUTER & VIDEO GAMES

CHRISTMAS SPECTACULAR

A bumper bundle of festive fun is coming your way next issue. There will be competitions galore, new features and much much more. Read on for details!

WIN G7000s!

We've got two Philips video games systems to give away in our Terrahawks contest. Watch out for the show on TV and then try to win . . .

WIN AN ADAM COMPUTER SYSTEM

Three Coleco ADAM Family Computer Systems in our special mystery screen competition. This new micro-system has caused quite a stir in the States and comes complete with all peripherals!

WIN GAMES!

Six copies of Vision's new Snooker game, signed by master of the cue Steve Davies. Can you spot the ball?

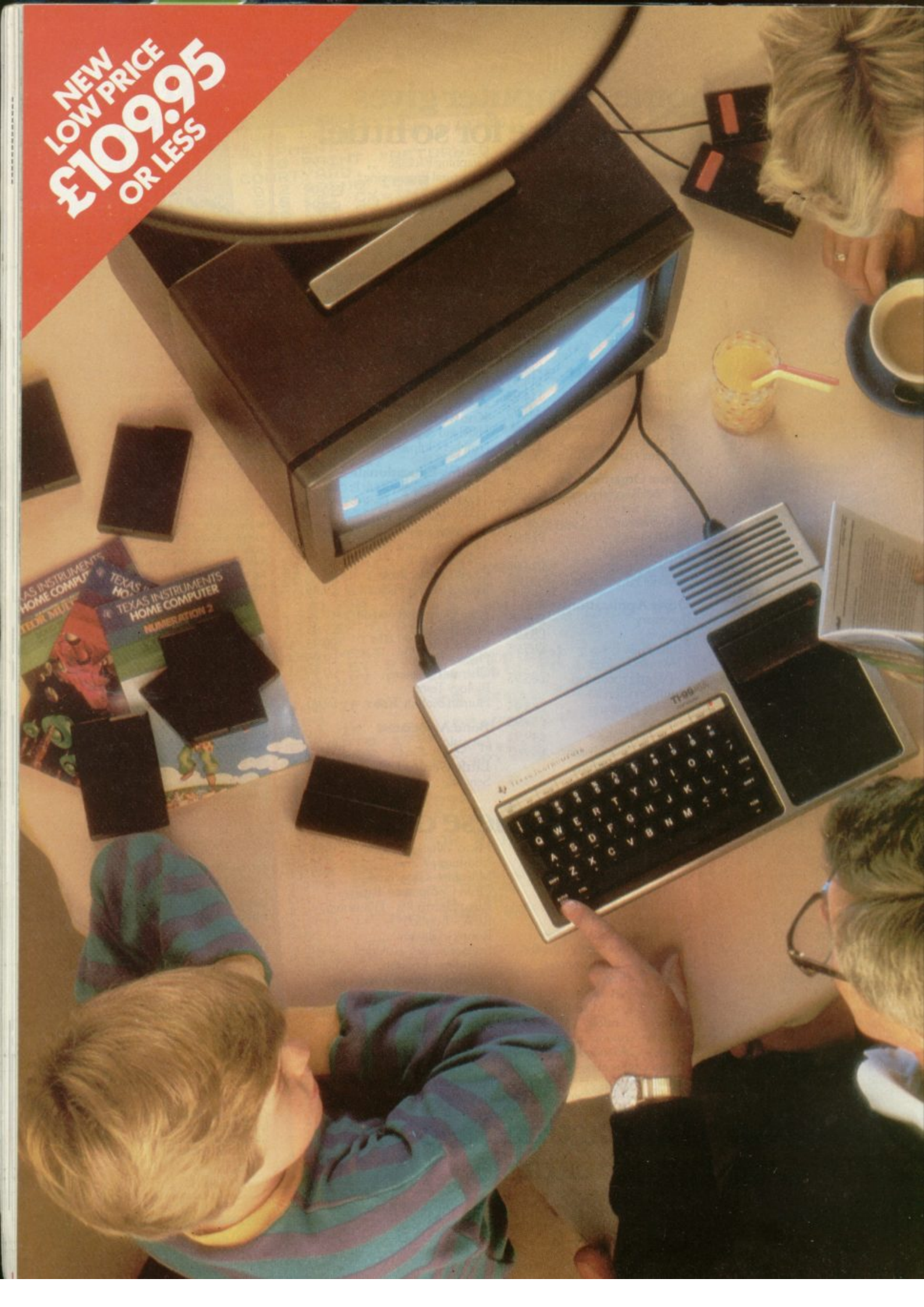
NEW IMPROVED REVIEWS

We expand our software reviews section to bring you an even better idea of the best games around.

FINALLY . . .

Games listings for the Spectrum, Texas, Atari, Sharp, ZX81, BBC and others. Can you afford to miss it?

On sale November 16


NEW
LOW PRICE
£109.95
OR LESS
TEXAS INSTRUMENTS
HOME COMPUTER
TEXAS INSTRUMENTS
HOME COMPUTER



The unbeatable TI Home Computer. It's all the computers your family will ever need.

Buying a home computer is something you have to get right first time. It's too late when you've got one to find it won't take plug-in software. Or can't be programmed without an expensive accessory.

The TI Home Computer is a real computer system

The TI Home Computer has got the memory power you might expect from more expensive computers, built in. At its heart is a powerful TMS 9900 16-BIT Microprocessor. Most other home computers have only an 8-BIT. And you can expand the memory from 16K of RAM up to 52K.

The total memory capacity is 114K Bytes.

A wide range of software for everyone

Another feature that makes the TI system so powerful, yet so easy to use is Solid State Software.™ These plug-in cartridges cover everything from space games like Parsec™ to teaching maths, managing home finances and composing music. And the range is getting wider all the time.

It even has what professionals look for in a home computer

CPU: TMS 9900 16-BIT, plus 256-byte Scratchpad RAM.
Memory: Total 114K bytes; 26K bytes ROM internal; up to 36K ROM cartridges external; 16K built-in RAM expandable to 52K bytes.
Keyboard: 48 Key QWERTY, alpha lock, function key auto repeat.
Sound: 5 octaves, 3 simultaneous tones, noise tone.
Colour: 16 foreground and background. High resolution.
Interfaces: Cassette, TV, 2 joysticks, main peripheral port.

™ trademark of Texas Instruments.

More than one programming language

The standard programming language, TI BASIC, is built into your TI Home Computer so you can begin programming right away. But there's an expanded range of optional languages like Extended BASIC, TI Logo, USCD-Pascal, TI FORTH and Assembler.

With these you can fully expand your programming skills.

A wide range of peripherals

Most computers lose a lot of memory when you add peripherals. The TI Home Computer is different. Every peripheral comes with its own built-in programs to keep the loss of memory to a minimum.

The convenient Peripheral Expansion System houses up to eight peripherals. Additional hardware cards simply plug in. You can even add a complete Floppy Disk Memory System.

The peripherals include memory expansion, RS232 Interface, P-Code card and more. There's also a sophisticated matrix printer and Solid State Speech™ synthesizer – which you can use with your own TI BASIC programs.

A lot more for no more

The TI Home Computer gives you so much more without costing more. At today's price it's exceptional value. Take your family round to try one. If you never try it you'll never know what you're missing.

TEXAS INSTRUMENTS

Creating useful products and services for you.

COMMODORE 64 GAMES ARE NOW AVAILABLE ON DISKETTE FOR ONLY £2.00 EXTRA

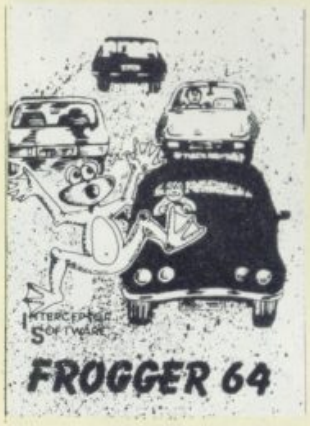
6 NEW GAMES FOR YOUR commodore 64

INTERCEPTOR MICRO'S PRESENTS

SEND S.A.E. FOR FULL LIST OF GAMES



















2 NEW GAMES FOR YOUR ATARI 400/800—16K

NEW GAME FOR YOUR BBC MODEL B



NEW VIC 20 GAMES

Mr, Mrs, Miss .....

Address .....

Quantity	Item			Total		Item			Total
	Scramble 64		£7.00			Galaxzions	Vic 20	£5.00	
	Star Trek 64		£7.00			Fantazia	Vic 20	£6.00	
	Frogger 64		£7.00			Crazy Kong	Vic 20	£6.00	
	Panic 64		£7.00			Frog	Vic 20	£4.00	
	Crazy Kong 64		£7.00			Alien Attack	Vic 20	£6.00	
	Spriteman 64		£7.00			Vic Rescue	Vic 20	£5.00	
	Fighter Pilot	Atari	£7.00			Penny Slot	Vic 20	£4.50	
	Wordhanger	Atari	£5.00						
	Intruders	BBC	£5.00						
	Jupiter Defender		£6.00			P&P			50
						Total			

Send Cheque/P.O. with Order to: Interceptor Micro's, Lindon House, The Green, Tadley, Hants.

Postage & Packing .50p

CVG

STOP PRESS 1 NEW VIC 20 FALCON FIGHTER STOP PRESS STOP PRESS
ONLY £6.00

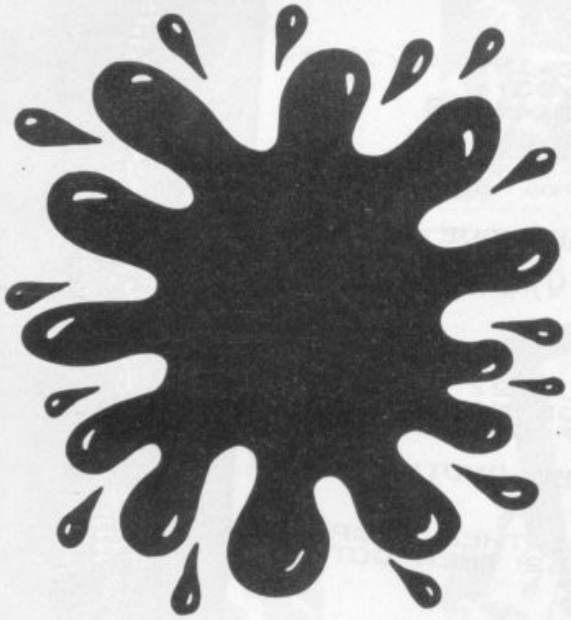
```
1450 GOSUB 1890
1460 PRINT N$(I);" P.O.W. CAPTUR
ED."
1470 PRINT "RETURNED TO CENTRAL
COURTYARD."
1480 LET CX=INT (RND*4)+16
1490 LET CY=INT (RND*4)+9
1500 IF PEEK (DF+CX+33*CY)<>136
THEN GOTO 1480
1510 FOR D=1 TO 5
1520 POKE DF+P(I,K),CODE N$(I)+1
28
1530 POKE DF+P(I,K),CODE N$(I)
1540 NEXT D
1550 LET P(I,K)=33*CY+CX
1560 FOR D=1 TO 5
1570 POKE DF+P(I,K),CODE N$(I)+1
28
1580 POKE DF+P(I,K),CODE N$(I)
1590 NEXT D
1600 POKE DF+Z,44
1610 POKE DF+G(J),CODE G$(J)
1620 LET G$(J)=C$(I,K)
1630 LET C$(I,K)="▒"
1640 LET G(J)=Z
1650 GOTO 1740
1660 IF P<>55 AND P<>55 AND P<>0
 AND P<>8 AND P<>27 AND P<>57 AN
D P<>60 AND P<>176 AND P<>181 AN
D P<>183 THEN GOTO 1727
1670 POKE DF+Z,44
1680 POKE DF+G(J),CODE G$(J)
1690 LET G(J)=Z
1700 LET G$(J)=CHR$ P
1702 LET D=D-1
1705 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
1710 GOTO 1230-(D=0)*1190
1720 GOSUB 1890
1723 LET S=0
1725 GOTO 1730
1728 LET S=150
1729 GOSUB 1890
1730 PRINT "ILLEGAL MOVE.TRY AGA
IN."
1731 GOSUB 1880
1732 GOTO 1090+S
1740 GOSUB 1880
1750 GOTO 40
1760 GOSUB 1890
1764 POKE DF+P(I,J),27
1766 POKE DF+Z,CODE N$(I)
1770 PRINT "END OF GAME.A PRISON
ER HAS"
1780 PRINT "ESCAPED.ANOTHER GAME
 ? Y OR N."
1790 INPUT V$
1800 IF CODE V$=51 THEN STOP
1810 IF CODE V$<>62 THEN GOTO 17
90
1820 CLS
1830 CLEAR
1840 GOTO 10
1850 FOR L=1 TO 80
1860 NEXT L
1870 RETURN
1880 GOSUB 1850
1890 PRINT AT 20,0;"."

1900 PRINT AT 21,0;"."

1910 PRINT AT 19,0
1920 RETURN
1930 PRINT "COLDITZ CASTLE"
1940 PRINT AT 3,0;"WOULD YOU LIK
E INSTRUCTIONS ?"
1950 INPUT V$
1960 IF CODE V$=51 THEN GOTO 237
0
1970 IF CODE V$<>62 THEN GOTO 19
40
1980 CLS
1990 PRINT "BETWEEN 2 AND 5 PEOP
LE MAY PLAY"
```

£500 HI-SCORE PRIZE

SPLAT!



SPLAT AN ORIGINAL 48K ZX SPECTRUM CHALLENGE BY THE AUTHOR OF MINED-OUT. OBJECTIVES: EXPLORATION, SURVIVAL AND EATING GRASS!! Zippy, Plums, Rivers, A massive 21K play area, 7 levels to explore. User defined controls, also Kempston & A.G.F. joystick compatible, £500.00 High Score Competition. **SPLAT** evolution by Ian Andrew & Ian Morgan. Also available from all good computer shops.

ATTENTION PROGRAMMERS
TOP ROYALTIES PAID. ORIGINAL PROGRAMMES WANTED FOR ALL MAKES OF POPULAR HOME COMPUTERS.

Please send me . . . . copies of SPLAT at £5.50 inclusive 1st Class Post.

I enclose cheque/P.O. for £. . . . or please debit my Access Card No.

Name .....

Address .....

.....

ISL **INCENTIVE SOFTWARE LTD**
54 LONDON STREET - READING (0734) 591678

SPECTRUM GAMES
from **MICROMANIA**

NEW

TUTANKHAMUN



100% MACHINE CODE ACTION

48K SPECTRUM ONLY—The treasures of TUTANKHAMUN are awesome—but so are the creatures that guard them. Explore the pharaoh's tomb which is a very large series of scrolling mazes separated by locked doors. You have a limited time to unlock the doors with the keys, and escape with the treasure. Luckily you are armed with lazers and smart bombs as you will have to face a horde of guardian cobras, spiders, skulls, monsters and mummies. TUTANKHAMUN is what you'd expect from Micromania—fast, furious arcade action-packed full of arcade features: 100% machine code, fast, smooth, hires arcade action; tomb is over 40 screens long, opening doors, keys, treasures, maps, level selection, sound effects and tunes.

CYBOTRON



The fastest, meanest robot snoot-out game ever. Based on the arcade game that made Defender look tame, CYBOTRON is impossible to beat—only speed and skill can save you from the chaotic robots. Packed full of features: Four types of robots, bombs, multi-directional plasma lazers, up to 50 robots on screen, 100% machine code, a game that will test your reactions to the limit. ANY SPECTRUM.

GHOST'S REVENGE



ANY SPECTRUM. Full arcade features; realistic gobbling, four coloured ghosts, dot and power pods, very intelligent chasing/running ghosts, eat blue ghosts for bonuses, tunnel, normal or INVISIBLE maze, 10 different selectable levels, 100% machine code action, excellent fast graphics, sound effects and tunes.

* *

ALL GAMES £5.95 inc. P. & P

DESPATCH BY RETURN POST

MICROMANIA

14 LOWER HILL ROAD, EPSOM, SURREY KT19 8LT

```
2000 PRINT "THIS GAME,1 AS THE G
ERMANS AND"
2010 PRINT "THE REST AS A SET OF
 POWS EACH."
2020 PRINT "THE OBJECT FOR THE P
OWS IS TO"
2030 PRINT "REACH TARGETS,""T"",
OUTSIDE THE"
2040 PRINT "CASTLE WALLS,AND THE
 GERMANS"
2050 PRINT "MUST STOP THEM."
2060 PRINT AT 8,0;"ON THROWING 1
 OR 6 POWS GAIN"
2070 PRINT "EQUIPMENT;I.E.1 OF T
HE FOLLOWING"
2080 PRINT "1) ROPES TO CLIMB WA
LLS:-"
2090 PRINT "    ONE REQUIRED FOR
 ""R"""
2100 PRINT "    TWO REQUIRED FOR
 ""■"""
2110 PRINT "2) PASSES TO GO THRO
UGH POINTS"
2120 PRINT "    MARKED ""■"""
2130 PRINT "3) KEYS TO GO THROUG
H POINTS"
2140 PRINT "    MARKED ""■"""
2150 PRINT "4) WIRECUTTERS TO GO
 THROUGH"
2160 PRINT "    POINTS MARKED ""W
"""
2170 PRINT AT 21,0;"NEWLINE TO C
ONTINUE"
2180 IF INKEY$="" THEN GOTO 2180
2190 CLS
2200 PRINT "OR THE LEAST LIKELY
BUT USEFUL"
2210 PRINT "5) TUNNEL EQUIPMENT
TO USE THE"
2220 PRINT "    TUNNEL.A POW WITH
 5) MAY LAND"
2230 PRINT "    ON A POINT MARKED
 ""■"" AND BE"
2240 PRINT "    AUTOMATICALLY TRA
NSPORTED TO"
2250 PRINT "    THE OTHER ""■"""
2260 PRINT AT 7,0;"N.B. EQUIPMEN
T IS NOT REUSABLE."
2270 PRINT "ANY POW FOUND ON A P
OINT"
2280 PRINT "REQUIRING EQUIPMENT
BUT WITHOUT"
2290 PRINT "IT,FOUND STOPPED ON
A FLASHLIGHT"
2300 PRINT """▒"",OR LANDED ON B
Y A GERMAN IS"
2310 PRINT "RETURNED TO THE CENT
RAL YARD."
2320 PRINT "ON A POINT MARKED ""
S"" A POW IS"
2330 PRINT "SAFE.ONCE OUTSIDE,OR
 ON THE"
2340 PRINT "OUTER WALLS A POW MU
ST FOLLOW"
2350 PRINT "THE PATHS MARKED "".
"",AND CANNOT"
2360 PRINT "RETURN UNLESS CAPTUR
ED."
2370 PRINT AT 21,0;"HOW MANY PEO
PLE TO PLAY ? 2 TO 5"
2380 INPUT Z$
2390 IF LEN Z$<>1 OR CODE Z$<30
OR CODE Z$>33 THEN GOTO 2380
2400 LET N=VAL Z$-1
2410 CLS
2420 PRINT "HANG ON A BIT"
2430 DIM P(4,4)
2440 DIM E(4,5)
2450 DIM G(3+N*2)
2460 DIM E$(5,16)
2470 DIM N$(4,8)
2480 DIM C$(4,4)
2490 DIM G$(3+N*2)
2500 FOR Z=1 TO 4
2510 FOR Y=1 TO 4
```

```
2520 LET C$(Z,Y)="▒"
2530 NEXT Y
2540 NEXT Z
2550 LET P$="ENGLISH AMERICANFRE
NCH   CANADIAN"
2560 FOR Z=1 TO 4
2570 LET N$(Z)=P$(Z*8-7 TO Z*8)
2580 NEXT Z                    A P
2590 LET P$="A ROPE            SOM
ASS            A KEY
E WIRECUTTERSTUNNEL EQUIPMENT"
2600 FOR Z=1 TO 5
2610 LET E$(Z)=P$(Z*16-15 TO Z*1
6)
2620 NEXT Z
2630 PRINT "WHILE I SET THINGS R
OLLING"
2640 LET P$="07923632346948420 91
93337619220545"
2650 FOR Z=1 TO 3+N*2
2660 LET G(Z)=VAL P$(Z*3-2 TO Z*
3)
2670 NEXT Z
2680 LET P$="31334938141331434 83
824123153473794153163463804 14"
2690 FOR Z=1 TO 4
2700 FOR Y=1 TO 4
2710 LET P(Z,Y)=VAL P$(Z*12+Y*3-
14 TO Z*12+Y*3-12)
2720 NEXT Y
2730 NEXT Z
2740 LET DF=PEEK 16396+256*PEEK
16397+1
2750 CLS
2760 PRINT "  1234567890123456789
012345678901"
2770 PRINT "A....
2780 PRINT "B.
2790 PRINT "C.
2800 PRINT "D
2810 PRINT "E.
2820 PRINT "F.
2830 PRINT "G.
2840 PRINT "H.
2850 PRINT "I.
2860 PRINT "J..
2870 PRINT "K.
2880 PRINT "L..
2890 PRINT "M.
2900 PRINT "N.
2910 PRINT "O.
2920 PRINT "P
2930 PRINT "Q.
2940 PRINT "R.
2950 PRINT "S....
**********
2960 FOR I=1 TO N
2970 POKE DF+P(I,1),CODE N$(I)
2980 POKE DF+P(I,2),CODE N$(I)
2990 POKE DF+P(I,3),CODE N$(I)
3000 POKE DF+P(I,4),CODE N$(I)
3010 NEXT I
3020 FOR I=1 TO 3+N*2
3030 POKE DF+G(I),44
3040 NEXT I
3050 RETURN
```

Original and Challenging Games from...

BEYOND

CHALLENGING SOFTWARE

These games will be available in leading retail outlets, or by mail order.



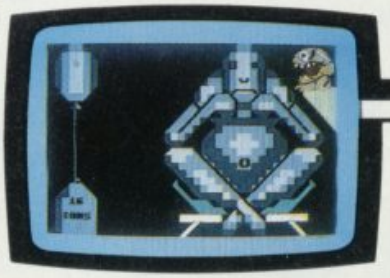




IT'S A HIT

DEPTH CHARGE!

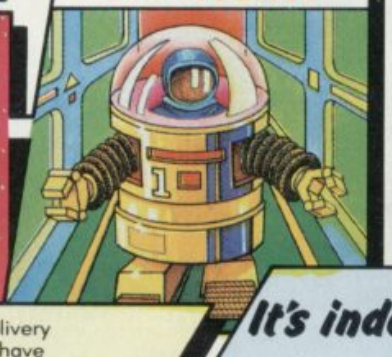






RED ALERT!







It's indestructible!

Just fill in the coupon for quick delivery of the latest BEYOND games. If you have any problem in getting hold of a BEYOND game, please 'phone:- **BEYOND — (0858) 34567**

PLEASE SEND ME

TITLE	£	QUANTITY	TOTAL
UP PERISCOPE	£6.95		
GOODNESS GRACIOUS	£6.95		
S.S. ACHILLES	£19.95		
		TOTAL £	

Send this coupon in a sealed envelope to...

I enclose a Postal Order/Cheque payable to BEYOND, OR charge my credit card.

Card Number _____

Visa/Access (Delete as necessary)

Name _____

Address _____

_____

_____ Postcode _____

Signature _____

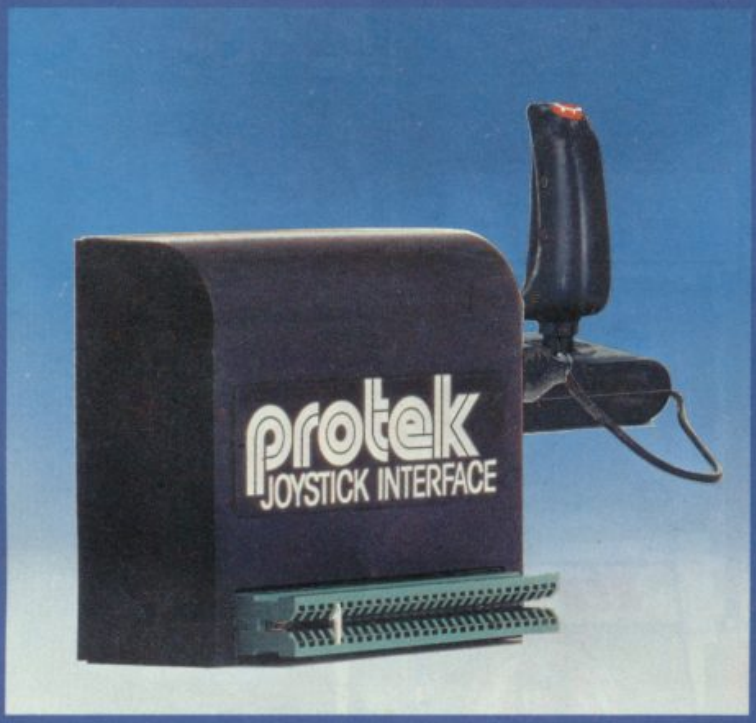
CVG 10

BEYOND Competition House, Farndon Road, MARKET HARBOROUGH Leicestershire LE19 9NR.

PLAY TH

Arcade Action For The ZX Spectrum

SPECTRAVISION JOYSTICK
£9.95
(arcade action, pistol grip, ATARI® Compatible)



If you want Arcade quality control for your Sinclair ZX Spectrum, you'll find the Protek combination hard to beat. The interface is compatible with a range of software including a number of titles from: ULTIMATE, SILVERSOFT, RABBIT SOFTWARE, QUICKSILVER, QUEST, PSION, NEW GENERATION SOFTWARE, IMAGINE, OCEAN, plus many more.

The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.

Protek
JOYSTICK INTERFACE
£14.95













GAME

HUNTER-KILLER

For the 48K ZX Spectrum

Can you Captain a World War II submarine, hunt the enemy then destroy him with your torpedoes?
Realistic simulation including:

(a) 4 separate screen displays
(Control Room, Chart Room, View through Periscope, Navigation Chart)
(b) 18 control functions
(c) Quick kill option

Written by Rod Hopkins

£7.95

Sensational new two-computer option. Additional hardware required, available soon



TRADE ENQUIRIES WELCOME

Protek
COMPUTING LTD.
1A Young Square, Brucefield Industrial Estate,
Livingston, W. Lothian.

Subject to availability. Prices correct at time of going to press.

ROLL OUT THE BARREL



The Atmosphere in the pub is merry. Everyone is singing along with the juke box, joining in with favourite oldies. But then — horrors! The beer has run out! It's your job as landlord to nip down in to the cellar and bring up a new barrel. But as you have been joining in the celebrations too, your vision is a bit blurred and your reactions a bit slower than usual.

Down in the cellar you make a fatal mistake — and start a landslide of barrels. You must run as fast as possible to escape the barrels and climb the ladders back to the safety of the bar — avoiding the falling barrels at the same time.

If you reach the bar you will be greeted by the pub band playing "Roll out the barrel" almost as if they knew what was going on all the time.

You get three lives and he must climb to the top of the cellar. The played must avoid the barrels which are moving down towards him by jumping them. If the player jumps too early and lands on a barrel or does not jump at all then he is hit and he looses a life.

The player will gain points however for climbing the ladders (10 for the first, 20 for the second and 30 for the third) and for reaching the top (1000 maximum). Also if he reaches the top he will get an extra life.

The man will move left with the left cursor key and right with the right cursor key. Both these controls will keep the player moving until another key is pressed. To make the man jump use the space bar and to make the man climb up or down a ladder use the up cursor key.

To convert the program to run in 16k, all pokes in the 46000-49000 region must be lowered by 8000 Hex. This is the only change that is needed.

Illustration: Terry Rogers

BY MARTIN WOLFF

RUNS ON A ORIC-1 IN 7K

```
1 PRINT CHR$(6);CHR$(17):PAPER 0:INK 7
2 GOSUB 4000
5 DIM A$(16),A2$(16),A3$(16),A4$(16)
7 L=3:SC=0
10 FOR I=46856 TO 46927
20 READ A:POKE I,A
30 NEXT I
40 DATA 0,14,10,30,14,36,36,63,63,5,5,28,28,23,49,1
50 DATA 0,28,20,30,28,9,9,63,63,40,40,14,14,58,35,32
60 DATA 18,28,28,9,63,63,40,8,28,20,20,52,36,6,30,18
70 DATA 18,18,30,18,18,18,30,18,0,30,63,63,63,63,30,0
80 DATA 0,31,31,31,0,55,55,55
90 A$(1)="        H                    H                    H          "
100 FOR I=1 TO 15
110 A$(I+1)=RIGHT$(A$(I),1)+LEFT$(A$(I),47)
120 NEXT I
130 FOR I=1 TO 16
140 A2$(I)=LEFT$(A$(I),7)+"G"+RIGHT$(A$(I),40)
150 A2$(I)=CHR$(1)+MID$(A2$(I),2,38)
160 A3$(I)=LEFT$(A$(I),33)+"G"+RIGHT$(A$(I),14)
170 A3$(I)=CHR$(2)+MID$(A3$(I),2,38)
180 A4$(I)=CHR$(3)+MID$(A2$(I),2,38)
185 A$(I)=CHR$(4)+MID$(A$(I),2,38)
190 NEXT I
191 PLOT 0,20,CHR$(2)+"       HIT ANY KEY TO START"
192 GET A$
193 CLS
```

Program notes:

1-90 define characters
100-190 set up barrels
200-339 print display
340-500 main loop
500-600 jump
600-700 climb ladder
700-800 plot barrels
1000-2000 hit barrel
2000-3000 another game?
3000-4000 reached top of screen
4000-5000 instructions

```
200 PRINT:PRINT:PRINT
210 PRINT CHR$(27);"P" CHR$(27);"FIIIIIIGIIIIII
```

AGF

PROGRAMMABLE JOYSTICK INTERFACE for Spectrum or ZX81

ONLY 32.95 +£1.00pp

MICRODRIVE COMPATIBLE

ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all software, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely *ALL* key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

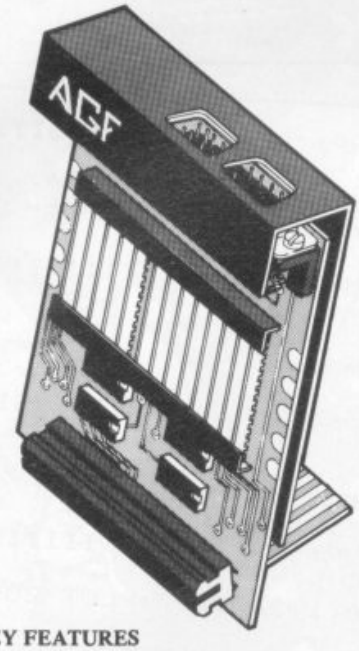
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



KEY FEATURES

- ★ Programmable design gives TOTAL software support.
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- ★ Rear extension connector for all other add-ons.
- ★ Free demo program and instructions.

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

JOYSTICKS

CONTROLLERS
FOR USE WITH OUR INTERFACE Module or VIC 20, Commodore 64, Atari VCS, Atari 400, Atari 800

If you require extra Joysticks for our original interface module mark order 'OLD' Joysticks

ONLY £7.54 inc VAT + P&P

FROM: MR/MRS/MISS

ADDRESS

SEND C.W.O. (NO STAMP NEEDED) TO: A.G.F. HARDWARE, DEPT.**CV**

FREEPOST, BOGNOR REGIS, WEST SUSSEX, PO22 9BR

QTY	ITEM	ITEM PRICE	TOTAL
	PROGRAMMABLE INTERFACE	33.95	
	JOYSTICK(S)	7.54	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAFFITI	FREE	
ZX81 ☐ ZX SPECTRUM ☐ Please tick		FINAL TOTAL	

DEALER ENQUIRIES WELCOME *EXPORT PRICES ON APPLICATION*

```
605 IF E=98 THEN E=100:F=25376:C=41:GOTO 610
606 IF E=100 THEN E=98:F=8289:C=40
610 IF PEEK(B+X+40)=103 THEN Z1=1:GOTO 640
615 Z1=2
620 I=I+1 :POKEB+X+40,103:B=B-40:POKE B+X+40,102
625 POKE B+X,101
630 IFI=6 THEN I=0:B$="":POKE B+X+40,103:Z1=0:SOUND1,0,0:V=V+10:SC=
SC+V:GOTO410
632 SOUND 1,V*10+20,5
635 A$="":B$="":GOTO 410
640 POKE B+X-40,32:B=B+40:POKE B+X,102:POKE B+X-40,101
650 I=I+1 :POKE B+X,103:B=B+40:POKE B+X+40,102
660 POKE B+X,101:IF I=5 THEN I=0:B$="":Z1=0:V=V-10:SC=SC-V:GOTO 410
670 A$="":B$="":GOTO 410
700 PLOT 0,2,A$(17-A):PLOT 0,8,A2$(A)
710 PLOT 0,14,A3$(17-A):PLOT 0,20,A4$(A)
720 IF A=16 THEN A=0
730 GOTO 405
1000 SOUND 1,200,4:SOUND 2,500,7:SOUND 3,700,10
1010 PLAY 7,0,0,0
1020 FORI=1 TO 3:SOUND 1,100,10:WAIT 50:SOUND 1,200,10:WAIT 50:NEXT
 I
1025 SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
1030 L=L-1:CLS:IF L=0 THEN PRINT"YOUR SCORE WAS ";SC:GOTO 2000
1040 A$="":B$="":GOTO 200
2000 PRINT:PRINT"WO^LD YOU LIKE TO PLAY AGAIN?"
2005 A$=KEY$+KEY$+KEY$
2010 GET A$:IF A$="Y" THEN PRINT CHR$(6)CHR$(17):RUN
2020 END
3000 CLS:SOUND 1,300,4:SOUND 2,200,8:SOUND 3,150,7
```





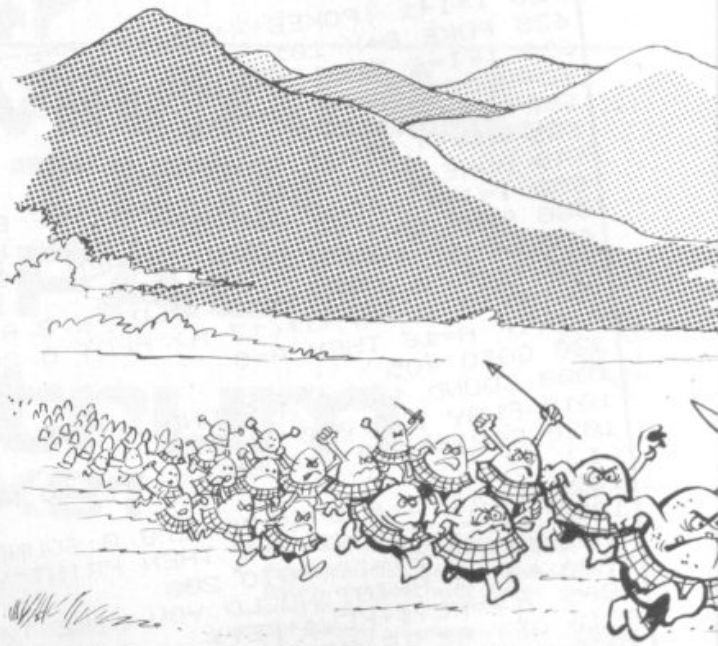
```
3010 PLAY 7,0,0,0
3020 C$="776797979765"
3030 D$="552252322323"
3040 FOR I=1 TO 12:A$=MID$(C$,I,1):B$=MID$(D$,I,1)
3050 PLAY 0,0,0,0,0:PLAY 7,0,0,0
3060 MUSIC 1,3,VAL(A$),10:WAIT VAL(B$)*10:NEXT I
3065 SC=SC+INT(RND(1)*10)*100
3068 L=L+1
3070 PRINT:PRINT:PRINT:PRINT
3075 PLOT 0,4,1
3080 PRINT"          W E L L    D O N E !!"
3085 PLOT 0,6,3
3090 PRINT:PRINT"     YOUR SCORE IS NOW ";SC;"POINTS"
3095 WAIT 100:SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
3100 WAIT 300:IF^SC<2000 THEN CLS:GOTO 200
3110 PRINT:PRINT:PRINT"          THIS SEEMS TO EASY"
3120 PRINT"                    TRY THIS. "
3130 WAIT 100                H          H          H          H          H      "
3140 A$(1)="  H
3150 CLS:GOTO 100
4000 CLS
4010 PLOT 10,1,CHR$(5)+"ROLL OUT THE BARREL"
4020 PLOT 9,2,CHR$(3)+"======================="
4030 PLOT 0,4,"  IN THIS GAME YOU MUST CLIMB TO THE"
4040 PLOT 0,5,"TOP OF THE CELLAR AFTER AN ACCIDENT"
4050 PLOT 0,6,"THAT SET ALL THE BARRELS ROLLING DOWN"
4060 PLOT 0,7,"TOWARDS YOU. TO AVOID BEING HIT BY THE"
4070 PLOT 0,8,"BARRELS YOU MUST JUMP THEM USING THE"
4080 PLOT 0,9,"SPACE BAR. TO CLIMB THE LADDERS USE"
4090 PLOT 0,10,"THE UP CURSOR KEY. TO MOVE LEFT AND"
4100 PLOT 0,11,"RIGHT, USE THE LEFT AND RIGHT CURSOR"
4110 PLOT 0,12,"KEYS. "
4120 PLOT 0,13,CHR$(6)+"  YOU WILL RECEIVE POINTS FOR CLIMBING"
4130 PLOT 0,14,CHR$(6)+"THE LADDERS AND REACHING THE TOP. "
4140 PLOT 0,15,CHR$(1)+"  EACH TIME YOU REACH THE TOP YOU WILL"
4150 PLOT 0,16,CHR$(1)+"RECEIVE ANOTHER LIFE. "
4160 RETURN
```



Hoots Mon! Those wee Haggises are at it again. Chasing me through the heather. It's always the same when the Haggis hunting season ends. They like to have their revenge!

This is an adaption of the arcade game called Mr Do which you may have seen in your local arcade. You control Billy Basher, the man hunted by Haggises, who travels around the screen picking up the smiling faces which appear. Behind him come the Haggises out for revenge. Billy has a supply of Haggis repellent, but this is limited. And then there is the spider — deadly to both Billy and the Haggises. Billy can lure the Haggises onto the spider for extra points. You get three lives and an extra man at 1,000, 3,000 and 9,000 points. Each smiling face collected is worth 10 points. Happy Haggis Hunting!

The Haggises are programmed to chase you most of the time — but will sometimes run away. Pressing shift releases the Haggis repellent — but you only have 10 units of this.



HAGGIS

```
   10REM  HAGGIS BASH
   20REM     BY LEIGH HUGILL  198
2
   30*FX15,1
   40SOUND2,-15,100,10:LL=3:NB=1
000:RR=0
   50MODE7:PRINTTAB(15,5);"PLAY"
:PRINTTAB(11,8);CHR$(141);"Haggi
s-Bash":PRINTTAB(11,9);CHR$(141)
;"Haggis-Bash"
   60PRINTTAB(10,15);"HIT A KEY"
:PRINTTAB(6,17);"FOR INSTRUCTION
S"
   70Z$=GET$
   80MODE1
   90SOUND2,-15,100,10
  100PROCCHAR
  110CLS:PRINTTAB(2,4);"YOU ARE
BILLY BASHER TRAPPED IN A MINE";
TAB(2,6);"YOU MUST COLLECT THE B
ONUSES AND AVOID"
  120PRINTTAB(2,8);"THE HAGGISES
 AND SPIDERS"
  130PRINTTAB(5,10);N$;" HARRY H
AGGIS":PRINTTAB(5,12);F$;" THE B
ONUS":PRINTTAB(5,14);M$;" BILLY
BASHER":PRINTTAB(8,28);"HIT A KE
Y TO BEGIN";TAB(5,16);CHR$(226);
CHR$(227);" SAMMY SPIDER"
  140PRINTTAB(6,19);"YOUR CONTRO
LS ARE";TAB(6,21);"'Z' TO GO LEF
T**'X' TO GO RIGHT";TAB(6,23);"'
:' TO GO UP ** '/' TO GO DOWN";T
AB(13,30);"*  GOOD LUCK  *";TAB(
6,25);"'SHIFT'=MONSTER REPELANT"
:G$=GET$:CLS
  150DIMQ%(4),E(4),W%(4),P%(30,3
0):S=0:SC=0:PROCCHAR:PROCMAZE
  160FOR sp=1 TOspeed:PROCMONO:P
ROCMAN:PROCSPIDER:NEXT:PROCMONO:
GOTO160
  170REM** MOVE YOUR MAN ACCORDI
NG **
  180REM** TO KEYBOARD COMMAND
  ***
  190DEFPROCMAN:PRINTTAB(X,Y);"

":Z$=INKEY$(0):RRR=RR:RR=INKEY(-

1)

  200N=P%(X+1,Y):IF N<>1 AND N<>
5 AND N<>0 P%(X+1,Y)=ASC("Z")
  210N=P%(X,Y-1):IF N<>1 AND N<>
5 AND N<>0 P%(X,Y-1)=ASC("/")
  220N=P%(X,Y+1):IF N<>1 AND N<>
5 AND N<>0 P%(X,Y+1)=ASC(":")
  230N=P%(X-1,Y):IF N<>1 AND N<>
0 AND N<>5 P%(X-1,Y)=ASC("X")
  240IFZ$="Z"AND P%(X-1,Y)<>5 X=
X-1 ELSE IFZ$="X"AND P%(X+1,Y)<>
5 X=X+1 ELSE IFZ$=":"AND Y>3 Y=Y
-1 ELSE IFZ$="/"AND P%(X,Y+1)<>5
 Y=Y+1
  250*FX 15,1
  260IF S>=NB THEN NB=NB+NB*2:LL
=LL+1:PROCEX
  270IF P%(X,Y)>=0 SOUND1,-15,20
0,3
```

BY LEIGH HUGILL

RUNS ON A BBC B IN 25K



BASH

```
  280IF P%(X,Y)=1 S=S+10:C=C+1:S
OUND1,-15,1,4:SOUND1,-15,30,4:SO
UND1,-15,60,4
  290P%(X,Y)=ASC(Z$):IF C=40 THE
N PROCGO: PROCCHAR:PROCMAZE
  300PRINTTAB(1,2);"SCORE  ";S;"
  SCREEN  ";SC:PRINTTAB(X,Y);M$;
TAB(31,5);"REPELANT";TAB(35,6);R
;" ";TAB(31,8);"LIVES";TAB(31,9)
;STRING$(LL,M$);"      "
  310ENDPROC
  320DEFPROCMONO:FOR V=1 TO 4:IF
 monster<V monster=monster+0.03:
PRINTTAB(Q%(V),W%(V));"O":GOTO 4
30
  330Q=Q%(V):W=W%(V):N=P%(Q,W):P
RINTTAB(Q,W);" ":IF RR=-1  AND R
```

VARIABLES

P% (30,30)=position array. Q%(4)=haggises x co-ordinates. W%(4)=haggises y co-ordinates. x=Billy's x co-ordinates. y=Billy's y co-ordinates. S=score. SC=frame number. LL=lives left. R=repellent left. RR=status of shift key. RRR=old value of RR. E(4)=status of each haggis. C=number of collected faces. N=miscellaneous variables. Q=x co-ordinates of haggis in current use. W=Y-co-ordinates of haggis in current use. VARCHECK=old value of Q. VAR2=old value of W. SP=x co-ordinates of spider. SS=direction of spider. A,B=random variables. K,V=loop variables.

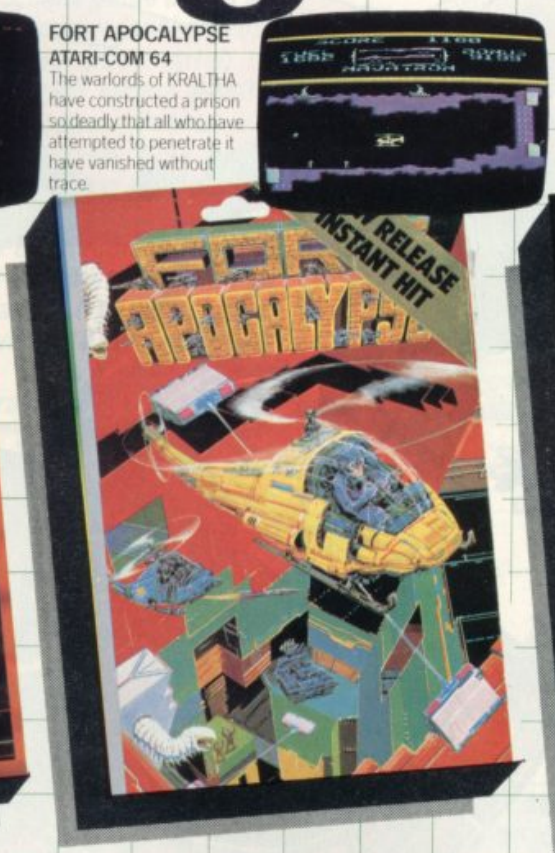
Illustration: Terry Rogers

For big softies

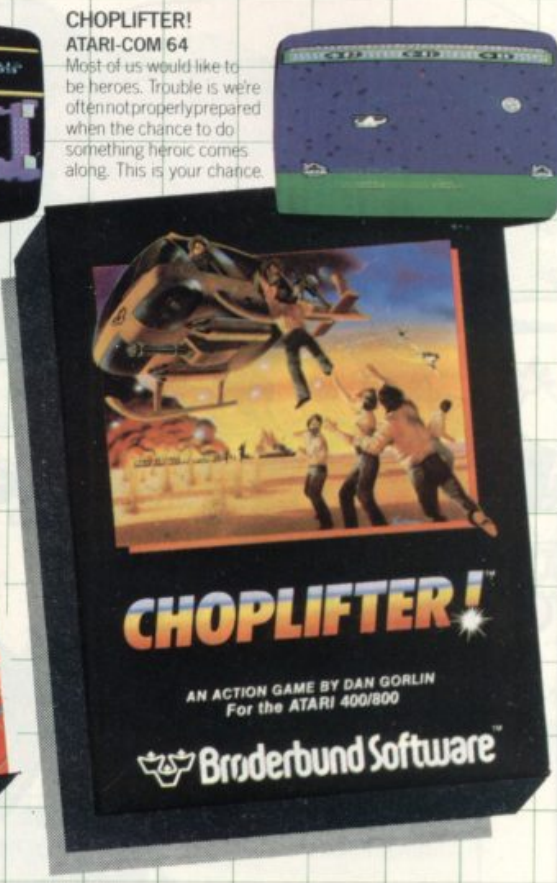
MOON SHUTTLE
ATARI-COM 64
As the pilot of this spectacular Moon Shuttle flight, you repeatedly encounter unexpected dangers as you blast through asteroids, bomb launchers and man 'o' wars.



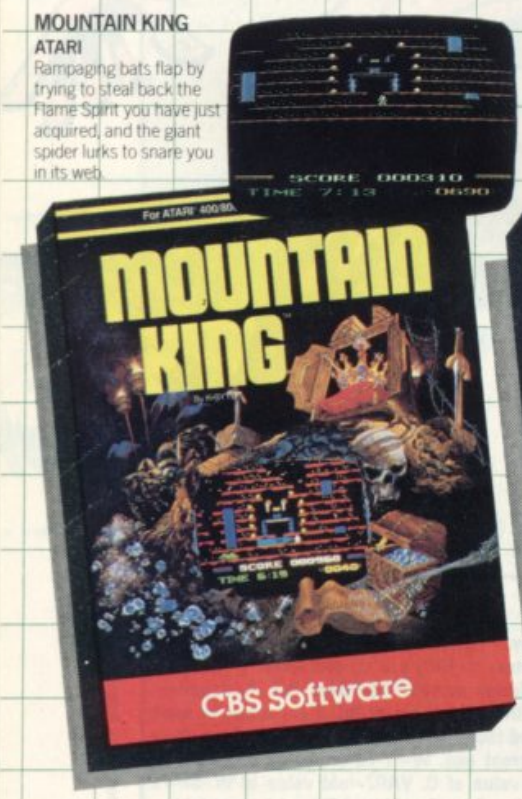
FORT APOCALYPSE
ATARI-COM 64
The warlords of KRALTHA have constructed a prison so deadly that all who have attempted to penetrate it have vanished without trace.



CHOPLIFTER!
ATARI-COM 64
Most of us would like to be heroes. Trouble is we're often not properly prepared when the chance to do something heroic comes along. This is your chance.



MOUNTAIN KING
ATARI
Rampaging bats flap by trying to steal back the Flame Spirit you have just acquired, and the giant spider lurks to snare you in its web.



WIZARD OF WOR
ATARI
Can you defeat the Wizard of Wor? A host of monsters both visible and invisible, a changing pattern of mazes, and the wizard himself to contend with.



BLUE MAX
ATARI-COM 64
You are the Blue Max of the R.A.F. in command of a biplane fighter/bomber. Your mission is to pulverise the enemy's airfields and bridges. But watch out for the enemy fighters!



Atari 400/800® software

s-everywhere!

When it's a Number 1 hit in Houston—we're already selling it in Euston! CentreSoft cream the best of U.S. and British software and rush it through our Nationwide network within days of launch date. If it's new, if it's exciting, if it's the best, CentreSoft put the action on your High Street!

You can buy with total confidence from any of the CentreSoft retailers below because we guarantee replacement—free of charge—on any faulty media.

If you haven't bought your own Home Computer System yet, all of the retailers shown carry a big choice of Hardware. Why not call in, for a quote, and a 'hands on' test run?

ALL THESE AND MANY MORE AVAILABLE AT:

ENGLAND

AVON

Brensal Computers
24 Park Row, Bristol. (0272) 294188.

Radford Hi-Fi Ltd.
52 Gloucester Road, Bristol. (0272) 428247.

EAST ANGLIA

Brainwave
24 Crown Street, Ipswich, Suffolk. (0473) 50965.

Thetford C.B. & Micros
21 Guild Hall Street, Thetford, Norfolk. (0842) 61645.

GREATER LONDON

Godfreys Computer Centre
28-32 East Walk, Basildon, Essex. (0268) 289379.

Godfreys Leisurebase
4-5 Laindon Main Centre, Laindon, Basildon, Essex. (0268) 416747.

Alpha Scan Ltd.
Chester House, Windsor End, Beaconsfield, Bucks. (0494) 671259.

3D Computers
30 Station Road, Belmont, Surrey SM2 6BS. (01) 642 2534.

3D Computers
11A Gunnersbury Avenue, Ealing, London W5 4HB. (01) 992 5855.

Videola
535 Green Lanes, Harringay, London N8. (01) 340 3432.

Trionic
144 Station Road, Harrow. (01) 861 0036.

Vision Store
3 Eden Walk, Kingston-Upon-Thames, Surrey. (01) 546 8974.

REW
114-116 Charing Cross Road, London WC2 0JR. (01) 240 3386.

Videola
6 Pages Lane, Muswell Hill, London N10. (01) 883 3889.

Vista Video
28 Tottenham Court Road, London W1P 9RB. (01) 580 9098.

Landau Electronics
Lion House, 227 Tottenham Court Road, London W1. (01) 637 3024.

REW
230 Tottenham Court Road, London WC1P 9AS. (01) 637 2624.

Micro C
Units 91-93 Arndale Centre, Luton, Beds LU1 1TB. (0582) 425079.

Galaxy Video
60 High Street, Maidstone, Kent. (0622) 679265.

3D Computers
Unit 1, Heathfield, Stacey Bushes, Milton Keynes MK12 6HP. (0908) 31782.

3D Computers
26 Stanley Road, Newbury, Berks RG14 7PB. (0635) 30047.

3D Computers
Greystone Works, The Green, Croxley Green, Rickmansworth, Herts WD3 3AJ. (0923) 779250.

Silica Shop Ltd.
1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. (01) 301 1111 or (01) 309 1111.

Ace Software
94 Western Road, Southall, Middx UB2 5DZ. (01) 574 4098.

Computasolve
8 St Marks Hill, Surbiton, Surrey. (01) 390 5135.

3D Computers
230 Tolworth Rise South, Tolworth, Surbiton, Surrey KT5 9NB. (01) 337 4317.

Video City
45-47 Fishers Green Road, Stevenage, Herts. (0438) 53808.

Modata Computers Ltd.
30 St Johns Road, Tonbridge Wells, Kent. (0892) 41555.

MIDLANDS

Computer Plus
2 Church Lane, Banbury, Oxon. (0295) 55890.

Calisto Computers
119 John Bright Street, Birmingham. (021) 632 6458.

Home Entertainment Center
212-213 Broad Street, Birmingham B15 1AY. (021) 643 9100.

Micro C
5-11 Martineau Way, Union Street, Birmingham B2 4UJ. (021) 233 1105.

C T Electronics
2 The Spot, Derby. (0332) 360456.

Gordon Harwood
69-71 High Street, Alfreton, Derbyshire. (0773) 832078.

Mays Hi-Fi
57 Churchgate, Leicester. (0533) 22212.

Movies Computer Centre
5 Church Street, Melton Mowbray, Leicester. (0664) 61169.

Vista Video
50 Friar Lane, Nottingham NG1 6DQ. (0602) 418400.

Foxs Computer Centre
38-40 Upper Parliament Street, Nottingham. (0602) 410926.

Carvells
3-7 Bank Street, Rugby CV21 2QE. (07788) 65275.

NORTH EASTERN

Photosave
18 Cheapside, Bradford DD1 4JA. (0274) 308598.

Bass + Bligh
4 Lower Briggate, Leeds. (0532) 454451.

The Computer Shop
Unit 25 Handyside Arcade, Percy Street, Newcastle-Upon-Tyne. (0632) 616260.

York Computer Centre
7 Stonegate Arcade, York. (0904) 641862.

Small Fry + Hobby
51-53 Kirkgate, Wakefield WF1 1HX. (0924) 360551.

NORTH WESTERN

Home Computers
234 Church Street, Blackpool. (0253) 22340.

Cleartone Hi-Fi
156-158 Blackburn Road, Bolton, Lancs. (0204) 31423.

Chester Software Centre
49-51 Book Street, Chester. (0244) 310015.

Microspot
15 Moorfield, Liverpool. (051) 236 6628.

Camera + Computer Centre
118 Mill Street, Macclesfield, Cheshire. (0625) 27468.

Gemini Electronics
50 Newton Street, Piccadilly, Manchester. (061) 236 3083.

Channel 8 Software
51 Fishergate, Preston. (0772) 53057.

Wildings Computer Centre
111 Bridge Street, Warrington, Cheshire. (0925) 38290.

Wildings Computer Centre
11 Mesnes Street, Wigan. (0942) 44382.

SOUTHERN

Computerstore Ltd.
9-11 Richmond Hill, Bournemouth BH2 6HE. (0202) 296963.

Gamer
24 Gloucester Road, Brighton. (0273) 698424.

Canterbury Software
9 The Friars, Canterbury CT1 2AS. (0227) 53531.

Efficient Chips
40 The Market Place, Chippenham, Wiltshire. (0249) 654321.

G B Microland
7 Queens Parade, London Road, Waterlooville, Portsmouth. (07014) 59911.

Microchips
27 Bedford Place, Southampton. (0703) 38899.

Microchips
46-48 St Georges Street, Winchester. (0962) 68085.

SCOTLAND

The Silicon Centre
6-7 Antigua Street, Edinburgh. (031) 557 4546.

Livingston Computer Centre
17 The Mall, Craigshill Shopping Centre, Livingston. (0506) 36978.

WALES

Hi-Fi Western Ltd.
48 Cambrian Road, Newport, Gwent. (0633) 52790.

Clywd Personal Computers
Unit 19, Daniel Owen Precinct, Mold. (0352) 56842.

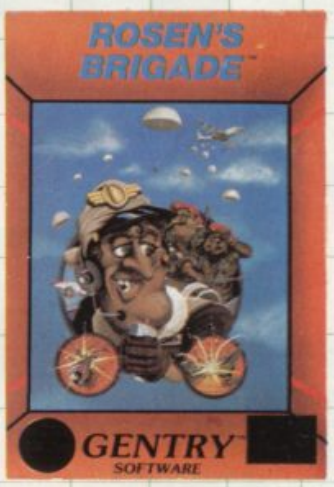
G P Video
St Georges Crescent, Wrexham. (0978) 264451.

EIRE

Peats Computers
25 Parnell Street, Dublin 1. (0001) 749972.

CHANNEL ISLANDS

Audio + Computer Centre
7 Peter Street, St Helier, Jersey. (0534) 74000.



SPECIAL PRICE CLASSIC

ROSENS BRIGADE
ATARI
The war is on and you must fly behind enemy lines to rescue your fellow flyers. Battle the enemy on land and sea and save your crewmen.

£14·95

Dealers!—for information on how to become a CentreSoft stockist:
Write to CentreSoft House, Unit 16, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH or telephone 021-520 7591.

CentreSoft

Always top of the softs.

CentreSoft is an independent distributor of Atari compatible software.
Atari, Atari 400 and Atari 800 are trademarks of Atari International (UK) Inc

AND NOW FROM LOTHLORIEN

ACTIONMASTER



Get some real action out of your computer this Christmas with ACTIONMASTER, a new range of superior arcade games from Lothlorien – the people who brought you ROMAN EMPIRE, JOHNNY REB, THE PARAS and other famous WARMASTER titles.

With super-smooth graphics and realistic sound effects ACTIONMASTER games offer superb value for money and will be prized additions to all the best collections.

Look out for the ACTIONMASTER green striped cassettes at leading software specialists, or buy direct by post at no extra cost. Send the coupon TODAY to ensure delivery before Christmas

BEDLAM. An asteroid explosion has catapulted you to the asylum planet BOVRYLL where you are under attack from waves of loathsome creatures – each more vicious than the last. Your only hope of survival is to kill each wave with a twin-firing photon bolt, but just when you think you're winning you encounter the sorcerous guards. Can you kill ten to win another life?

BEETLEMANIA. Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the lock can only be opened with four giant beetle eggs. Naturally the beetles go berserk when their eggs are stolen. Higher levels offer more complex mazes and fast-moving spiders.

TWO-GUN TURTLE. In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs... some go for strawberries, some go for you... some don't go for anything unless they're accidentally attacked. But remember this is winter and you never know when it might snow!

MICROMOUSE. Watch out for this latest addition to the ACTIONMASTER range.

ALL ACTIONMASTER games are 100% machine code and are available for any Spectrum unless otherwise stated.

LOTHLORIEN

more action for your money

Please send me (tick box)

BEETLEMANIA	Any Spectrum	£5.50	☐
BEDLAM	Any Spectrum	£5.95	☐
TWO-GUN TURTLE	Oric 48K	£6.95	☐

I enclose a cheque/P.O. for £_____ made payable to M C Lothlorien.

Please debit my Access A/C No. ____/____/____/____

Signed _____

Address _____

_____

Send to: M C Lothlorien, Dept. CU/11/83, 56a Park Lane, Poynton, Cheshire SK12 1AE. Telephone: Poynton 876642

```
)0 R=R-1:E(V)=1
  335IF RRR=-1 AND R>0  E(V)=1
  340IF X=Q AND Y=W PROCDEAD
  350IF W=15 AND Q=SP OR W=15 AN
D Q=SP-1 OR W=15 AND Q=SP+1 Q=15
:W=15:S=S+50:PRINTTAB(Q,15);"50"
  360IF RND(10)=1 ANDE(V)=1 E(V)
=0
  370IF RND(30+SC*2)=1 ANDE(V)=0
 E(V)=1
  380IF  E(V)=1THEN PROCBACK:GOT
0410
  390varcheck=Q:var2=W
  400IF N=ASC("Z") Q=Q-1 ELSE IF
 N=ASC("X") Q=Q+1 ELSE IF N=ASC(
"/") W=W+1 ELSE IF N=ASC(":") W=
W-1
  410PRINTTAB(Q,W);N$:IF Q=X AND
 W=Y PROCDEAD
  420%(V)=Q:W%(V)=W
  430NEXT:ENDPROC
  440DEFPROCMAZE
  450FOR V=1 TO 4:E(V)=0:Q%(V)=1
5:W%(V)=5+V:NEXT
  460FOR V=1TO30
  470FOR K=1TO30 STEP 5
  480P%(V,K)=0:P%(V,K+1)=0:P%(V,
K+2)=0:P%(V,K+3)=0:P%(V,K+4)=0
  490NEXT:NEXT
  500FOR V=1TO30:PRINTTAB(0,V);X
$:T=T-1:PRINTTAB(15,V);" ":P%(15
,V)=ASC("/"):NEXT
  510FOR V=1 TO 30:PRINTTAB(V,15
);" ":NEXT
  520FORV=1 TO20
  530A=RND(26)+3:B=RND(26)+3:IF
NOT P%(A,B)=0 OR NOT P%(B,A)=0 O
R A=15 OR B=15 OR A=B THEN 530
  540PRINTTAB(A,B);F$:PRINTTAB(B
,A);F$:P%(A,B)=1:P%(B,A)=1:NEXT:
R=10
  550FOR AA=1 TO 30:PRINTTAB(0,A
A);CHR$(225);TAB(30,AA);CHR$(225
);TAB(AA,0);CHR$(225);TAB(AA,30)
;CHR$(225):P%(0,AA)=5:P%(30,AA)=
5:P%(AA,0)=5:P%(AA,30)=5:NEXT
  560SC=SC+1:monster=0:P%(15,2)=
5:P%(15,29)=5:speed=100-SC*10:IF
 speed<10 speed=10
  570ENDPROC
  580DEFPROCCHAR:VDU23,240,28,28
,8,62,93,28,20,54,23,242,&FF,&99
,&99,&FF,&18,&66,&81,&42,23,241,
247,203,219,189,189,124,124,124,
23,243,255,255,255,255,255,255,2
55,255,23;8202;0;0;0;
  590VDU23,225,170,85,170,85,170
,85,170,85,23,241,&FF,&99,&99,&F
F,&FF,&81,&C3,&FF,23,226,&7,&5,&
67,&51,&AF,&BF,&A0,&A0,23,227,&E
0,&A0,&E6,&8A,&F5,&FD,&5,&5
  600VDU23,229, &3C,&3C,&99,&C3,
&24,&18,&24,&C3
  610X=15:Y=25:T=0:SP=1:SS=1
  620N$=CHR$(242):X$=CHR$(243):F
$=CHR$(241):M$=CHR$(240)
 630FORV=1TO30:X$=X$+CHR$(243):
NEXT
  640C=0
  650ENDPROC
  660DEFPROCDEAD
  670PRINTTAB(10,9);"
":PRINTTAB(10,11);"                ":
PRINTTAB(10,10);"  GOT YOU  ":SO
UND 1,-15,100,10:PRINTTAB(X,Y);C
HR$(229)
  680LL=LL-1:IF LL=0:FORVV=1TO50
00:NEXT:CLS:PRINTTAB(10,10);" GA
ME OVER":PROCMAN:PRINTTAB(X,Y);"
 ":FOR VV=1 TO10000:NEXT:RUN
  690PROCCHAR:PROCMAZE:V=0:ENDPR
OC
  700END
  710DEFPROCBACK:varcheck=Q:var2
=W
  720IF N=ASC("Z") Q=Q+1 ELSE IF
 N=ASC("X") Q=Q-1 ELSE IF N=ASC(
"/") W=W-1 ELSE IF N=ASC(":") W=
W+1
  730IF P%(Q,W)=1 OR P%(Q,W)=0 O
R P%(Q,W)=5 Q=varcheck:W=var2
  740IF varcheck=Q AND var2=W:IF
 P%(Q-1,W)=ASC("X") Q=Q-1 ELSE I
F P%(Q+1,W)=ASC("Z") Q=Q+1 ELSE
IF P%(Q,W-1)=ASC("/") W=W-1  ELS
E IF P%(Q,W+1)=ASC(":") W=W+1
  750ENDPROC
  760DEFPROCSPIDER:PRINTTAB(SP,1
5);"    ":SP=SP+SS:IF SP=1 OR SP=
28 SS=-SS
  770IF SP=X AND Y=15 OR X=SP-1
AND Y=15 OR X=SP+1 AND Y=15 PROC
DEAD
  780PRINTTAB(SP,15);CHR$(226);C
HR$(227):ENDPROC
  790DEFPROCEX:FOR A=3 TO 29:PRI
NTTAB(1,A);"
          ":NEXT
  800PRINTTAB(10,5);"WELL DONE";
TAB(2,7);"YOU WIN EXTRA BILLY BA
SHER";TAB(6,25);"NEXT EXTRA AT";
NB
  810FORAA=1 TO 31+LL:PROCDEL(10
0):PRINTTAB(AA,10);" ";M$:NEXT:P
RINTTAB(AA,10);"      "
  820PROCCHAR:PROCMAZE:ENDPROC
  830DEFPROCDEL(DDD):FOR DDDD=1
TODDD:NEXT:ENDPROC
  840DEFPROCGO:FORZ=3 TO 29:PRIN
TTAB(2,Z);"
        ":NEXT:PRINTTAB(10,10);"J
OLLY GOOD SHOW";TAB(6,14);"GET R
EADY FOR FRAME    ";SC+1:ENDPROC
```

```
1 POKE36879,25:POKE52,29:POKE56,29:CLR:FORT=7432TO7463:READV:POKET,V:NEXT
4 POKE36869,255:GOSUB100:POKE36878,15
10 P=8207:K=-22:D=33:C=8186:L=33:V=-22:T=174:S1=36874:S2=36876:S3=36877
20 POKEP+K,D:P=P+K:POKEC+V,L:C=C+V:IFT=0THEN4000
30 IFPEEK(C+V)=DORP+K=CTHEN5000
40 GOSUB2000
50 IFPEEK(P+K)=174THENPOKES2,190:S=S+10:T=T-1:POKES2,0
55 IFPEEK(P+K)=170THENPOKES2,255:S=S+50:T=T-1:POKES2,0
60 M=PEEK(197):IFM<>64THENGOSUB3000
70 GOSUB600
80 IFRND(1)>.3THENGOSUB700
90 IFPEEK(C+V)=174ORPEEK(C+V)=170THENT=T-1
95 PRINT"[■■■
```

DODGEM



BY M. D. TOWNEND

RUNS ON A VIC 20 IN 3.5K

Hi, there! Welcome to Grenville ffrench-Smythe's driving school! Oops, sorry sir. It's only a very small dent. Pardon? Well, there's no need to get like that! Really, some people! Anyway, hello again. Yes, we at the driving school are proud to be associated with *Computer and Video Games* bid to drum a bit of road safety into all of you out there!

All you have to do is type in this driving simulation to have all the fun of driving up a busy High Street on a Saturday morning. You must clear each screen of dots and asterisks without hitting the other — computer controlled — car. Your car starts at the bottom right hand side of the screen and moves anti-clockwise, scoring points for each dot or asterisk hit along the way. If you clear one screen you simply go on and increase your score. Keys to control your car are W=up, A=left, S=right, Z=down. Well there it is, we at the Smythe School of Motoring hope you all pass the test with flying colours. Sorry? What red light . . .

Program notes:

If you run the program and the track is not printing properly, check the characters in lines 100-330. Also check that each of the lines has a semi-colon at the end of it.

If you don't get two cars appearing on the screen never fear, help is here! Check the initial values in line 10 and, if the cars look strange then check lines 1, 4, 6000 and 6001. If your car goes charging off the screen or starts demolishing the track, check lines 2000-2008. If the computer car does the same, check lines 600-608.

If you find that you can't change lanes, i.e. when you leave a "corridor" check lines 3000-3500.

Variables.

P: position of players car.
K: variable added to P to get next position.
C: position of computer's car.
V: variable added to C to get to next position.
Q: variable used in lane changes.
D: character for player's car.
L: character for computer car.
S1: bass speaker.
S2: treble.
S3: white noise.
T: number of dots/asterisks left.

Illustration: Terry Rogers

SOFTWARE WITH BITE FOR commodore 64



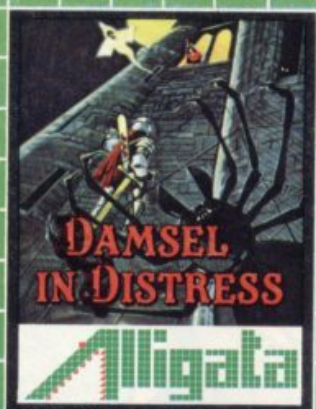
Brands £7.95

Test your skill on the Grand Prix circuit. Accelerating to breathless speeds can you overtake? Can you face the danger of night driving as the roads get narrower?



Balloon Rescue £7.95

Fuel level low. Time running out. Collect fresh fuel to stay in the air or plunge to certain agonising death.



Damsel in Distress £7.95

Menacing man-eating spiders and dreadful apparitions. Weakened by poison you must climb the battlements and rescue the princess who holds your antidote.



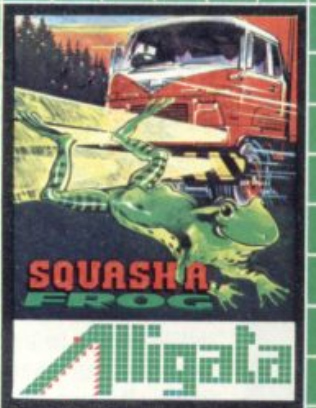
Bat Attack £7.95

Killer bats in the first wave, a myriad of asteroid discs in the second. The third wave?! ... the faster your reflexes, the more deadly the challenge.



Aztec Tomb Adventure £7.95

Find the lost tomb deep in the Amazon rain forest. Experience heart-stopping drama... will you ever get there? Every location has a full graphic picture.



Squash a Frog £7.95

Cross a motorway of fast moving traffic. Traverse the rapids teeming with frog eating snakes, alligators and submerging turtles. Can you get him home? Or is it just Ugh! Splatt!

Outstanding quality, unbelievable value

Alligata presents an exciting range of games and utilities applying full machine code and high resolution, full colour graphics to the limit. Whether it's hours of absorbing fun or the hours saved through data manipulation – Alligata has been designed for you.

Order today by post or telephone!

Superior Systems Ltd., 178 West Street, Sheffield S1 4ET. Tel: (0742) 755005

Please debit my Access/Barclaycard (delete as necessary)

☐ Brands ☐ Balloon Rescue ☐ Aztec Tomb Adventure ☐ Damsel in Distress ☐ Squash a Frog ☐ Bat Attack

allow 75p P & P

I enclose cheque/PO for £

Card No: _____ Signature: _____

for £ _____

Name _____

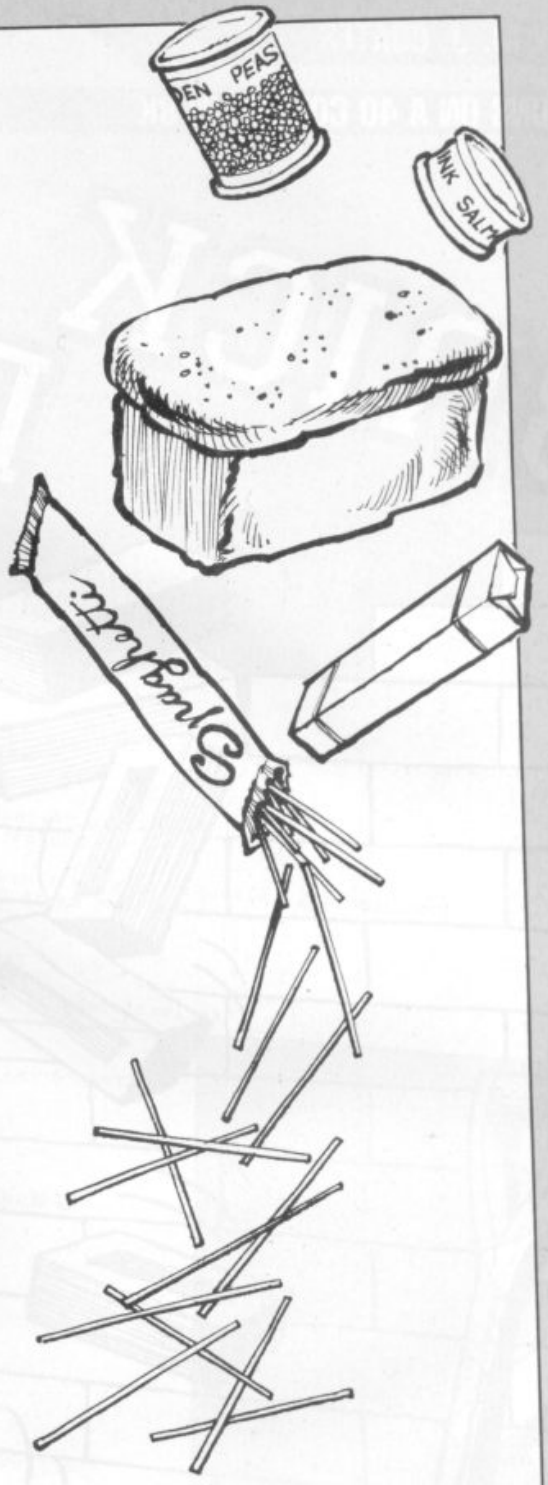
Address _____

Despatch is normally made on receipt of order and should reach you within 7 days.

Alligata

SOFTWARE WITH BITE

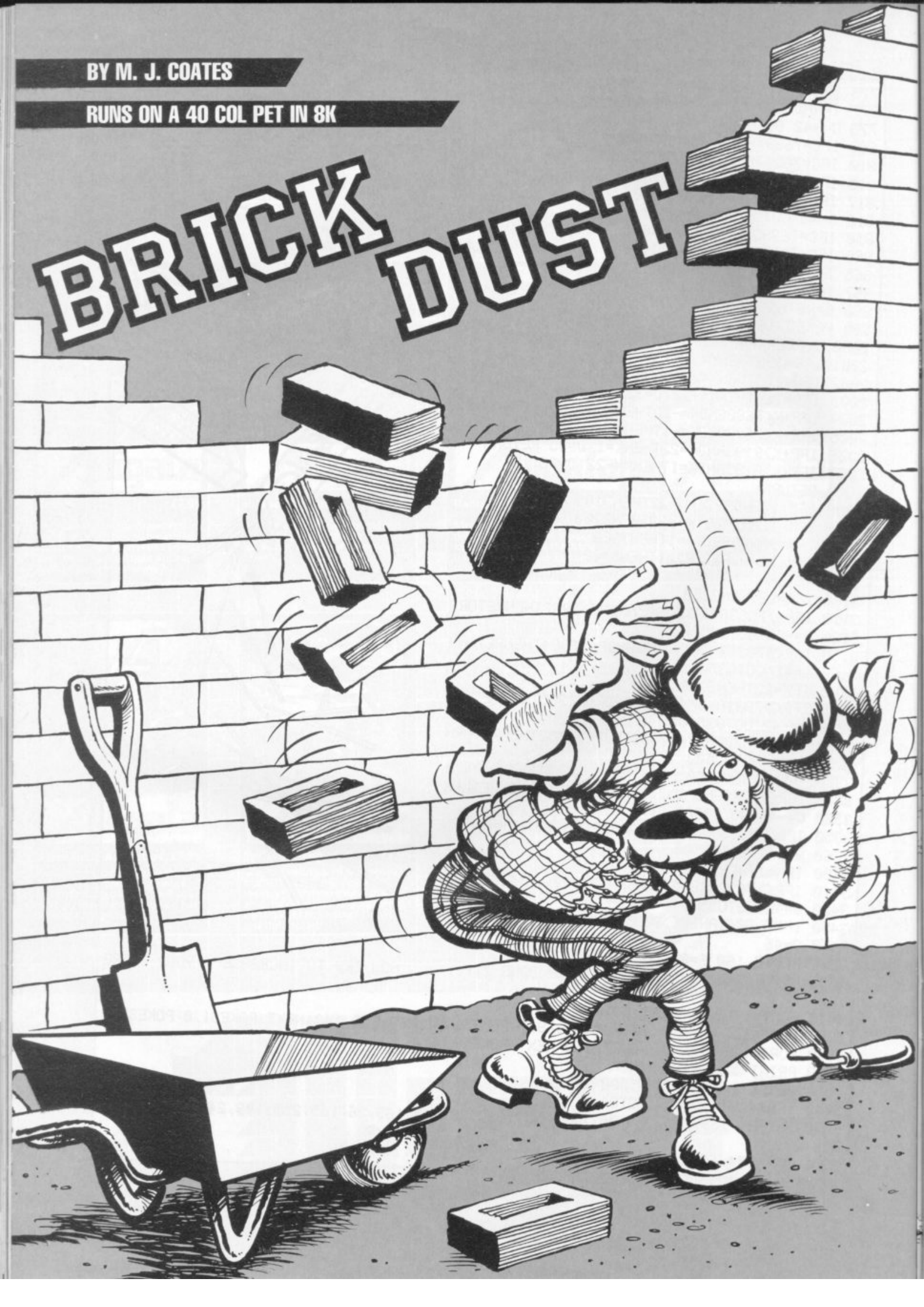
```
775 IFC<>7970THENRETURN
777 IFRND(1)>.5THENQ=-46:GOTO900
778 Q=-42:GOTO900
800 IFC=7689THENQ=46:GOTO900
810 IFC=7821THENQ=-42:GOTO900
815 IFC<>7733ANDC<>7777THENRETURN
817 IFC>PTHENQ=-42:GOTO900
818 Q=46:GOTO900
850 IFC=7899ORC=7895THENQ=42:GOTO900
860 IFC=7897THENQ=46:GOTO900
865 IFC<>7895THENRETURN
867 IFRND(1)>.5THENQ=42:GOTO900
868 Q=46:GOTO900
900 POKEC,160:C=C+Q:POKEC,L:RETURN
2000 Q=PEEK(P+K):IFQ=195THENK=-1:D=36:RETURN
2001 IFQ=198THENK=1:D=35:RETURN
2002 IFQ=194THENK=22:D=34:RETURN
2003 IFQ=200THENK=-22:D=33:RETURN
2004 IFP+K<7680ANDK=-22THENK=-1:D=36:RETURN
2005 IFP+K<7680ANDK=-1THENK=22:D=34:RETURN
2006 IFP+K>8185ANDK=22THENK=1:D=35:RETURN
2007 IFP+K>8185ANDK=1THENK=-22:D=33
2008 RETURN
3000 IFM=17ANDABS(K)=22THEN3100
3010 IFM=41ANDABS(K)=22THEN3200
3020 IFM=9ANDABS(K)=1THEN3300
3030 IFM=33ANDABS(K)=1THEN3400
3040 RETURN
3100 IFK=22THEN3150
3110 IFP<>7983ANDP<>7985ANDP<>7987THENRETURN
3120 Q=-46:GOTO3500
3150 IFP<>7880ANDP<>7882ANDP<>7884THENRETURN
3160 Q=42:GOTO3500
3200 IFK=22THEN3250
3210 IFP<>7981ANDP<>7983ANDP<>7985THENRETURN
3220 Q=-42:GOTO3500
3250 IFP<>7878ANDP<>7880ANDP<>7882THENRETURN
3260 Q=46:GOTO3500
3300 IFK=1THEN3350
3310 IFP<>7736ANDP<>7780ANDP<>7824THENRETURN
3320 Q=-46:GOTO3500
3350 IFP<>8085ANDP<>8129ANDP<>8173THENRETURN
3360 Q=-42:GOTO3500
3400 IFK=1THEN3450
3410 IFP<>7692ANDP<>7736ANDP<>7780THENRETURN
3420 Q=42:GOTO3500
3450 IFP<>8041ANDP<>8085ANDP<>8129THENRETURN
3460 Q=46
3500 POKEP,160:P=P+Q:POKEP,D:RETURN
4000 PRINT"■■":PRINT"■■■■ YOU'VE DONE IT!!        NOW TRY TO INCREASE   YOUR SCORE
..."
4010 FORT=1TO2000:NEXT:GOTO4
5000 FORT=15TO0STEP-.05:POKE36878,T:POKES1,130:POKES3,140:NEXT:POKES1,0:POKES3,0
5010 FORT=7680TO8185:POKET,160:NEXT:POKE198,0
5020 PRINT"■ PLAY AGAIN?"
5030 GETA$:IFA$=""THEN5030
5040 IFA$="Y"THENCLR:GOTO4
6000 DATA24,189,255,165,36,189,255,189,189,255,189,36,165,255,189,24,238,68,254,
231,231
6001 DATA254,68,238,119,34,127,231,231,127,34,119
```



BY M. J. COATES

RUNS ON A 40 COL PET IN 8K

BRICK DUST



Have you been feeling just like another brick in the wall? Do you want to breakout? Well, try this game for size! Its a copy of that well-known arcade game in which you bash away at a brick wall with a bouncing projectile until all the bricks are reduced to a pile of dust! But beware, thiw version has a little tweak all of its own.

After you have dislodged a brick from the wall it will fall back at you — so you'll have to keep bobbing and weaving to avoid the falling masonry.

Machine code will control the bat and this initialised by the 545 826 command and turned off by 545 854.
POKE 1000, X is the bat speed.

```
10 rem * brickdust (c) m.j.coates 1982
20 goto5000
99 rem * control *
100 sys826:fori=1to500:next
110 gosub800:gosub700:gosub600:ifk=9then6000
120 goto110
599 rem * print scores *
600 print""tab(5)stab(16)mtab(26)n:return
699 rem * move ball *
700 u=w:x=x+1+2*(x=1)
710 w=u+a(x,y,z):t=peek(w):ifw>33767then780
715 ift=cthen768
720 ift<>101andt<>103then740
730 z=-(z=0)-3*(z=2)-2*(z=3):goto710
740 ift=dthenr=w:q1=c:t1=c:bf=0:s=s+5:d=0:z=-2*(z=0)-3*(z=1)-(z=3):goto795
750 ift=99thenz=z+2:goto710
760 ift=bandz>1thenz=z-2:v=v+1:ifv=6thenv=0:y=y+1+2*(y=1)
765 ift=bands=s1thengosub900:s1=s1+950:goto710
767 ift=bthen710
768 ift1=208thent1=c
770 pokeu,t1:t1=t:pokew,81:return
780 pokeu,c:v=0:n=n-1:ifn=0thenk=9
790 w=33089+int(rnd(1)*37):y=0:x=0:z=3+(rnd(1)>.5):t=0:t1=c:return
795 pokew,c:goto710
799 rem * falling bricks *
800 ifbfthenreturn
810 r=r+40:ifr>33767thenpoker-40,c:bf=1:d=250:return
815 d1=0:ifrnd(1)>.8thend1=sgn(.5-rnd(1))
820 r=r+d1:q=peek(r):ifq=160then850
825 ifq=101orq=103thenr=r-d1:d1=0:q=c
830 poker-40-d1,q1:q1=q:poker,208:ifq=81thenq1=c
840 return
849 rem * hit by brick *
850 fori=0to9:c=c+10+20*(c=42)
860 poker-1,c:poker,c:poker+1,c:poker-40,c:forj=1to10:next:next:poker-40-d1,c
870 fb=1:m=m-1:ifm=0thenk=9:return
880 return
899 rem * set up wall *
900 fori=32849to32886:pokei,d:pokei+40,d:pokei+80,d
910 pokei+120,d:pokei+160,d:next:return
4999 rem * initialisation *
5000 dima(1,1,3):fori=0to3:forj=0to1:fork=0to1:reada(k,j,i):next:next:next
5020 gosub8000:poke999,3:poke1000,3:rem bat speed
5030 b=160:c=32:h=0
5040 print"
5050 print"
5060 print"                brickdust                    ";
5070 print"welcome to brickdust. this game involves";
5080 print" smashing your way through a wall but
5090 print" you have to dodge the bricks that fall
5100 print" out.":print"you control the bat by using the '4' and '6' keys.
5110 print"you have three lives and seven balls and";
5120 print" last until one or the other run out
5130 print"good luck, press space to start.
5140 wait59410,4,4:rem wait for space
5150 n=7:m=3:s=0:p=33747:s1=950:bf=1:d=250:t1=32:k=0
5160 print"score     lives     balls     high      ":print""tab(36)h
5170 fori=32887to33766step40:pokei,103:pokei-39,101:next
5180 fori=32809to32846:pokei,99:next:poke32808,79:poke32847,80
5190 gosub900:gosub790:u=w+1:goto100
5200 data-39,-39,-39,1,-41,-41,-41,-1,41,41,41,1,39,39,39,-1
5999 rem * all over *
6000 sys854:gosub600:fori=1to1e3:next
6010 print"alas poor player you have no ";
6020 ifn=0thenprint"balls";
6030 ifm=0thenprint"lives";
6040 print" left."
6050 print"however you managed to score"s
6060 print" points."
6070 ifs>hthenprint"which is the new high score !!":h=s:goto6090
6080 print"the high score is"h"still"
6090 print"do you wish to try again ? ";
6095 fori=1to10:geta$:next
6100 geta$:ifa$=""then6100
6110 ifa$="y"thenprint"yes":fori=1to1e3:next:goto5150
6120 print"no":fori=1to1e3:next:print"":end
6130 goto6100
7999 rem * adjusts m/c for rom type
8000 x=peek(50003):v1=537-393*x:kb=3:kc=2:ifx=1thenkb=151:kc=0
8010 v2=int(v1/256):v3=int(v1-256*v2)
8030 fori=826to949:readx
8040 ifx=-1thenpokei,v3:pokei+1,v2:i=i+1:goto8080
8050 ifx=-2thenpokei,v3+1:pokei+1,v2:i=i+1:goto8080
8060 ifx=-3thenpokei,kb:pokei+1,kc:i=i+1:goto8080
8070 pokei,x
8080 next:return
8999 rem * data for m/c routine
9000 data160,20,140,230,3,120,173,-1,133,1,173,-2,133,2,169,99,141,-1
9010 data169,3,141,-2,88,96,120,165,1,141,-1,165,2,141,-2,88,96,206,231
9020 data3,173,231,3,201,0,240,3,76,0,0,173,232,3,141,231,3,172,230,3,173,-3
9030 data201,42,208,9,136,192,1,208,1,200,76,147,3,201,41,208,6,200,192,38
9040 data208,1,136,136,136,169,32,153,192,131,200,169,160,153,192,131,200,153
9050 data192,131,200,153,192,131,200,169,32,153,192,131,136,136,140,230,3,76
9060 data0,0
```

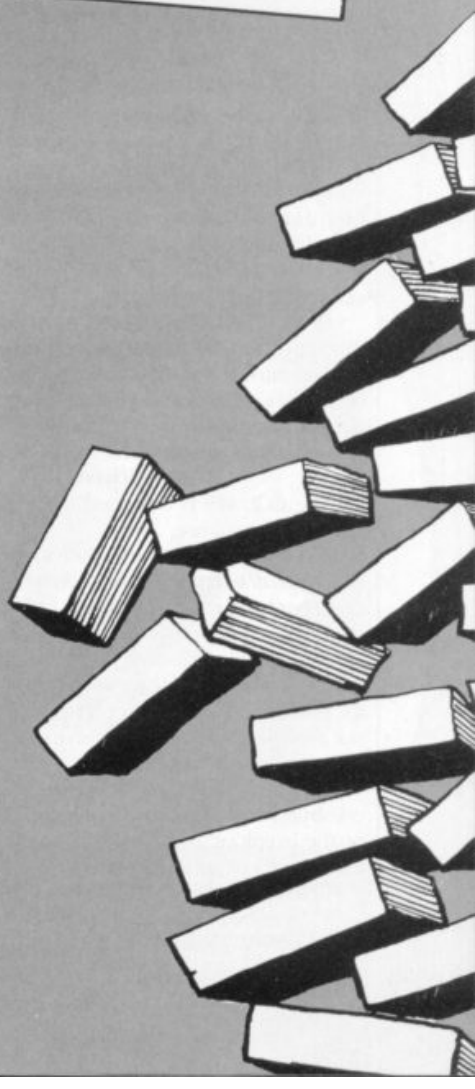


Illustration: Terry Rogers

AT LAST, A HOME COMPUTER THAT IMPROVES WITH AGE.



It's surprising how many first-time relationships with a home computer go sour with age.

You buy an attractive, discounted little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plugs that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you'd looked around a bit in the beginning... *"Quality costs a little more, but it's usually worth paying for."* (Personal Computer News – CGL M5 Review, June '83.)

The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

First, to be easy and fun to learn and operate.

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful, versatile home computer system that won't need replacing until you're ready for a dedicated business system.

Built to learn

The CGL M5 is designed to be easy for non-geniuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to do it." (Personal Computer News, June '83.)



If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.



Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites."

"The M5 makes professional graphic effects very simple for even the beginner to achieve." (Personal Computer World, Aug. '83.)

Built to last

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk on the top, shove matches in the back to keep the plugs in, or press the keys with several pounds force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

Built to grow

To be truly versatile, a home computer has to understand very different things.

So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June '83.)

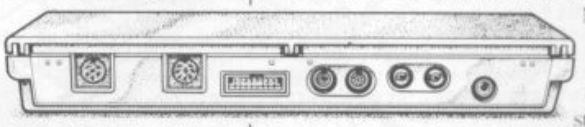
The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only on big computers with equally big price tags.

The FALC cartridge provides a tailor-made language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could *"turn the M5 into a small business machine."* (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Notice the sockets (usually an extra) for a standard Centronics-type printer, the separate video monitor and hi-fi sound output.

Even the language cartridge socket has hidden potential:

"Unlike most such sockets, this one has 56 internal lines connected to it giving access to just about every function in the computer. This means that just about everything you can think of can be added onto the computer, ranging from a Prestel interface to second processor to use as an intelligent terminal on a timesharing computer"... (Electronics – The Maplin Magazine, March '83.)

Take a look at the home computer that will improve with age.

For a full technical specification of the CGL M5, details of the wide range of supporting software and to find out where to see a complete demonstration, send the coupon to: CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR. Telephone number: 01-508 5600.

I'd like to know more about the CGL M5. Please send me a brochure and a list of dealers.

Name_____

Address_____

CGL M5 HOME COMPUTER

BUILT TO LEARN. BUILT TO LAST. BUILT TO GROW.

Temptation
Software Limited

SINCLAIR ZX 81 16K
SPECTRUM 48K
BARON
by Simon Mansfield

Baron is a complex simulation game for up to four players.
Step back in time when the country was divided into huge estates.
Could you accept the responsibilities of a Barony? Farm your lands, maintain workers, hire mercenaries, wage feudal wars?
Yearly analysis of success or failure of your decisions.
There are unexpected events in store for you – to find out, why not play the game?
Graphics.

SINCLAIR ZX 81 16K
SPECTRUM 48K
ADMIRAL GRAF SPEE
by Simon Mansfield

An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic.
As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition states, locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the tonnage during the original action.
7 levels of difficulty –

SINCLAIR ZX 81 16K
SPECTRUM 48K
DUNGEONS OF DOOM
by Simon Mansfield

Two challenging adventure games to travel through the labyrinths, descending to the lowest dungeons where the treasures are hidden or play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels.
Graphics show your position – status reports – different layout with each new game – 4 players can search different levels – 400 rooms – 600 corridors – 1000 locations to explore.
Objective – to score highest points and STAY ALIVE.

SPECTRUM 16K
LAS VEGAS
by Neil Streeter

A Temptation games double.

1. FRUIT MACHINE – must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge" "hold" "gamble" facility – win or lose with true percentage payouts.

2. BLACK JACK – break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money!

Superb graphics.

SPECTRUM 16K
CHALLENGE
by Neil Streeter

A Temptation games double.

1. MASTER CODE DELUXE – all the features of the well known game of skill levels – any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.

2. HIGHER AND LOWER – skill hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards, guessing whether the next card will be HIGHER or LOWER?

SPECTRUM 16K
GODZILLA AND THE MARTIANS
by Neil Streeter

The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur! Leap over deadly Martian invaders – scale ladders – jump the man traps – rescue her before the oxygen is totally absorbed.
Kong type game for SUPERHUMANS.

NEW

The 3 fastest playable 100% machine code arcade games for the VIC 20 unexp

ARCADE
VIC 20 unexp
SWARM
by Andrew Haisley

As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle.
CAN YOU SURVIVE this high scoring game?

ARCADE
VIC 20 unexp
ALIEN VORTEX
by Andrew Haisley

It is the 23rd Century – unemployment 99.9% – due to 300% inflation, money replaced by credit discs – to relieve boredom the I.R.S.P. sets up huge gambling arcades – debts run high – inhabitants who cannot pay take part in "THE GAME". Transported to Launch Base 3 they are sealed into a Zelton Earth Defender and attacked by waves of mutant birds, specially bred on the Space Station Alien. Moneylenders bet on the length of the ill-fated player's survival, so recovering their losses.
SET your body modulator to HYPERDRIVE: PRIME your firing fingers and HANG LOOSE.
High scoring game.

ARCADE
VIC 20 unexp
THUNDERFLASH
by Andrew Haisley

The year 2500 A.D. has produced a problem: space Rats are using humanoids for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE.
You will be bombarded by zig-zagging steel arrows – if not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.
High scoring game.

VIC 20 16K
DRAGON 32K
MICROPOLY
by Richard Fry & Simon Lacey

Play this version of the family board game with a competent and challenging microbanker and property tycoon. State of game and board on instant recall – or the game saved.
Game for up to four players AND the computer.

VIC 20 Unexp
COBUS MAZ
by Dave Gibson

A series of ridiculously impossible layouts which our self-destructing Programmer has devised for VICtims! Just get from "A" to "B" without being blown up or eaten by a COBUS – simple? You are given five lives and five ZOGS to hyperspace a COBUS when you are cornered. Successful exit brings the reward of greater challenge with progressively difficult layouts and hidden complications.
Keys require collecting in a correct order to open the door; devilish invisible mines and

TI 99/4A Ext. Basic
HOUSE OF BUGS
by Tony Frampton

The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy!
In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge – a vicious ritual followed by your paralysis and death!
WATCH the Bugs go hopping mad when target scores give you the services of a Mastereye.
Fantastic graphics and sound.

TI 99/4A Ext. Basic
TANK BATTLE
by Tony Frampton

Can you hold back a relentless army of tanks, sometimes in convoy but often slipping in under the cover of their barrage of gunfire as they try to penetrate your anti tank barriers?
Manoeuvre your tank controlling its gun barrel for accurate range. WATCH your salvos disintegrate the enemy BUT BEWARE the deadly return fire.
Realistic graphics and sound. Five skill levels – strategy to desperation.

TI 99/4A Ext. Basic
SPECIAL MISSION
by Tony Frampton

TOP SECRET – save the world from destruction – HOW? WHY? WHEN?
Your mission starts in a large briefing room: there is a door to the East. You can see a blood stained envelope and a cold strong box; you are carrying nothing at all! TIME is running out, the robots have been activated – WHAT ARE YOU GOING TO DO?
Only a T.I. trained special adventure agent has a chance of saving millions from annihilation.

NEW

DRAGON 32K
SEARCHWORD
by Ian A. Macey

A WORD PUZZLER'S PARADISE!
CREATE your own word puzzles by the thousand.
An irresistible game for word puzzle enthusiasts, this program offers endless permutations. The computer will accept any list of words containing from 3 to 12 letters and conceal them within a letter grid until the player identifies them by giving the correct start position co-ordinates and direction. Program also includes two demonstration files and word save facility. Hours of enjoyment for one or more players.



Name
Address

Postcode
Game
Computer
I enclose cheque. p.o. for £

To; Temptation Software Ltd.,
27 Cinque Ports St.,
Rye, E. Sussex.

GAMES
£5.95
1st Class postage and packing and our unique lifetime replacement guarantee
Overseas add £1.00 to each Game

Dealer/Trade enquiries & New programmes welcomed phone Dave Clements (07974) 2225

NO LIMIT



Now, a home computer with virtually no limit to its possibilities. The astonishing new Sharp MZ700. A machine with a dazzling array of talents.

First, it's a 'clean' machine. So you are not limited to any one computer language. You have the flexibility to run and write programs in BASIC, FORTRAN, MACHINE CODE, PASCAL, ASSEMBLER and many others. And the MZ700's 512 predefined characters mean you can build up detailed pictures on the screen, without spending time specifying and designing special characters for games and special effects.

Second, it has a memory of 64K. So as your technique improves and develops, you are able to move forward to more and more advanced programming.

All of which makes this the perfect home computer for parents, as well as children.

The MZ700 gives you access to a wide choice of new software, from only £3·95 per cassette. An additional plotter/printer, costing £129·95, can produce high resolution graphics in 4 colours. A data cassette recorder is an extra at £39·95. Both add-ons fit snugly into this easy to carry compact system with no trailing wires. And you get ten exciting games, free on purchase, including Super Puckman, Circus Star, Snake v. Snake, and Man-Hunt.

The brilliant new MZ700.
The no-limit computer. £249·95. From Sharp. Where great ideas come to life.



CPU:	Z80A	1
ROM:	Monitor 4K byte ROM	1
	Character generator 4K byte ROM	1
RAM:	64K byte D-RAM	8
	4K byte V-RAM	2
1/0 bus:	Expansion 1/0 bus	1
	Additional printer 1/0 bus	1
	Cassette READ/WRITE terminals	2
	Joystick terminals	2

RGB MONITOR/VIDEO MONITOR/RF OUTPUTS

COMPATIBLE WITH SHARP MZ 700 SERIES

Look for this logo on software denoting Sharp Compatible Software.

To: Sharp Electronics (UK) Ltd,
Home Computer Division,
Sharp House, Thorp Road, Newton Heath,
Manchester M10 9BE. Tel: 061-205 2333

Please send me details of the Sharp MZ700.

Name _____

Address _____

_____

_____ CV1

The world of
SHARP
where great ideas come to life.



LADDERS and

```
10 REM  LADDERS AND ADDERS
20 REM  (C)1983 T. IRWIN
30 DIM YP(1)
40 DIM XP(1)
50 DIM UP(1)
60 DIM MP(1)
70 DIM FA(1)
80 DIM HELP(1)
90 CALL CHAR(58,"FF7675057576FF"
)
100 CALL CHAR(59,"FF37D2D5D737FF
")
110 CALL CHAR(60,"FF415F435F41FF
")
120 FOR I=96 TO 140
130 IF (I=103)+((I>107)*(I<112))
+(I=119)+((I>121)*(I<128))+((I>1
35)*(I<140))THEN 160
140 READ A$
150 CALL CHAR(I,A$)
160 NEXT I
170 DATA "FF","0101010101010101"
,"FF011119FD191101","FF0111397D1
11111",FF0010387C101010"
180 DATA "FF0010307E3010","FF010
10101010101",FF7F3F1F0F070301","
FFFEFCF8F0E0C080"
190 DATA "FF7F3F1F0F070301","FFF
EFCF8F0E0C080","04081122243C4080
","1F2767F9F9FEFCF8"
200 DATA "1F3F7FFFFFFEFCF8","F8F
CFEFFFF7F3F1F","1F1F1F3F3F786000
","F8F8F8FCFC1E0600"
210 DATA "18367250D0F1FEFC","182
42A542A3408","0018142A1408","FFF
FFFC0C0C0C0C0"
220 DATA "FFFFFF","FFFFFF0303030
303","C0C0C0C0C0C0C0C0","0303030
303030303","C0C0C0C0C0FFFFFF"
230 DATA "0000000000FFFFFF","030
3030303FFFFFF","384492BA924438"
240 FOR PAT=0 TO 8 STEP 8
250 CALL CHAR(136+PAT,"18183C3C3
C181818")
260 CALL CHAR(137+PAT,"18183E581
81462")
270 CALL CHAR(138+PAT,"18187C1A1
82846")
280 CALL CHAR(139+PAT,"185A3C181
82442")
290 CALL CHAR(141+PAT,"FFFFFFFFF
FFFFF")
300 CALL CHAR(142+PAT,"185A3C181
8181818")
310 CALL CHAR(143+PAT,"422418183
C5A5A42")
320 NEXT PAT
330 CALL COLOR(3,5,16)
340 CALL COLOR(4,5,16)
350 CALL COLOR(9,5,16)
```

Illustration: Dorian Cross

Watch out for those adders — the bite is deadly! And if you don't avoid them there's no way you'll win!

Playing the game is quite simple. The author has built in a nice dice routine — which is not random. You can nudge the numbers along to the next one in the cycle by a light touch on the key. If you hold it down longer the roll will last longer.

The aim of course is to get to the finish first. To make your task easier there are ladders to climb — shortcuts to the next level. But then there are the evil adders. If you land on a square inhabited by an adder you'll receive a nasty bite. Then you have just three moves to reach a first aid post — otherwise it's all over. Full instructions are included in the program.

RUNS ON TI99/4A IN 16K

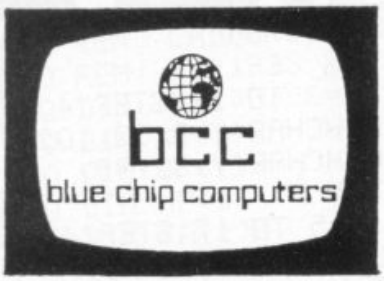
BY TERRY IRWIN



ADDERS

```
360 CALL COLOR(10,11,16)
370 CALL COLOR(11,2,16)
380 CALL COLOR(12,8,16)
390 CALL COLOR(13,5,16)
400 CALL COLOR(14,10,16)
410 CALL COLOR(15,13,16)
420 CALL SCREEN(16)
430 REM   ***PLOT BOARD***
440 CALL CLEAR
450 FOR Y=1 TO 21 STEP 2
460 CALL HCHAR(Y,3,96,30)
470 NEXT Y
480 FOR X=2 TO 32 STEP 3
490 CALL VCHAR(1,X,97,20)
500 NEXT X
510 FOR X=5 TO 29 STEP 3
520 FOR Y=3 TO 19 STEP 4
530 CALL HCHAR(Y-2,X,102)
540 CALL HCHAR(Y,X,98)
550 CALL HCHAR(Y-2,X+1,101)
```

```
560 NEXT Y
570 NEXT X
580 FOR Y=3 TO 19 STEP 4
590 CALL HCHAR(Y-2,32,102)
600 CALL HCHAR(Y,32,99)
610 NEXT Y
620 FOR Y=5 TO 17 STEP 4
630 CALL HCHAR(Y,3,100)
640 NEXT Y
650 CALL HCHAR(1,3,58)
660 CALL HCHAR(1,4,59)
670 CALL HCHAR(1,5,60)
680 REM   ***PLOT LADDERS***
690 FOR X=15 TO 18
700 CALL SOUND(100,462+30*X,0)
710 CALL HCHAR(35-X,X,105)
720 NEXT X
730 FOR X=17 TO 12 STEP -1
740 CALL SOUND(100,462+30*X,0)
750 CALL HCHAR(X-3,X,104)
760 NEXT X
770 FOR X=17 TO 14 STEP -1
780 CALL SOUND(100,462+30*X,0)
790 CALL HCHAR(X-11,X,104)
800 NEXT X
810 FOR X=26 TO 23 STEP -1
820 CALL SOUND(100,462+30*X,0)
830 CALL HCHAR(X-20,X,104)
840 NEXT X
850 FOR X=21 TO 24
860 CALL SOUND(100,462+30*X,0)
870 CALL HCHAR(37-X,X,105)
880 NEXT X
890 FOR X=18 TO 21
900 CALL SOUND(100,462+30*X,0)
910 CALL HCHAR(26-X,X,105)
920 NEXT X
930 FOR X=9 TO 6 STEP -1
940 CALL SOUND(100,462+30*X,0)
950 CALL HCHAR(22-X,X,105)
960 NEXT X
970 FOR X=26 TO 29
980 CALL SOUND(100,462+30*X,0)
990 CALL HCHAR(X-15,X,104)
1000 NEXT X
1010 CALL HCHAR(20,15,107)
1020 CALL HCHAR(16,6,107)
1030 CALL HCHAR(16,21,107)
1040 CALL HCHAR(14,17,106)
1050 CALL HCHAR(14,29,106)
1060 CALL HCHAR(8,18,107)
1070 CALL HCHAR(6,17,106)
1080 CALL HCHAR(6,26,106)
1090 REM   ***PLOT ADDERS***
1100 RESTORE 1160
1110 FOR X=1 TO 62
1120 CALL SOUND(130,10000,20,150
00,0,33000,0,-8,5)
1130 READ A,B,C
1140 CALL HCHAR(A,B,C)
```



blue chip computers

authorised Texas Instruments dealer

We pride ourselves on a fast delivery and customer satisfaction

TI 99/4A	
PERIPHERAL EXPANSION SYSTEM	£145.95
DISC CONTROLLER CARD	165.95
INTERNAL DISC DRIVE	299.95
RAM EXPANSION CARD	135.95
RS232 CARD	125.95
P-CODE CARD	219.95
EXTERNAL DISC DRIVE	399.95
SPEECH SYNTHESIZER	39.95
EXTENDED BASIC	55.95
TERMINAL EMULATOR	42.95
SPEECH EDITOR	16.95
EDITOR ASSEMBLER	55.95
JOY STICKS	22.95
TI LOGO II	59.95
MINIMEMORY	59.95
TI WRITER	79.95
MULTIPLAN	79.95
CASSETTE RECORDER Guaranteed to load and save	19.95

CARTRIDGE EDUCATIONAL TI 99/4A	
EASY CALL	£45.95
SCRABBLE	27.95
ALIEN ADDITION	21.95
METEOR MULTIPLICATION	21.95
DEMOLITION DIVISION	21.95
ALIGATOR MIX	21.95
DRAGON MIX	21.95
TOUCH TYPING TUTOR	21.95
MINUS MISSION	21.95
NUMERATION 1	17.95
DIVISION	17.95
MULTIPLICATION	17.95
ADDITION SUBTRACTION 1	17.95
MUSIC MAKER	25.95
EARLY READING	25.95
BEGINNING GRAMMAR	13.95
EARLY LEARNING FUN	13.95

CARTRIDGE ENTERTAINMENT TI 99/4A	
CHESS	£28.95
CHISHOLM TRIAL	16.95
INVADERS	16.95
PARSEC (Speech)	24.95
MUNCH MAN	24.95
ALPINER (Speech)	23.95
CAR WARS	17.95
TOMBSTONE CITY	13.95
CONNECT 4	14.95
HUSTLE	14.95
ATTACK	14.95
5-A-SIDE SOCCER	14.95
HUNT WUMPUS	14.95
VIDEO GAMES 1	14.95
NEW THIS MONTH	
COMPUTER WAR (war games)	31.95
SUB COMMANDER	31.95
RIVER RESCUE	28.95

VIC 20 CARTRIDGE	
RIVER RESCUE	19.95
MUTAN HERD	19.95
4th ENCOUNTER	19.95
SUB COMMANDER	28.95
MIND MADDNESS	19.95
TANK COMMANDER	19.95
COMPUTER WAR	19.95

CASSETTE BASED EDUCATIONAL TI 99/4A	
TI 99/4A STARTER PACK 1	9.95
TI 99/4A STARTER PACK 2	9.95
TI 99/4A GAME WRITER 1	9.95
TI 99/4A GAME WRITER 2	9.95
RECORD KEEPER PACK	9.95
MATHS TESTER 1	9.95
MATHS TESTER 2	9.95
PHYSICS TESTER	9.95
CHEMISTRY TESTER	9.95
BIOLOGY TESTER	9.95
HUMAN BIOLOGY	9.95

ATARI 400/800 CARTRIDGE	
SUB COMMANDER	31.95
JUMBO JET PILOT	31.95
SOCCER	28.95
DARTS	14.95
SNOOKER	14.95
FIGURE FUN	10.95
ORIC ATTACK	31.95
RIVER RESCUE	28.95
CARNIVAL MASSACRE	28.95
KILLER CLIMB	28.95
COMPUTER WAR	31.95

CASSETTE BASED GAMES TI 99/4A	
MATRIX BLASTER	5.95 basic
MINER 99	5.95 basic
FROGGER	5.95 basic
ADVENTURE/PIRATE	25.95
ALL OTHER ADVENT.	13.95

WANTED NOW!
ORIGINAL CASSETTE BASED GAMES FOR TI 99/4A EXCELLENT ROYALTIES PAID, MASSIVE SALES GUARANTEED, FOR GENUINE IDEAS, NO RUBBISH.
PLEASE SEND GAME AND INSTRUCTIONS NOW TO:
BLUE CHIP COMPUTERS, 16 CLAPGATE LANE, GOOSE GREEN, WIGAN WN3 6RN.
ADVANCE ON ROYALTIES BY RETURN POST FOR ACCEPTED GAMES.

SEND CHEQUE OR POSTAL ORDER NOW TO:

BLUE CHIP COMPUTERS, 16 CLAPGATE LANE, GOOSE GREEN, WIGAN WN3 6RN.

STATING NAME, ADDRESS, TEL. No. AND GOODS REQUIRED. OR PHONE TELE SALES ON WIGAN (0942) 495753 WITH YOUR ACCESS/BARCLAY CARD NO.

*No monies banked until goods are despatched.

TO: BLUE CHIP COMPUTERS, 16 CLAPGATE LANE, GOOSE GREEN, WIGAN WN3 6RN.

Please send me .....

.....

.....

Name .....

Address .....

..... Tel: .....

I enclose a cheque/p. order to the value of £.....

```
1150 NEXT X
1160 DATA 2,6,112,3,5,113,4,4,11
4,5,4,115,6,5,115,7,6,115,8,7,11
5,9,8,115
1170 DATA 10,8,114,11,7,114,12,6
,114,13,5,116,2,9,112,3,8,113,4,
8,115,4,9,114,4,10,115,5,11,117
1180 DATA 14,12,112,15,11,113,16
,10,114
1190 DATA 17,10,115,18,11,115,19
,11,116,6,18,112,7,17,113,8,16,1
14,9,16,115
1200 DATA 10,17,115,11,17,116,10
,21,112,11,20,113,12,19,114,13,1
9,115,14,20,115,15,20,116,2,21,1
12
1210 DATA 3,20,113,4,20,115,4,21
,114,4,22,115,5,23,117,16,26,112
,17,25,113,18,24,114,19,23,116,4
,29,112
1220 DATA 5,28,113,6,27,114,7,26
,114,8,25,114,9,25,115,10,25,114
,10,24,115,10,23,114,11,23,117
1230 DATA 12,32,112,13,31,113,14
,31,115,15;31,114,16,30,114,17,2
9,116
1240 REM  ***PLOT DICE***
1250 CALL HCHAR(22,29,128)
1260 CALL HCHAR(22,30,129)
1270 CALL HCHAR(22,31,130)
1280 CALL HCHAR(23,29,131)
1290 CALL HCHAR(23,31,132)
1300 CALL HCHAR(24,29,133)
1310 CALL HCHAR(24,30,134)
1320 CALL HCHAR(24,31,135)
1330 CALL HCHAR(20,3,136)
1340 REM  ***FIRST AID POST**
1350 CALL HCHAR(4,12,140)
1360 CALL HCHAR(6,8,140)
1370 CALL HCHAR(10,29,140)
1380 CALL HCHAR(12,12,140)
1390 CALL HCHAR(12,24,140)
1400 CALL HCHAR(14,26,140)
1410 CALL HCHAR(18,8,140)
1420 CALL HCHAR(18,20,140)
1430 CALL HCHAR(18,32,140)
1440 REM  ***INSTRUCTIONS***
1450 RANDOMIZE
1460 FOR I=0 TO 1
1470 YP(I)=20
1480 XP(I)=3
1490 FA(I)=0
1500 HELP(I)=0
1510 NEXT I
1520 CH=0
1530 A$="*INSTRUCTIONS? (Y/N)"
1540 GOTO 4760
1550 CALL HCHAR(22,4,32,LEN(A$))
1560 FOR A=1 TO 17
1570 READ A$
1580 GOSUB 4760
1590 NEXT A
1600 DATA "LADDERS AND ADDERS","
WATCH THOSE ADDERS","THEY B*I*T*
E !!!!"
1610 DATA "THE ADDER WILL BITE I
F-","YOU STOP ON ITS SQUARE","OR
 IF YOU TRY TO CROSS"
1620 DATA "WHEN ITS TONGUE IS OU
T.","IF YOU ARE BITTEN THEN-","Y
OU HAVE 3 MOVES TO-"
1630 DATA "STOP AT A FIRST AID P
OST","OTHERWISE YOUR DEAD.","A L
ADDER CAN BE CLIMBED","BY STOPPI
NG AT ITS BASE."
1640 DATA "PRESS & HOLD ANY KEY"
,"TO SHAKE THE DICE","---- THEN
RELEASE","MOVE BY PRESSING ANY K
EY"
1650 REM  ***SET PROMPTS***
1660 CALL HCHAR(22,4,32,LEN(A$))
1670 A$="PLAYER 1"
1680 B$="PLAYER 2"
1690 C$="SHAKE"
1700 D$="MOVE"
1710 FOR I=1 TO 8
1720 CALL HCHAR(23,2+I,ASC(SEG$(
A$,I,1)))
1730 CALL HCHAR(24,2+I,ASC(SEG$(
B$,I,1)))
1740 NEXT I
1750 FOR I=1 TO 5
1760 CALL HCHAR(22,11+I,ASC(SEG$
(C$,I,1)))
1770 NEXT I
1780 FOR I=1 TO 4
1790 CALL HCHAR(22,18+I,ASC(SEG$
(D$,I,1)))
1800 NEXT I
1810 CALL COLOR(11,2,16)
1820 CALL HCHAR(23,12,141,5)
1830 CALL HCHAR(23,19,141,4)
1840 CALL HCHAR(24,12,149,5)
1850 CALL HCHAR(24,19,149,4)
1860 CALL CHAR(112,"00")
1870 REM  ***START GAME***
1880 FOR PLR=0 TO 1
1890 Y=YP(PLR)
1900 X=XP(PLR)
1910 U=UP(PLR)
1920 M=MP(PLR)
1930 CALL HCHAR(23+PLR,12,32,5)
1940 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
1950 SNAKE=0
1960 REM  ***SHAKE DICE***
1970 CALL KEY(0,K,S)
1980 CALL SOUND(100,110,20)
```

```
1990 CALL SOUND(50,220,20)
2000 IF S=0 THEN 1930
2010 DI=DI+1
2020 CALL SOUND(-250,500*INT(5*R
ND+1),20)
2030 IF DI>6 THEN 2040 ELSE 2120
2040 DI=1
2050 TG=TG+1
2060 TOG=TG/2
2070 TNG=INT(TOG)
2080 IF TOG<>TNG THEN 2110
2090 CALL CHAR(112,"00")
2100 GOTO 2120
2110 CALL CHAR(112,"040811222430
4080")
2120 CALL KEY(0,K,S)
2130 IF S<>0 THEN 2010
2140 CALL HCHAR(23,30,48+DI)
2150 IF Y=2 THEN 2160 ELSE 2190
2160 IF X-3*DI<5 THEN 2170 ELSE
2190
2170 IF DI=6 THEN 1970 ELSE 2770
2180 CALL HCHAR(23,30,48+DI)
2190 CALL HCHAR(23+PLR,19,32,4)
2200 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
2210 REM  ***MOVE***
2220 CALL KEY(0,K,S)
2230 CALL SOUND(100,110,20)
2240 CALL SOUND(50,220,20)
2250 IF S=0 THEN 2190
2260 FOR T=1 TO 3*DI
2270 CALL SOUND(100,-1-1*PLR,10)
2280 IF (Y=20)*(X=3)*(PLR=1)THEN
 2290 ELSE 2320
2290 CALL HCHAR(20,3,145)
2300 CALL HCHAR(20,3,32)
2310 GOTO 2380
2320 IF (Y=20)*(X=3)*(PLR=0)THEN
 2330 ELSE 2360
2330 CALL HCHAR(20,3,137)
2340 CALL HCHAR(20,3,144)
2350 GOTO 2380
2360 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2550
2370 CALL HCHAR(Y,X,U)
2380 X=X+1
2390 TGE=2
2400 IF X<31 THEN 2420
2410 TGE=0
2420 IF X=33 THEN 2430 ELSE 2460
2430 X=X-1
2440 Y=Y-2
2450 M=1
2460 CALL GCHAR(Y,X,U)
2470 IF (T=3*DI)*((U=106)+(U=107
))THEN 4050
2480 CALL HCHAR(Y,X,137+M+8*PLR)
2490 CALL HCHAR(Y,X,136+8*PLR)
2500 IF TOG=TNG THEN 2540
2510 CALL GCHAR(Y,X+TGE,TE)
2520 IF TE=112 THEN 2530 ELSE 25
40
2530 T=3*DI
2540 GOTO 2630
2550 CALL HCHAR(Y,X,U)
2560 X=X-1
2570 TGE=-2
2580 IF X=2 THEN 2590 ELSE 2460
2590 X=X+1
2600 Y=Y-2
2610 M=0
2620 GOTO 2460
2630 IF T=3*DI THEN 2640 ELSE 27
60
2640 IF FA(PLR)=1 THEN 2650 ELSE
 2690
2650 HELP(PLR)=HELP(PLR)+1
2660 IF (HELP(PLR)<4)*(U=140)THE
N 2680
2670 IF HELP(PLR)=3 THEN 4910 EL
SE 2690
2680 GOSUB 5020
2690 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2700 ELSE 2730
2700 CALL GCHAR(Y,X-2,ST)
2710 M=1
2720 IF ST=112 THEN 2950 ELSE 27
60
2730 CALL GCHAR(Y,X+2,ST)
2740 M=0
2750 GOTO 2720
2760 NEXT T
2770 YP(PLR)=Y
2780 XP(PLR)=X
2790 IF (DI=6)*(SNAKE=0)THEN 288
0
2800 IF PLR=0 THEN 2810 ELSE 285
0
2810 IF U=144 THEN 2820 ELSE 288
0
2820 U=UP(1)
2830 UP(1)=136
2840 GOTO 2880
2850 IF U=136 THEN 2860 ELSE 288
0
2860 U=UP(0)
2870 UP(0)=144
2880 UP(PLR)=U
2890 MP(PLR)=M
2900 IF (DI=6)*(SNAKE=0)THEN 189
0
2910 IF (Y=2)*(X=5)THEN 4290
2920 NEXT PLR
2930 GOTO 1880
2940 REM  ***STOP ON ADDER***
2950 N=0
```

Now you're talking, Spectrum!



- μ SPEECH AND SPECTRUM SOUND FROM YOUR TV
- μ INFINITE VOCABULARY
- μ INTONATION TO ADD CHARACTER
- μ INTEGRAL USER-FRIENDLY SOFTWARE DRIVEN BY CUSTOM GATE ARRAY
- μ EASY TO USE:
  LET S$= "HE(LL)(OO)"
  WILL SAY "HELLO"
- μ PLUS
  EXCITING GAMES AND SPEECHWARE FROM LEADING SOFTWARE HOUSES

Adding a new dimension with

CURRAH μSPEECH

Send to: MICRO SPEECH OFFER, P.O.BOX 1, GATESHEAD NE8 1AJ
or telephone: NEWCASTLE (0632) 824683

Please send me .....MICRO SPEECH units.

Name (Print clearly) .....

Address.....

.....

.....Postcode.....

I enclose Cheque/Postal Order payable to "Micro Speech Offer"
or debit my Barclaycard/Access account No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

I understand that I can have my money back within 10 days of purchase if I am not delighted.
Please allow 21 days for delivery. 12 months parts and labour guarantee.

Signed..... Ref ☐

CVG1

ONLY

£29.95

EACH
ALL INCLUSIVE

FREE GAMES & DEMO CASSETTE
plus comprehensive manual



Softek software for the Spectrum. Dragon and Oric should be available in most major outlets such as W. H. Smith, Lasky's, Spectrum and selected branches of Menzies as well as through our nationwide dealer network. Alternatively fill out this coupon and we'll rush you your Softek game by return of post!

WARNING! All programs are sold according to Softek's terms of trade and conditions of sale Copies of which are available on request.

All Softek software comes with a perpetual guarantee. Should it ever fail to load return it for a replacement. If the tape shows signs of physical damage then please enclose £1.50 to cover costs.

SOFTEK INTERNATIONAL LTD.
12/13 HENRIETTA STREET, LONDON WC2
Tel: 01-240 1422

GSH
Guild of Software Houses

SOFT

MASTERS OF

STOP PRESS
Super New Releases For
DRAGON BBC B
CBM 64
ELECTRON

ENTER STARGATE ...
Realising a New Dimension











TEK

F THE GAME

SPECTRUM GAMES:

OSTRON	£5.95
FIREBIRDS	£5.95
ROBON	£5.95
REPULSAR	£5.95
MEGAPEDE	£5.95
MONSTERS IN HELL	£5.95

SPECTRUM

"IS" INTEGER COMPILER £9.95
"FP" FLOATING POINT COMPILER £19.95
Both compilers available as a package at a special price of: £24.95

ORIC GAMES:

GALAXIANS	£6.95
SUPER METEORS	£6.95
ACHERON'S RAGE	£6.95
DRACULA'S REVENGE	£6.95

DRAGON 32:

UGH!	£6.95
ULTRAPEDE	£6.95
MONSTERS	£6.95

Please send me the games as ticked

Total cheque/P.O. enclosed £
payable to 'SOFTEK'

PLEASE SEND ME A CATALOGUE ☐
PLEASE SEND ME DETAILS OF 'SOFSYS' YOUR HIGHLY ACCLAIMED UTILITIES FOR THE SPECTRUM ☐

NAME .....

ADDRESS .....

.....

SOFTEK INTERNATIONAL LTD.
12/13 HENRIETTA STREET, LONDON WC2

We're putting a racetrack right through your living room.

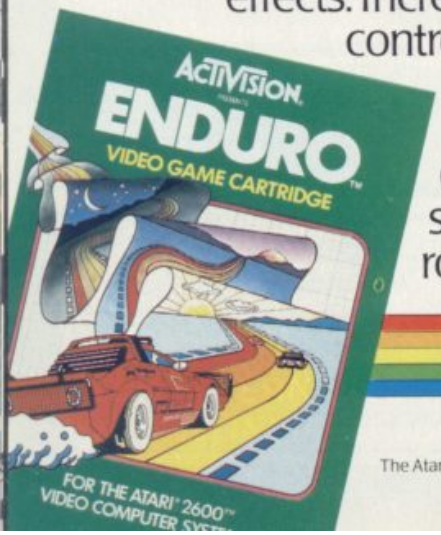


ENDURO,™ the spectacular new driving game from Activision.® It's going to be the toughest challenge of your driving career.

A cross-country race of endurance and skill, with more exhilarating, three-dimensional effects than you ever thought your Atari® 2600™ Video Computer System™ could produce.

Amazing graphics and sound effects. Incredibly responsive controls. And an extra test unlike any you've ever experienced: constantly changing road conditions – everything from hot desert to snow and fog – as you drive through daylight and pitch darkness.

But be warned. Once you start there's no turning back. With ENDURO,™ there is no finish line. Can you endure?



Join the Activision Fun Club and save £1

Regular Fun Club News magazine • Personalised membership card • And a £1 cash rebate token towards the cost of your next Activision® cartridge.

SEND THE COUPON NOW TO:

Activision Fun Club, 7 High Street, Maidenhead, Berkshire SL6 1JN.

NAME _____ Miss/Master/Ms/Mr

AGE GROUP (tick one) 11 or under ☐ 12 to 17 ☐ 18 to 25 ☐ 26 or over ☐

ADDRESS _____

_____

_____ CVG POSTCODE _____

(TICK AS APPLICABLE)

I have an ATARI® ☐ INTELLIVISION® ☐ video games unit. I bought my games machine in 1979 ☐ 1980 ☐ 1981 ☐ 1982 ☐ 1983 ☐. I hope to buy a games machine shortly ☐. I already have ___ cartridges for my games machine, of which ☐ are by Activision.® (Fill out as applicable.)

ACTIVISION®

WE PUT YOU IN THE GAME.

The Atari® 2600™ and Video Computer System™ are trademarks of Atari Inc. Intellivision® is a trademark of Mattel, Inc. ©1983 Activision International Inc.

```
2960 CALL SOUND(500,10000,20,150
00,0,33000,0,-8,5)
2970 CALL CHAR(112,"040811222430
4080")
2980 TOG=TNG+1
2990 FOR SC=1 TO 5
3000 SNAKE=1
3010 FA(PLR)=1
3020 CALL SOUND(-100,1000-20*SC,
SC*2)
3030 CALL HCHAR(Y,X+N,139+8*PLR)
3040 CALL HCHAR(Y,X+N,136+8*PLR)
3050 NEXT SC
3060 CALL HCHAR(Y,X+N,U)
3070 IF (Y=16)+(Y=12)+(Y=4)THEN
3080 ELSE 3140
3080 N=N+1
3090 IF N=1 THEN 3100 ELSE 3120
3100 U=32
3110 GOTO 2990
3120 U=136+8*PLR
3130 IF N>2 THEN 3200 ELSE 2990
3140 N=N-1
3150 IF N=-1 THEN 3160 ELSE 3180
3160 U=32
3170 GOTO 2990
3180 U=136+8*PLR
3190 IF N<-2 THEN 3220 ELSE 2990
3200 N=2
3210 GOTO 3230
3220 N=-2
3230 CALL HCHAR(Y+1,X+N-1,118)
3240 CALL SOUND(1100,10000,20,15
000,0,33000,0,-8,5)
3250 FOR DEL=1 TO 500
3260 NEXT DEL
3270 CALL HCHAR(Y+1,X+N-1,114)
3280 CALL HCHAR(Y,X+N,118)
3290 FOR DELAY=1 TO 250
3300 NEXT DELAY
3310 CALL SOUND(100,-3,0)
3320 CALL HCHAR(Y,X+N,113)
3330 FOR DEL=1 TO 250
3340 NEXT DEL
3350 CALL HCHAR(Y,X+N,32)
3360 CALL HCHAR(Y+1,X+N-1,113)
3370 CALL HCHAR(Y,X+N,112)
3380 IF N=2 THEN 3390 ELSE 3510
3390 IF Y=16 THEN 3400 ELSE 3430
3400 Y=20
3410 X=22
3420 GOTO 3730
3430 IF Y=12 THEN 3440 ELSE 3470
3440 Y=18
3450 X=28
3460 GOTO 3730
3470 IF Y=4 THEN 3480 ELSE 3510
3480 Y=12
3490 X=22
```

```
3500 GOTO 3730
3510 IF Y=14 THEN 3520 ELSE 3550
3520 Y=20
3530 X=10
3540 GOTO 3730
3550 IF Y=10 THEN 3560 ELSE 3590
3560 Y=16
3570 X=19
3580 GOTO 3730
3590 IF Y=6 THEN 3600 ELSE 3630
3600 Y=12
3610 X=16
3620 GOTO 3730
3630 IF X=23 THEN 3640 ELSE 3670
3640 Y=6
3650 X=22
3660 GOTO 3730
3670 IF X=11 THEN 3680 ELSE 3710
3680 Y=6
3690 X=10
3700 GOTO 3730
3710 Y=14
3720 X=4
3730 CALL GCHAR(Y-1,X+1,U)
3740 FOR EN=1 TO 6
3750 CALL SOUND(50,154-7*EN,0)
3760 CALL HCHAR(Y-1,X+1,120)
3770 FOR DEL=1 TO 50
3780 NEXT DEL
3790 CALL HCHAR(Y-1,X+1,121)
3800 NEXT EN
3810 CALL SOUND(50,-1,0)
3820 CALL HCHAR(Y-1,X+1,U)
3830 CALL HCHAR(Y,X,136+8*PLR)
3840 FOR DEL=1 TO 50
3850 NEXT DEL
3860 IF (Y=20)+(Y=16)+(Y=12)THEN
 3870 ELSE 3970
3870 CALL HCHAR(Y,X,138+8*PLR)
3880 M=0
3890 FOR DEL=1 TO 100
3900 NEXT DEL
3910 CALL HCHAR(Y,X,32)
3920 X=X-1
3930 CALL GCHAR(Y,X,U)
3940 CALL HCHAR(Y,X,138+8*PLR)
3950 CALL HCHAR(Y,X,136+8*PLR)
3960 GOTO 2770
3970 CALL HCHAR(Y,X,137+8*PLR)
3980 M=1
3990 CALL HCHAR(Y,X,32)
4000 X=X+1
4010 CALL GCHAR(Y,X,U)
4020 CALL HCHAR(Y,X,137+8*PLR)
4030 GOTO 3950
4040 REM  ***STOP ON LADDER***

4050 IF U=106 THEN 4060 ELSE 417
0
```

martech games

. . . a spectacular range of software



HARRIER ATTACK

any ORIC-1 £6.95
any SPECTRUM £5.50

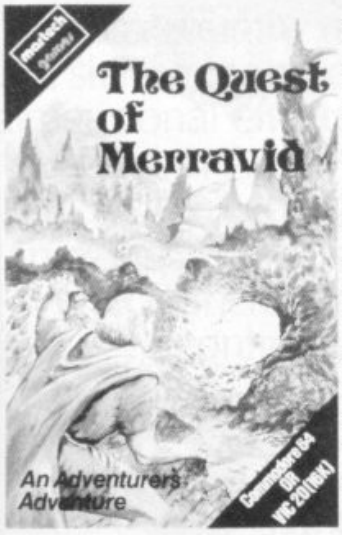
At last a pure machine code, super-fast, action-packed, highly addictive arcade-style game requiring great skill. This game is everything an arcade fanatic could ever hope for — with full colour graphics and explosive sound!

BLASTERMIND

48K SPECTRUM £5.50

We have yet to find a more infuriating and downright rude version of a well known game. You too can have insults heaped upon you as you struggle to beat a very sarcastic opponent. Even cheating won't work. Very addictive — until you throw the computer into the T.V. screen.





THE QUEST OF MERRAVID

Vic 20 (16K) £7.95
Commodore 64 £7.95

The adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure.

All Mail Orders (inc. p. & p.) to:

martech games

9 Dillingburgh Rd., Eastbourne, E. Sussex BN20 8LY

Solar SOFTWARE

51 Meadowcroft, Radcliffe, Manchester M26 0JP
Tel: 061 724 8622

Quality arcade action games for the

VIC 20 & COMMODORE 64

CBM 64

GALAXIONS The earth is being invaded by an alian force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it. They came in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the alians threaten us with.

100% Machine Code
3 Lives
Bonus ship at 10000
Progressive levels of play

£7·95

munch man 64 A fantastic version of this popular arcade game.

100% Machine Code
3 Lives, Bonus fruit
Power pills
4 Very inteligant ghosts

£7·95

UNEXPANDED VIC 20

Super Breakout	100% M/C	£5·00
Scrambler	100% M/C	£5·00
munch man	100% M/C	£5·00
GALAXIONS	100% M/C	£5·00
GUN FIGHT	100% M/C	£5·00
ASTEROYDS	100% M/C	£5·00
Cavern Raider	100% M/C	£6·00

8 & 16K EXPANDED VIC 20

COSMIC FIRE BIRDS	100% M/C	£9·95

All our games are available mail order P&P included from the above address. Orders sent by return post. Also available from all good computer shops.

Distribution, PROGRESSIVE London, P.C.S. Darwen, CENTRE SOFT West Midlands

EXPORT ENQUIRES WELCOME

```
4060 Y=Y-1
4070 CALL GCHAR(Y,X,U)
4080 CALL HCHAR(Y,X,137+M+8*PLR)
4090 CALL HCHAR(Y,X,136+8*PLR)
4100 CALL SOUND(200,500+20*(24-Y
),5)
4110 CALL GCHAR(Y,X-1,UU)
4120 CALL GCHAR(Y-1,X-2,UUU)
4130 IF (UU=104)+(UUU=104)THEN 4
140 ELSE 2640
4140 X=X-1
4150 CALL HCHAR(Y,X+1,U)
4160 GOTO 4060
4170 Y=Y-1
4180 CALL GCHAR(Y,X,U)
4190 CALL HCHAR(Y,X,137+M+8*PLR)
4200 CALL HCHAR(Y,X,136+8*PLR)
4210 CALL SOUND(200,500+20*(24-Y
),5)
4220 CALL GCHAR(Y,X+1,UU)
4230 CALL GCHAR(Y-1,X+2,UUU)
4240 IF (UU=105)+(UUU=105)THEN 4
250 ELSE 2640
4250 CALL HCHAR(Y,X,U)
4260 X=X+1
4270 GOTO 4170
4280 REM   ***END ROUTINE***
4290 FOR WIN=1 TO 20
4300 CALL SOUND(200,1000,0)
4310 CALL HCHAR(23+PLR,12,32,11)
4320 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
4330 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
4340 CALL HCHAR(Y,X,139+8*PLR)
4350 CALL HCHAR(Y,X,136+8*PLR)
4360 NEXT WIN
4370 CALL COLOR(11,16,16)
4380 RESTORE 4490
4390 FOR H=1 TO 5
4400 READ Y,X,D
4410 CALL HCHAR(Y,X,D+8*PLR)
4420 CALL SOUND(300,65*X,0,82*X,
0,98*X,0)
4430 IF H=1 THEN 4440 ELSE 4470
4440 CALL HCHAR(Y,X,97)
4450 GOTO 4480
4460 IF H=5 THEN 4040
4470 CALL HCHAR(Y,X,32)
4480 NEXT H
4490 DATA 2,5,142,2,4,143,2,3,14
2,2,4,143,2,5,142
4500 FOR LEV=1 TO 30 STEP 5
4510 CALL SOUND(200,390,LEV,492,
LEV,588,LEV)
4520 NEXT LEV
4530 CALL HCHAR(22,3,32,25)
4540 A$="YOU'VE LOST PLAYER "&CH
R$(50-PLR)
4550 GOSUB 4760
4560 A$="*WANT A RE-MATCH? (Y/N)
"
4570 GOTO 4760
4580 END
4590 CALL HCHAR(22,4,32,LEN(A$))
4600 FOR PLR=0 TO 1
4610 Y=YP(PLR)
4620 X=XP(PLR)
4630 U=UP(PLR)
4640 CALL HCHAR(Y,X,U)
4650 NEXT PLR
4660 CALL HCHAR(20,3,136)
4670 FOR I=0 TO 1
4680 YP(I)=20
4690 XP(I)=3
4700 MP(I)=0
4710 HELP(I)=0
4720 FA(I)=0
4730 NEXT I
4740 TG=0
4750 GOTO 1750
4760 FOR I=1 TO LEN(A$)
4770 CALL HCHAR(22,3+I,ASC(SEG$(
A$,I,1)))
4780 NEXT I
4790 FOR DEL=1 TO 300
4800 NEXT DEL
4810 IF SEG$(A$,1,1)="*" THEN 48
20 ELSE 4880
4820 CALL KEY(0,K,S)
4830 IF (K=78)*(SEG$(A$,2,1)="I"
)THEN 1660
4840 IF (K=89)*(SEG$(A$,2,1)="I"
)THEN 1550
4850 IF (K=78)*(SEG$(A$,2,1)="W"
)THEN 4580
4860 IF (K=89)*(SEG$(A$,2,1)="W"
)THEN 4590
4870 IF (K<>89)+(K<>78)THEN 4820
4880 CALL HCHAR(22,4,32,LEN(A$))
4890 RETURN
4900 STOP
4910 FOR I=1 TO 5
4920 CALL SOUND(300,-1,0)
4930 CALL SOUND(500,-2,29)
4940 NEXT I
4950 CALL SOUND(3000,-1,0)
4960 A$="YOU RAN OUT OF TIME"
4970 GOSUB 4760
4980 A$="YOUR DEAD PLAYER "&CHR$
(49+PLR)
4990 GOSUB 4760
5000 CALL HCHAR(Y,X,U)
5010 GOTO 4560
5020 FOR I=1 TO 6
5030 CALL SOUND(200,110*I,9-I)
5040 NEXT I
5050 FA(PLR)=0
5060 HELP(PLR)=0
5070 RETURN
```

SHARPSOFT

SHARP MZ711 COMPUTER

● 64K RAM ● Colour ● TV or RGB Monitor ● 510 Character Set ● External or Internal Cassette ● Centronics Type Printer Interface ● Two Joy Stick Interfaces ● Optional 4 Colour Printer Plotter ● Expandable to Floppy Discs, plus other addons for the new year.

All this plus £50.00 worth of Software for only £249.95 inc VAT.

SHARP MZ1T01
Optional Integral Cassette Unit — **£39.95 inc VAT**

SHARP MZ1P01
Optional Integral 4 Colour Printer/Plotter — **£129.95 inc VAT**

SHARP MZ1X03
Optional Joystick (Available October) — **£14.95 inc VAT**

Paper Rolls and Pens for MZ1P01 always in stock.

SHARPSOFT MZ700 SOFTWARE

SHARPSOFT is a SHARP ELECTRONICS (UK) Ltd. Authorised distributor of MZ700 Software. For a full and up to date list — please send sae.

SHARPSOFT USER NOTES

We have been producing SHARPSOFT USER NOTES for the MZ80K, MZ80A and MZ80B computers since 1980. Three 80-90 page publications a year on how the SHARP computers tick. Now with SHARP approval we will be publishing a SHARPSOFT 700 USER NOTES. To get your copies of this valuable publication and become a member send a cheque/PO for £3.00 made out to SHARPSOFT LTD.

SHARPSOFT LTD, CHRISALLEN HOUSE
86-90 PAUL STREET, LONDON EC2A 4NE
Tel: 01-739 8559

SHARP MZ80A Computer — **£375.00 inc VAT**
SHARP MZ80 FB Dual Disc Drive — **£710.00 inc VAT**
(complete with I/O card and cables (MZ80 A & B)
For the best prices on MZ80A, MZ80K, MZ80B Computer peripherals contact SHARPSOFT the SHARP specialist.

BOOKS

STARTING PASCAL ON THE SHARP MICRO COMPUTER, **£4.30.** An introduction to PASCAL of how to programme on the Sharp Micro Computer.

A PRACTICAL GUIDE TO THE MZ80B COMPUTER GRAPHICS, **£5.95.** Not just for the MZ80B owner, but a MUST for MZ80K with the Hi-Res fitted. As all the programmes and Algorithms RUN.

SHARPSOFT SOFTWARE

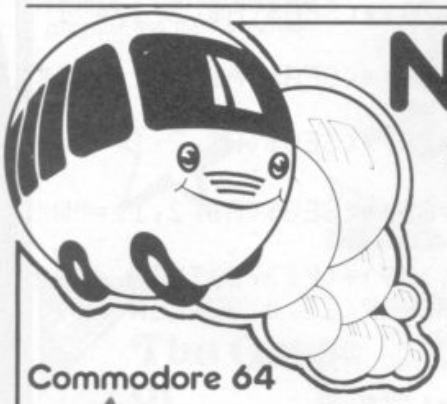
We now have our 1983/84 Software Catalogue available for MZ80K, MZ80B and MZ80A, SAE secures you a copy.

PRINTERS

SEIKOSHA	£269.50 inc VAT
EPSON RX 80	£308.43 inc VAT
EPSON FX 80	£454.00 inc VAT
SHARP MZ80 P5	£322.92 inc VAT
SHARP MZ80 P6	£371.22 inc VAT
JUKI 6100 Daisy Wheel	£448.50 inc VAT

We have compiled an easy to use reference guide (covering MZ80K, MZ80A, MZ80B, MZ700 with and without I/O/Expaint Boxes) COMPUTER/PRINTER/INTERFACE Combination.
Send SAE stating your requirement for an unbelievably LOW price.

SHARPSOFT WITH THE SHARP USER IN MIND



NEW SUPERGAMES
from bubble bus software

Commodore 64



HUSTLER Written in machine code and using Sprite graphics HUSTLER takes the 64 to its limits. There are six 'pool' type games for one or two players, high scores kept and super music. See the great press reviews. **£5.99**

EXTERMINATOR Definitely one of the best arcade action games around for the 64. Shoot the worm and everything else in the garden whilst avoiding the deadly spider and swooping eagle. Machine code using high resolution and Sprite graphics with excellent sound. Beware, it's very addictive. **£5.99**



QUIZZER Set up your own educational quizzes with password protection. Ideal for home and school. **£5.99**

LABEL PRINTER Stores names and addresses on tape which you can recall and amend. Label size you can print is from 1 to 19 lines. **£5.99**

POSTER PRINTER Ever wanted to produce your own special leaflets. This program prints a special enlarged character set. **£5.99**

ADVERTISER Amazingly turns your 64 into a musical moving message display machine. Ideal for shops, clubs, etc. **£5.99**

unexpanded VIC 20



EXTERMINATOR Fast action arcade game in which your task is to destroy the worm who is out to get you. Watch out for the eagle which will pounce on you just when you think you're safe. High resolution machine code. **£3.99**



THE CATCH This game will have you coming back for more. You must catch the falling bombs before they destroy the cities. The catch is, they're moving from side to side and faster and faster. High resolution machine code. **£3.99**

ANTIMATTER SPLATTER There is an ugly alien dropping bombs on the population. Your job is to 'zap' those bombs before they land. It's not easy though as they are falling through moving belts. Super high resolution machine code game. **£3.99**



*We have **13** other **VIC 20** games, plus educational and business programs. Send stamped, addressed envelope for lists.*

bubble bus *games are available direct from dealers or post coupon with your order to:*

bubble bus
87 High Street, Tonbridge, Kent TN9 1RX

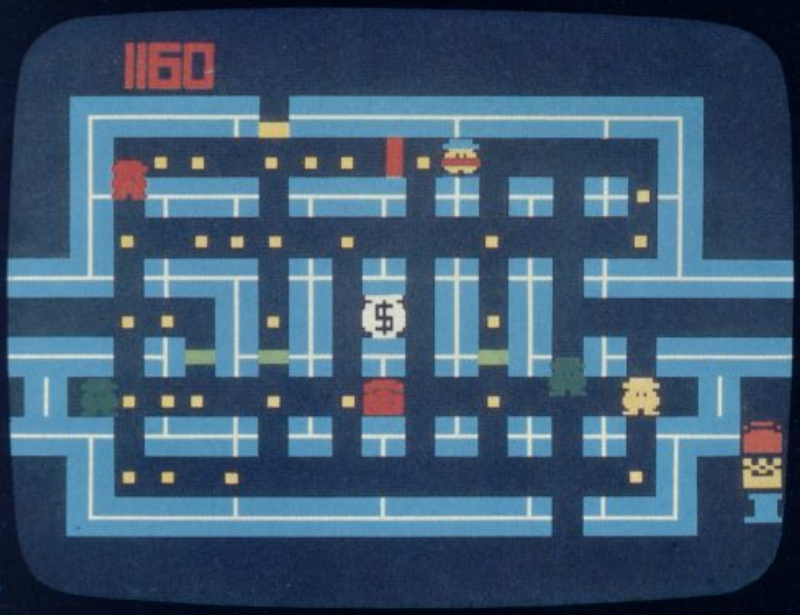
CVG 11/83

Please send me_____ Name _____

_____ Address _____

I enclose my cheque/Postal Order for £____ please add 50p for post and packing

Lock 'n' Chase from Intellivision. Try finding a better maze game.



If you're looking for a really challenging video game, look no further.

With Intellivision Lock n' Chase you're in a maze of bank vaults, trying to collect gold bars as fast as you can. But you're being pursued by truncheon swinging cops. And the only way to survive is to slam the doors behind you. But beware, or you'll lock yourself in!

Lock n' Chase is just one of zillions of great games from Intellivision.

With superb graphics, challenging game play and exciting action, you'll find they take a lot of beating.

FREE INTELLIVOICE WORTH £50!

Intellivision is the only system that gives you games that speak for themselves.

And right now, we're giving away an Intellivoice module. (worth £50) free with every Intellivision master component.

There's never been a better time to choose Intellivision.

Don't be a Nerk! Buy Intellivision!

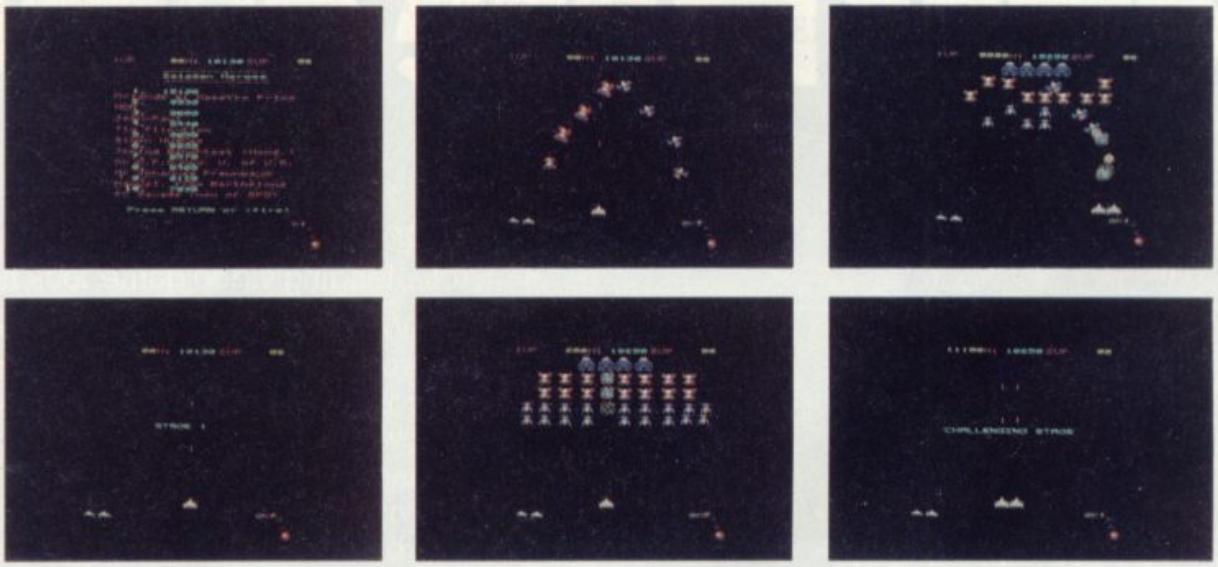
MATTEL ELECTRONICS®
INTELLIVISION

ORLANDO'S BACK!

ZALAGA

Aardvark Software, creators of the Ultimate Atom Games, bring you NOW

THE ULTIMATE BBC SPACE-GAME



Seated at your computer, streams of multi-coloured aliens swirl past your laser-base into formation. The first squadron appears harmless, but later waves will avenge the deaths of their comrades with increasing ferocity. To combat the swooping bomb dropping meanies, you may try to link up a pair of laser-bases and **double your fire power!** Your progress through successive phases will be rewarded by challenge stages, where large bonuses may be earned. The game builds up to a dizzying crescendo of high speed motion where instant reflexes and pure technique are your only hope of survival. . .

One or two player game • Keyboard or joystick • Sound on or off • Escape facility • Works on all OS's and Tubes • Ten name Hi-score table • Mode 2 full colour graphics • Continuous rolling twinkling stars • Multiple missiles • Full screen action • Attractively packaged in a collectable library case • High quality cassette • Full instructions • For BBC model B or A + 32K •

Send cheques/P.O.s for £6.90 to

Aardvark Software,
100 Ardleigh Green Road,
HORNCHURCH, Essex.

FRAK coming soon . . .

Dungeons & Dragons from Intellivision. Leaves other adventure games in the dark ages.



Try a video game that may be smarter than you are.

Deep inside the towering mountain you're dodging the Winged Dragon's jaws as you try to snatch the Enchanted Blue crown. You've journeyed through dense forests and forbidden gates and you're half-dead from rat and snake bites. You're outnumbered and short of arrows.

Are you sharp enough to survive?

Dungeons and Dragons is just one of zillions of great games from Intellivision.

With superb graphics, challenging game play and exciting action, you'll find they take a lot of beating.

FREE INTELLIVOICE WORTH £50!

Intellivision is the only system that gives you games that speak for themselves.

And right now, we're giving away an Intellivoice module. (worth £50) free with every Intellivision master component.

There's never been a better time to choose Intellivision.

Don't be a Nerk! Buy Intellivision!

MATTEL ELECTRONICS®

INTELLIVISION

```
0 LE=1:I=0:J=0:GOSUB 8000
1 SC=0:BC=0:GO TO 60
2 REM                          !     David Rawlings
3 REM ! MISSILE ATTACK         !
  !       copyright 1982 !
4 REM
5 A=A+2:B=B+2:RETURN
6 A=A+2:B=B-2:RETURN
7 A=A+2:RETURN
9 A=A-2:B=B+2:RETURN
10 A=A-2:B=B-2:RETURN
11 A=A-2:RETURN
13 B=B+2:RETURN
14 B=B-2:RETURN
15 RETURN
20 FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
21 COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:NEXT YY:NEXT XX:RETURN

60 IF REP>0 THEN 100
70 DIM CITMID(6),CITY(6),X1(10),DEL(10),START(10),X(10),Y(10),COL(10),C(4)
100 FOR I=0 TO 6:CITMID(I)=I*21+16:CITY(I)=0:NEXT I
200 REM START POINTS,ANGLES,DELAY AND COLOR
201 TOT=0
205 CITY(3)=0
206 IF LE/2<>INT(LE/2) OR LE<1 THEN 210
207 GRAPHICS 18:POSITION 5,6:C=RND(0)*16:SETCOLOR 2,C,6:SETCOLOR 4,C,6:? #6;"BON
US x ";INT(LE/2)+1
208 FOR W=1 TO 75:SOUND 1,RND(0)*10+1,10,8:NEXT W:SOUND 1,0,0,0
210 GOSUB 4000
215 Z=LE+5:IF Z>10 THEN Z=10
220 FOR I=1 TO Z
230 START(I)=INT(RND(0)*19)*7+16
240 X1(I)=INT(RND(0)*9)-4
245 IF X1(I)=0 THEN 240
250 DEL(I)=INT(RND(0)*7)
255 X(I)=START(I):Y(I)=12
260 NEXT I
290 FOR Q=1 TO 10:COL(Q)=0:NEXT Q
300 FOR Q=1 TO Z:COL(Q)=3:NEXT Q
500 REM MAIN LOOP
510 F=20:SOUND 3,10,10,12:GOSUB 5000:SOUND 3,0,0,0:FOR W=1 TO 200:NEXT W
515 A=80:B=30
520 FOR L=1 TO 24:SOUND 0,L,8,2
540 FOR I=1 TO 10:TRAP 550
545 COLOR 0:PLOT A,B:GOSUB STICK(0):COLOR 2:PLOT A,B
546 GOSUB 2500
550 IF DEL(I)>0 THEN DEL(I)=DEL(I)-1:GOTO 680
555 TRAP 680:COLOR COL(I)
557 IF COL(I)=0 AND Y(I)>73 THEN 660
560 PLOT START(I),12:DRAWTO X(I),Y(I)
660 IF Y(I)=76 THEN IF COL(I)=3 THEN GOSUB 2000
670 X(I)=X(I)+X1(I):Y(I)=Y(I)+4
680 NEXT I
700 NEXT L:FOR W=1 TO 150:NEXT W:SOUND 0,25,8,1:FOR W=1 TO 200:SOUND 0,0,0,0
710 GOSUB 12000
720 REM SCORING
730 IF F=0 THEN 740
735 F=F-1:BO=BO+5*(INT(LE/2)+1):GOSUB 5000:SOUND 0,20,10,8:SOUND 0,0,0,0:GO TO 7
30
740 FOR I=0 TO 6
745 IF I=3 THEN I=4
750 LOCATE CITMID(I),76,Q:LOCATE CITMID(I),77,R:IF R<>2 AND S<>2 THEN CITY(I)=9
GOTO 755
752 BO=BO+50*(INT(LE/2)+1):GOSUB 5000
753 COLOR 0:FOR X=72 TO 79:PLOT CITMID(I)-3,X:DRAWTO CITMID(I)+3,X:NEXT X
754 SOUND 0,20,10,8:SOUND 0,0,0,0
755 NEXT I
760 REM
850 FOR W=1 TO 500:NEXT W
855 FOR S=1 TO 260 STEP 10:SOUND 0,S,10,8:NEXT S:SOUND 0,0,0,0
860 SC=SC+BO:BO=0:GOSUB 5000:FOR W=1 TO 1000:NEXT W
```

Illustration: Dorian Cross



RUNS ON AN ATARI 400-800 IN 16K

BY DAVID RAWLINGS

High above the planet the alien attack fleet awaits the final order to launch their deadly heat seeking missiles. Meanwhile on the planet's surface the defence system is on Red Alert. All shields are up ready to defend the cities and lasers are at the ready — preparing to blast the missiles out of the atmosphere as they race toward the gleaming spires and towers of the vunerable cities. What will the outcome be? Will the cities be saved? Or will the alien attackers reduce them to piles of smoking rubble? only you will know. You are in charge of the defence systems which protect those all important cities. Can you save them? Play On!

MISSILE ATTACK



```
900 LE=LE+1
905 FOR I=0 TO 6
906 IF I=3 THEN I=4
907 TOT=TOT+CITY(I):NEXT I
908 TOT=TOT-INT(SC/10000)+BC
909 IF TOT<>54 THEN 920
910 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 4,3,2:POSITION 5,5:? #6;"the end";:POS
ITION 2,7
915 ? #6;"SCORE: ";SC;:IF SC>HS THEN HS=SC
916 POSITION 5,9:? #6;"HS=";HS:FOR WW=1 TO 1500:NEXT WW
917 FOR AA=0 TO 6:CITY(AA)=0:NEXT AA:REP=REP+1:GOTO 0
920 TOT=0
930 IF INT(SC/10000)=BC THEN 990
940 FOR C=0 TO 4:C(C)=PEEK(C+708):NEXT C:GRAPHICS 1:FOR C=0 TO 4:POKE C+708,C(C)
:NEXT C
950 FOR C=0 TO 10:POSITION 5,10:? #6;"BONUS CITY":FOR W=1 TO 30:NEXT W:POSITION
5,10:? #6;"bonus city"
960 FOR W=1 TO 30:NEXT W:NEXT C:BC=BC+1
970 FOR C=1 TO 100:CC=INT(RND(0)*7):IF CC=3 THEN CC=4
975 IF CITY(CC)=9 THEN CITY(CC)=0:GOTO 990
977 NEXT C
990 GO TO 200
1000 REM
2000 LOCATE X(I),77,Q:IF Q=2 THEN GOSUB 7000
2015 FOR W=1 TO 4:SOUND 1,W*6,8,8:TRAP 2030:COLOR W:PLOT X(I),75:PLOT X(I)+1,74:
PLOT X(I)+1,76:PLOT X(I)-1,76
2020 PLOT X(I)-1,74:PLOT X(I),73:PLOT X(I),77
2030 NEXT W:SOUND 1,0,0,0:Y(I)=76
2040 RETURN
2500 IF STRIG(0)=1 OR CITY(3)=9 OR F=0 THEN RETURN
2505 LOCATE 79,75,Q1:LOCATE 79,76,Q2:IF Q1<>2 AND Q2<>2 THEN CITY(3)=9
2510 COLOR 2:SOUND 1,2,8,8:PLOT 79,73:DRAWTO A,B:COLOR 0:PLOT 79,73:DRAWTO A,B:S
OUND 1,0,0,0:F=F-1
2520 COLOR 1:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2530 PLOT A,B+2
2570 COLOR 0:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2580 PLOT A,B+2
2600 FOR Z=1 TO 10:IF ABS(X(Z)-A)<4 THEN IF ABS(Y(Z)-B)<4 THEN IF COL(Z)=3 THEN
COL(Z)=0:SC=SC+10:GOSUB 20
2610 U=1
2620 NEXT Z:GOSUB 5000:RETURN
3000 REM
4000 REM SET UP SCREEN
4010 GRAPHICS 7:SETCOLOR 2,RND(0)*16,2:SETCOLOR 4,RND(0)*16,8:SETCOLOR 0,RND(0)*
16,2
4020 AA=INT(RND(0)*16+1):BB=INT(RND(0)*16+1):IF AA=BB THEN 4020
4025 SETCOLOR 0,AA,10:SETCOLOR 1,BB,10:COLOR 1
4060 FOR X=76 TO 79:PLOT 0,X:DRAWTO 159,X:NEXT X
4070 PLOT 0,73:DRAWTO 0,75:PLOT 1,74:PLOT 1,75:PLOT 2,75
4080 PLOT 159,73:DRAWTO 159,75:PLOT 158,74:PLOT 158,75:PLOT 157,75
4100 FOR I=0 TO 6:COLOR 2
4105 IF I=3 THEN I=4
4107 IF CITY(I)=9 THEN 4120
4110 FOR X=CITMID(I)-3 TO CITMID(I)+3:PLOT X,78:DRAWTO X,76-RND(0)*3:NEXT X
4120 NEXT I
4130 PLOT 76,77:DRAWTO 82,77:PLOT 76,76:DRAWTO 82,76:PLOT 77,75:DRAWTO 81,75:PLO
T 78,74:DRAWTO 80,74:PLOT 79,73
4140 POKE 752,1:POKE 656,0:? "LEVEL:":POKE 656,2:? "BONUS:":POKE 656,0:POKE 657,
```

```
27:? "FUEL:"
4150 POKE 656,2:POKE 657,27:? "SCORE:"
4160 POKE 656,1:POKE 657,10:? "HIGH SCORE=";HS;
4900 RETURN
5000 POKE 656,0:POKE 657,8:? LE;:POKE 657,32:? F;" "
5010 POKE 656,2:POKE 657,8:? BO;"    ";:POKE 657,33:? SC;:RETURN
7000 FOR E=1 TO 200 STEP 5:SOUND 2,E,8,8:NEXT E
7005 V=X(I):FOR K=3 TO 0 STEP -1:COLOR K:PLOT V,78:DRAWTO V-3,78:PLOT V,78:DRAWT
O V-3,76:PLOT V,78:DRAWTO V-2,75
7010 PLOT V,78:DRAWTO V,74:PLOT V,78:DRAWTO V+2,75:PLOT V,78:DRAWTO V+3,76:PLOT
V,78:DRAWTO V+3,78:NEXT K
7020 FOR K=3 TO 0 STEP -1:COLOR K:FOR XP=X(I)-6 TO X(I)+6 STEP 2:PLOT V,78:DRAWT
O XP,72:NEXT XP:SOUND 2,E,8,K*3
7030 NEXT K:RETURN
8000 REM START
```



```
8010 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 2,3,2:POSITION 3,5:? #6;"missile atta
ck"
8020 POSITION 3,9:? #6;"david rawlings":POSITION 5,10:? #6;"@ 1982"
8025 POSITION 3,7:? #6;"HIGH SCORE=";HS;
8030 FOR W=1 TO 500:NEXT W
8035 FOR I=1 TO 40
8040 XX=INT(RND(0)*20):YY=INT(RND(0)*12)
8045 POSITION XX,YY:? #6;"*";
8046 SETCOLOR 4,YY,2:SETCOLOR 2,YY,2
8047 FOR II=1 TO 75 STEP RND(0)*7+4:SOUND 0,11,8,8:NEXT II:SOUND 0,0,0,0
8050 NEXT I:FOR W=1 TO 200:NEXT W:XT=0
8090 POSITION 4,2:? #6;"press START":GOTO 8097
8095 POSITION 4,2:? #6;"press start"
8097 FOR W=1 TO 30:NEXT W
8100 XT=XT+1:IF PEEK(53279)<>6 THEN GO TO 8090+10*(XT/2-INT(XT/2))
8200 RETURN
12000 REM SUBR FOR SPACESHIPS
12010 IF LE<2 THEN RETURN
12020 FOR T=0 TO LE-4
12030 TAR=INT(RND(0)*7):X1=CITMID(TAR):Y1=6:ST=LE/3:IF ST>5 THEN ST=5
12031 IF LE>12 THEN IF CITY(TAR)=9 THEN IF RND(0)<(0.5+LE/50) THEN 12030
12035 Y1=Y1+ST
12037 SOUND 1,Y1,10,8
```



```
12040 COLOR 3:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1
12050 TRAP 12060:COLOR 0:PLOT A,B:GOSUB STICK(0):IF LE<10 THEN GOSUB STICK(0)
12055 COLOR 2:PLOT A,B
12060 COLOR 0:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1:SOUND 1,Y1*2,1
0,8
12100 IF Y1<77 THEN 12200
12105 FOR E=1 TO 200 STEP 5:SOUND 1,E,8,8:NEXT E
12110 TRAP 13000:FOR XX=X1-5 TO X1+5 STEP 2:FOR YY=Y1-5 TO Y1+5 STEP 2:COLOR RND
(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
12115 SOUND 1,0,0,0
12120 COLOR 0:FOR XX=X1-2 TO X1+2:FOR YY=Y1-6 TO Y1+2:PLOT XX,YY:NEXT YY:NEXT XX
12150 SOUND 1,0,0,0
12190 GO TO 13000
12200 GOSUB 2500
12210 IF U<>1 THEN 12035
12250 U=0:IF ABS(A-X1)>3 OR ABS(B-Y1)>3 THEN GOTO 12035
12255 SOUND 3,150,4,6
12260 U=0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:
NEXT XX:SC=SC+200
12270 GOSUB 5000:COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:SOUND 3,
RND(0)*256,8,6:NEXT YY:NEXT XX
12280 SOUND 3,0,0,0
13000 SOUND 1,0,0,0:NEXT T:RETURN
```



Christmas Ideas From SHIVA

Computing: A Bugs Eye View

Cosgrove

This collection of amusing, witty cartoons will make a super gift for any computer enthusiast!



£2.95

Brainteasers for BASIC Computers

Gordon Lee £4.95



Games to Play on your Oric-1

Czes Kosniowski £4.95



Games to Play on your Spectrum

Martin Wren-Hilton £1.95



Computer Puzzles: for Spectrum & ZX81

Ian Stewart & Robin Jones £2.50



Lift off with Numbers

Iris Hewett £14.95

A tape of five educational games introducing numeracy for running on the BBC Micro Model B.



Launching Logic

Iris Hewett £14.95

A tape of five educational games introducing logic and also for the BBC Micro Model B.



Available from booksellers, or in case of difficulty, from:

SHIVA

Shiva Publishing Limited
4 Church Lane, Nantwich, Cheshire CW5 5RQ
Telephone: (0270) 628272

SHIVA

fantasy

The battle could be yours.....
.....but it won't be easy!

PARTICIPATION – that is the name of OUR game. All our software contains a unique score verification mechanism allowing us to add a new dimension to computer games. Every July and January we will be publishing a ranking list of the top 1000 scorers in each game with the overall top 100 'grand masters' each receiving certificates of merit bearing their position.

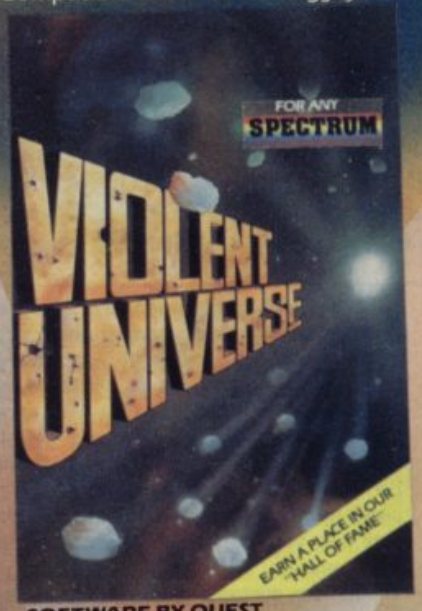
September is the last month to qualify for the Black Hole championship. However, from October the sender of the highest valid score each month will win software of their own choice to the value of £50.

The Black Hole is a technicoloured confection of special effects...very demanding; magnificent graphics. (Soft) The explosion effects are some of the best we have seen. ...(Sinc User)



SOFTWARE BY QUEST

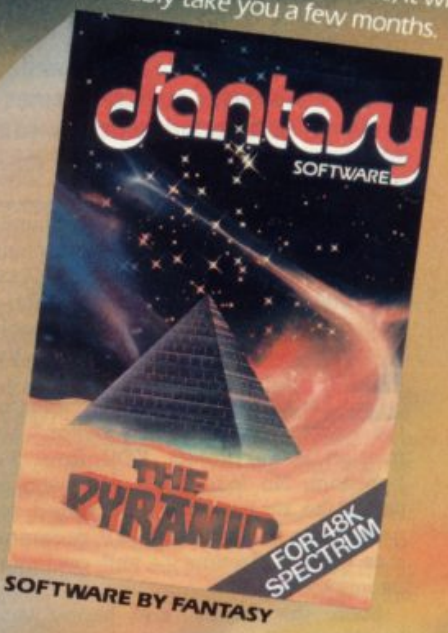
Totally original game plan. Addictive, challenging and offering a complete visual experience with its animated graphics and violent explosive effects. Compatible with ALL leading joysticks.



SOFTWARE BY QUEST

If you are looking for something that will keep you up all night, cause you to pull your hair out, send you mad with its trickery, then you really shouldn't miss this game.

The mystery of "THE PYRAMID" won't take you a few days to solve, it will probably take you a few months.



SOFTWARE BY FANTASY

FANTASY SOFTWARE is available from W.H.Smiths, John Menzies and Computers For All

FANTASY...
...a name to remember

ASK FOR FANTASY SOFTWARE at your local SOFTWARE RETAILER

All games are obtainable at £5.50 each from FANTASY SOFTWARE, FAUCONBERG LODGE, 27A ST.GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT despatched by return first class post together with a membership number entitling you to discount on our forthcoming blockbusting software.

Trade Enquiries welcome – telephone 0242-583661



Waldo the Wizard — the Game network's trademark

PLAY

The cable TV revolution won't just mean more sport and soap operas beaming into your front rooms. Computer games will also be zapping down the cables to provide yet another way of getting software for your micro. TIM METCALFE takes a look at two cable games services which will come on-line early next year. Will cable change the face of video gaming?

PICTURE the scene. A bored family sitting around the TV, watching yet another repeat of *The Good Life*. Suddenly there's a flash of light, a puff of orange smoke and a strangely dressed being appears through the screen!

"Hi! I'm Captain Cable, defender of the viewer," says the odd visitor." My mission is to protect YOU from TV boredom. No longer do you have to suffer the tyranny of the dreaded repeat. I can bring you the TV programmes of your dreams — and computer games too!"

Soon the family are happy and laughing again, playing the latest space shoot 'em up on their special cable games console supplied by Captain Cable. "Gee, thanks Captain," says little Bobby, "We'll never have to watch *Game for a Laugh* again!"

Well, maybe the arrival of cable television won't be so dramatic in your home, but there's no doubt that it will change the way you use your TV.

If you are lucky enough to live in an area where there is already a cable system linking your home with a "head end" station — that's where the films, games and news come from — you should be able to get a games service shortly after cable TV starts early next year.

Two major companies are going to provide a computer games service to subscribers when cable TV gets under way. W. H. Smith have come to an agreement to distribute services provided by The Games Network, a Californian company. And Thorn-EMI will be using their own cable networks to send games for popular micro-computers into your homes on their Telesoftware system.

The two systems illustrate the different approaches to playing games by cable. The W. H. Smith service, The Games Network, will be offered as a package to companies operating a cable system — who in turn will sell it to you the customer.

The Games Network needs a special computer to download the games, you can't just plug your own home micro into the system. This machine is called The Window and is a 64k micro custom built for The Games Network.

Subscribers to the network will be able to chose from 20 different games each month — selecting the game and playing it using The Window. Each month at least five new games will replace the least popular offerings on the system. The games are stored on a head-end computer system, which includes a fail-safe back-up to prevent any problems.

It will be a 24 hour system too — so if you want to blast a few aliens at three o'clock in the morning you'll be able to do just that! W. H. Smith say that the cost to the subscriber will be around £10 per month. They reckon that if you wanted to play as many games per month as the network will provide you'd need to spend around £100 on tapes or cartridges.

Any of you having ideas about copying the games from the network system had better think again. The Window has built in security systems to prevent you doing it! There's no way you can save your favourite game, you have to pay as you play.

Initially The Games Network will use games written in the U.S. but W. H. Smith say they want to gradually introduce British written software into the system.

The Games Network was tested in California and started in earnest in September this year. In the States the network recommends that cable companies charge subscribers $49.95 to install the computer. The cable company keeps $15 of the installation fee and the customer gets $20 back when he ends his subscription.

Thorn-EMI hope to hold several of the cable franchises when the Government decides later this year. They will

use their Telesoftware system to distribute games already available on their software catalogue.

The main difference is that unlike The Games Network, subscribers will be able to use their own micro. The games will download onto any of the popular home-computers including Spectrum, Atari, Texas, Vic-20, Commodore 64, BBC and, in the near future, the new Electron.

Subscribers will need a TV top adapter and Thorn-EMI are developing special cartridges for cartridge based machines to allow communication between the Telesoftware system and the computer.

The subscriber simply calls up a menu page, selects another page detailing games for his or her machine and then choses a game and downloads it.

Telesoftware hope to have up to 100 games on their system, again being monitored for popularity so changes can be made to the catalogue.

They also plan to use other software other than that marketed by Thorn-EMI.

They say they went for a cable distribution system rather than a telephone line system — like Micronet — simply because of the speed of downloading and number of games that can be stored on the head end computers.

Both W. H. Smith and Thorn-EMI are aware of the tremendous potential that cable systems have for testing out new games and discovering if they are winners or not. This would save a lot of time and money and popular games would soon find space on the packed software shelves.

The Government has invited applications for the first pilot cable franchises in August. By November this first dozen should have received the green light and by next year should be in operation. Thorn-EMI have applied for franchises in Scotland, Coventry and Leicester.

But many thousands of homes already have access to cable TV so they could be receiving a games service before the rest of the country.

It remains to be seen how popular playing-by-cable will be. Will micro owners give up buying software? Or will cable games be able to exist side by side with existing outlets for software?

Many experts are already predicting that cable TV will flop badly in this country. They reckon that people won't want to pay to watch — or play for that matter. But it's really up to you isn't it?

DIAL A VIDEO GAME!

BY CABLE

THE days of buying your software on cassette are numbered. The latest way of obtaining programs is called telesoftware. The tele part means the same as in television and telephone — Latin for "from far away" — which is the idea of telesoftware.

Instead of buying a program on a tape or cartridge you can now receive it, transmitted at the speed of light from a computer far away, into your own micro.

There are two ways of doing this. One is to transmit the program down a wire using either a specially installed cable or the existing phone line.

The alternative is to broadcast the software through the airwaves as a radio signal and let your micro decode it when it arrives.

Both systems are currently available and although they both allow you to "download" programs, there are also many differences between them. Let me explain . . . Both systems are very new. The newest, though, is run by the good old BBC and is currently available only for the BBC model B micro.

This telesoftware system is the latest addition to the BBC's Ceefax service which puts screens of written information on your television.

Until now there was only the normal information which everyone needs for their daily life, like the current share prices and today's price of fillet steak.

What the BBC had been dreaming of was to produce a Ceefax adaptor to enable BBC micro users to access Ceefax instead of the normal way which involved buying a special TV set for around £100 more than a normal one.

It was thought that, if the BBC micro could receive pages of information then why couldn't programs be transmitted on Ceefax pages and loaded into the micro? Well now they can.

This is the BBC's entry in the telesoftware stakes and there are currently around six to eight programs which you can download, as well as having full access to the rest of the Ceefax database.

You can also look at ITV's teletext service which is called Oracle although the BBC don't mention this. Anyway, Oracle doesn't have telesoftware on its pages.

To access Ceefax on your BBC you will need to buy the Acorn Teletext adaptor. This will cost you £225, for which you get the box of tricks itself, a ROM which you can install yourself without invalidating the guarantee, and a glossy 73 page manual.

Because the data from Ceefax is broadcast over the airwaves, communication is only one way. You'd need a pretty big transmitter in your garden to talk back!

This means that you can't, for example, say "send page 147". So what happens is that the Ceefax transmitter sends each page for about a fifth of a second and then sends the next and so on. Then it starts again from the beginning.

You tell the Teletext adaptor which page you want and the machine then waits for that page to come round, "grabs" it from the system and displays it on screen for as long as you wish.

Although there is no real limit to the number of pages which are available on Ceefax, it is kept at around five to six hundred to keep access times as short as possible. One complete cycle takes 15 seconds.

It's not as simple as that, though. Each page, of which there are a couple of hundred, can have up to 99 sub-pages which are extensions of that page. So a screen which is labelled 147 5/8 means page 147, sub page 5 of 8.

The computer cycles through the pages transmitting all the sub page 1's, then cycles again transmitting the 2's and so on. So if you're looking for a certain frame it may take time. If you are downloading a 10-page Basic program though, and the first page the machine finds is sub-page 5, then it will load from there and pick up the first four frames when they come round.

This works on Basic programs only — if you are waiting for a text or machine code file then the chances are that it will have to wait and start from the front page.

The most important and useful difference between Ceefax on a special TV and Ceefax on a BBC micro is that a Basic program on a BBC can access pages from Ceefax as if they were stored in the computer's memory and then manipulate them.

For example, there is a program which asks you to choose a menu for a dinner party from a wide range of ingredients. When you have chosen, the computer looks up the "today's food prices" page on Ceefax, extracts the prices of the items chosen and shows you what you would expect to pay for the meal.

If the program is used again the next day, then new prices will be used.

Ceefax is not seen as being a long term software library, and there will only be about seven or eight programs available at one time. These will be changed every 14 days. There will also be software to tie in with schools television broadcasts, and this will be changed weekly to coincide with the programmes.

The other way of receiving telesoftware is via direct wire link between your micro and the computer which is sending the program.

To avoid laying extra cables, most of these systems use the existing telephone line. Such a system is Micronet 800.

Micronet (to its friends) is a large database of information held on an even larger database called Prestel. Prestel is run by British Telecom and owing mainly to the cost of the hardware needed, had only about 10,000 members as of last year.

These were mainly business users. Then someone had the idea of opening an area of Prestel especially for micro users, with the micro doing most of the work of decoding the signals from the phone. All that would then be needed would be a simple piece of equipment to link the micro to the phone.

This system is called Micronet and began operation in April of this year. It starts on page — you guessed it! — 800 of Prestel and has space for around 30,000 frames.

Membership of Micronet also gives you access to the rest of Prestel, which totals some 250,000 pages. Some of these are for private use by certain companies but most are freely available to look at. Micronet also offers telesoftware, with a range of programs which can be downloaded via the phone into your computer.

Transmission on Prestel is two-way. As well as being sent information, you can also send data from your set to the Prestel computer.

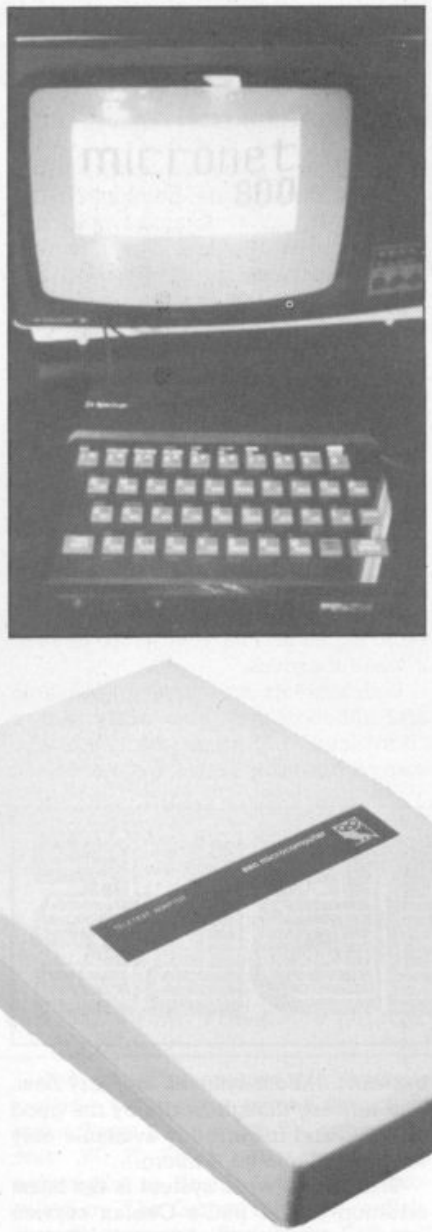
This means that you can request a particular page and Prestel will transmit it to you.

Data from Prestel to you is transmitted at 1200 baud, which is the same speed as loading from cassette. There is hardly any delay between pages on longer multi-frame programs.

Because you are on line to a live computer when using Micronet, there is a lot more available to you besides telesoftware. But for the same reason, the computer knows who you are and what telesoftware you are downloading and what other pages you are looking at.

So every three months you receive a Prestel bill, as well as a severe shock when your phone bill arrives!

Micronet can currently be used on the Spectrum, BBC, Apple and Tandy. Link-up for more computers is planned.



The BBC Teletext adaptor (above) and Spectrum with Micronet modem.

There are at least a hundred free programs on the system for each computer, which can be downloaded for the cost of a phone call. There are also programs which will cost you money. These are either written by contributors or by professional software houses.

You can download the latest releases from the major companies more cheaply than ordering the cassette. However, if you then have trouble saving the program on cassette you've lost your money.

These charges go on your Prestel bill, as does your Micronet subscription. About 80% of Prestel pages are free.

There is also a charge for being connected to the Prestel computer. During office hours your bill increases by 5p a minute, but at other times it is free.

These are the two database/telesoftware systems currently available in this country.

To connect to Micronet costs between £60 and £150 for the modem to link the computer to the phone, depending on your micro, BBC is the cheapest.

You also need to register as a Prestel user which costs £5 a quarter, and as a Micronet user which is £8 a quarter.

Then there are telephone charges and also page charges, although these can be avoided.

The BBC Teletext adaptor costs £225. Once you have paid for it then there are no other charges at all. You can download programs and access the entire Ceefax database as often as you like.

The entire database, though, is only 500 pages in length while Micronet alone has 30,000. Prestel has nearly ten times more. The Prestel and Micronet system is available 24 hours a day, seven days a week. Ceefax is available only while the BBC transmitters are active: from around 6.30am to 1am.

Both systems are quite accurate in the transmitting of data. The telephone line is quite acceptable for Micronet, although the BBC recommends an outdoor aerial for Ceefax reception, unless you live next door to a transmitter.

Micronet is a two-way system. You can send data to Micronet, and even send messages to a fellow subscriber, which will be waiting for him or her when they next use Micronet.

A home banking section has just been introduced whereby you can handle your account, pay bills and see your statement while sitting at home watching TV!

Transmission of Micronet pages is at 1200 baud and, like Ceefax, you can fit about 1k of program on a frame.

Although Ceefax transmission is faster and can download a single-frame program in hardly any time at all, multi-frame programs take as many 15-second cycles as there are frames.

I watched a 20-page program loading. It took six minutes. The maximum program size which you can download is governed by the amount of RAM which the micro uses to process the telesoftware and other data.

Installing the telesoftware ROM in a BBC reduces RAM by around 1.5k, whereas the Micronet-handling software takes 17k of the 32k available to a BBC B user. (One of the reasons why Micronet won't run on a model A).

So now it's make-your-mind-up time. You can either get into the telesoftware habit or carry on sending off for cassettes.

If you'd like to get into this new technology and have a BBC micro then you're lucky enough to have a choice.

If you've got a different computer then you can either join Micronet or hope that someone will make a Teletext adaptor for your machine.

BY ROBERT SCHIFREEN

CHOOSING A HOME MICRO

WARNING

Choosing a home micro can be a daunting task to the newcomer, and with an ever increasing number of micros emerging on the market, even up-grading, say, from a ZX81 can be a risky and expensive exercise if the wrong decision is made. It is important to look at the real facts and specifications, and check exactly what you get for your money before choosing your micro-computer system.

THE PITFALLS

"DON'T LET THE ADD ONS ADD UP"

A number of large companies are offering packages that seem to be good value and low cost.
These offers usually have a hidden sting inasmuch as the essential accessories such as connection leads, peripherals and software often carry very high cost premiums.
e.g. software for low cost hardware usually costs between £29 and £49 for a ROM cartridge!!

CHECK THE QUALITY OF THE PRODUCT.

Raw materials are now an area where corners can be cut, and shoddy workmanship during 'building' can effect the 'up-time' of your unit.
Areas to watch out for are unreliable edge connectors, corrosion and poor quality P.C.B.s. Low quality components and bad design will seriously effect the reliability of the end product, and can lead to false economy.

DON'T BUY A GAMES MACHINE

Unless you want just games and nothing else! With a games computer you are limited.
Some computers, however, have the advantage of both games facility plus the whole world of computing to explore, as your interest and skills develop. A real computer system will allow you to expand your knowledge of the Hi-Technology world, and help earn its keep with its added uses in the field of education, communication and home business use.

SOFTWARE

Make sure the system you choose has a growing library of support software, to enable you to realize the full potential of your machine.

KEY POINTS TO LOOK FOR

● High Resolution Colour

In general most home computers have a poor graphics resolution (or detail). Check on the vertical and horizontal resolution in graphic mode and multiply the two numbers together. If the result is less than 35,000, then the graphics can hardly be considered high resolution.
Without high resolution graphics displays such as those used in games tend to be "Chunky" in appearance.

● High Quality Sound

Some computers claim to provide a sound channel when in reality all that can be found inside the computer is a small buzzer controlled by electronic pulses. At the very least a sound facility should provide more than one channel and a raise channel as well (for gun shot effects in games for example). The best systems also provide envelope control of the sound channels to produce very sophisticated effects; very important for generating music. Also look for the ability to connect to external amplifiers.

● Keyboard

For accurate entry of programs and data into a computer it is important that the keyboard has a good tactile feel in operation. Coupled with acoustic feedback the user is fully aware when the computer has accepted his/her actions. Also of importance in a keyboard is layout. A standard computer keyboard layout will familiarise the user with the vast majority of computers used in the world of business and professional applications; very important if the purpose of purchasing a computer is educational.

● RAM

One of the most important features of a computer is the amount of RAM, or memory, included. In general the more powerful and exciting a computer program is the more RAM it requires. But take care, all computers are advertised quoting the total RAM used in the system. Computers use up a great deal of their own RAM for storing essential data and particularly in supporting the graphics display and the CPU. If it is less than 32K think again, is it enough?

● Computer Language

It is too dificult to program a computer in its own binary language so high level languages are used, the most popular being BASIC. However, there are a number of BASICs, some being very different from the rest.
A de facto standard in the computer industry is Microsoft BASIC.
Learn this one and you will be able to program in the majority of computer BASICs; such an important point if a home computer is to be used to educate your children to face the technology of the future.

● Expansion

As your interest and knowledge of computing grows, you will need a computer system that will grow with you; able to accommodate Printers, Disk-drives, Joysticks, Communications Modem, and Colour Monitor, as well as produce HI-FI sound effects.



Choosing the right system carefully will save you from throwing your money away. Check full specification, plus peripherals and software prices, before you buy. Preferably choose a Real computer system that can expand to meet your needs.

● Software

The computer you choose should have a growing selection of utility software to make the most of its capability.
Remember, computing is here to stay. You can't learn to compute on a toy, or a device which does not behave like a real computer.
In short, look out for a computer which offers all the points above, and you will be sure of getting the best value for money.

To find out which company offers you the right choice, with:-

- Good value, high specification, quality micros.
- A quality, 4 colour, plain paper printer/ plotter.
- Communications Modem.
- Micro Disk Drives.
- Comprehensive and growing range of software

TURNOVER... →



The Growing System

ORIC 3" MICRO FLOPPY DISK DRIVE

Coming soon the incredible new 3" Oric Micro Drives. Small size, Compact, High precision disks with storage capabilities from 100K Bytes to in excess of 1 Megabyte unformatted. With their own built-in power supply, these easy to use units will add big system capability to your home micro.



ORIC MCP 40 COLOUR PRINTER/PLOTTER

The Oric Colour Printer is quality engineered to provide 4 colour hard copy on plain paper, with superb graphics and text capability, printing either 40 columns or 80 columns. It prints in red, green, black and blue, onto a 4½" width standard paper roll. With a print speed of 12 characters a second, the MCP 40 comes with its own power supply and all necessary leads to connect straight into your Oric or to any standard Centronics interface.



ORIC-1



This superb printer represents excellent value at just

£169.95 including VAT.

ORIC PRODUCTS INTERNATIONAL LTD. COWORTH PARK, LONDON ROAD, ASCOT, BERKS.

The right choice for real computing

ORIC-1

Before making your final choice, check any other home micro in the same price bracket, against the incredible specification of the ORIC-1.

Quality of build and materials	Real computer keyboard layout and moving keys
Superb styling / Full colour display	High Resolution colour graphics 240 x 200 pixels
Choice of 16K or 48K RAM	Real computer language programming – Basic / Forth
Latest design technology and circuitry	Teletext/Viewdata compatible graphics (28 rows x 40 characters)
Real sound – 8 octaves plus Hi-Fi output	Cassette Port & R.G.B. output.
Centronics printer interface	Fully supported and growing software library
Colour printer / Disk Drives	A fully expandable system for home, education & small business use
Communications Modem	Full range of peripherals to support your system...

ORIC-1 Setting todays standard in Quality and Price.

ORIC-1 48K £139.95 inc.VAT **ORIC-1 16K £99.95 inc.VAT**

All ORIC computers purchased before 31st December 1983 come with a **£40** voucher off the M.R.P. of the MCP 40 Colour Printer.

MCP 40 COLOUR PRINTER £169.95.
OFFER PRICE £129.95

TANSOFT ORIC Software

NEWS FLASH
LATEST RELEASE
THE HOBBIT



The fast growing success of ORIC-1 means that an incredible number of software titles are becoming available for your Oric. With many well known titles from independent software houses, plus exclusive ORIC SOFTWARE from TANSOFT, you can now drive your Oric towards its full potential.
Below is a small selection from Tansoft's range, all of which offer superb value.

BUSINESS
ORIC BASE, ORIC CALC, AUTHOR.

MACHINE LANGUAGES
FORTH, ORIC MON.

COMPUTER GAMES
ZODIAC, HOUSE OF DEATH, ORIC MUNCH, SUPER BREAKOUT, ULTIMA ZONE, DEFENCE FORCE.

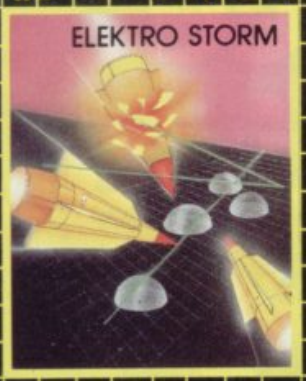
TOURING LANGUAGES
GERMAN, SPANISH, ITALIAN, FRENCH.

GENERAL INTEREST
ORIC CHESS, MULTIGAMES 1, MULTIGAMES 2, ORIC CAD, THE NOWOTNIK PUZZLE.

TANSOFT ORIC SOFTWARE available from your ORIC supplier and all good software dealers. For full list of further information contact:-

TANSOFT LIMITED – 3 CLUB MEWS, ELY, CAMBS CB7 4NW TEL (0353) 2271/2/3/4

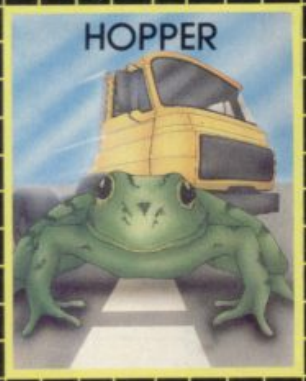
Arcade Action for Spectrum and ZX81 16K, 48K



ELEKTRO STORM

Earth is under attack from wave after wave of intergalactic missiles – your mission is to blast them out of the sky with your laser cannon before the whole human race is wiped out.

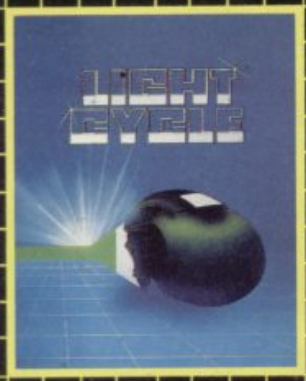
SPECTRUM 48K 5·95



HOPPER

Help FERGUS and his friends across the highway avoiding the traffic, and then over the treacherous river on the backs of turtles and logs to the safety of the lilly pond.
Features include: 6 lanes of traffic, diving turtles, crocodiles & flies.

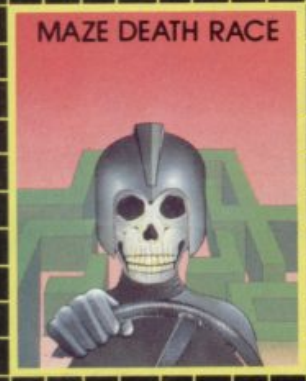
ZX81 16K 3·95
SPECTRUM
16K 48K 5·95



LIGHT CYCLE

The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer – but we warn you its very very good!

SPECTRUM
16K 48K 5·95



MAZE DEATH RACE

Drive your 500b.h.p. racing car around a giant maze (9 times the size of the TV screen on the ZX81 version, 32 times for the spectrum). Watch out for the hazards – oil, ice, fallen rocks etc. Not the least of your worries are the chase cars also in the maze – one touch with these means instant death!

ZX81 16K 3·95
SPECTRUM 48K 4·95



PANIC

"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters.
He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out!

SPECTRUM 48K 5·95

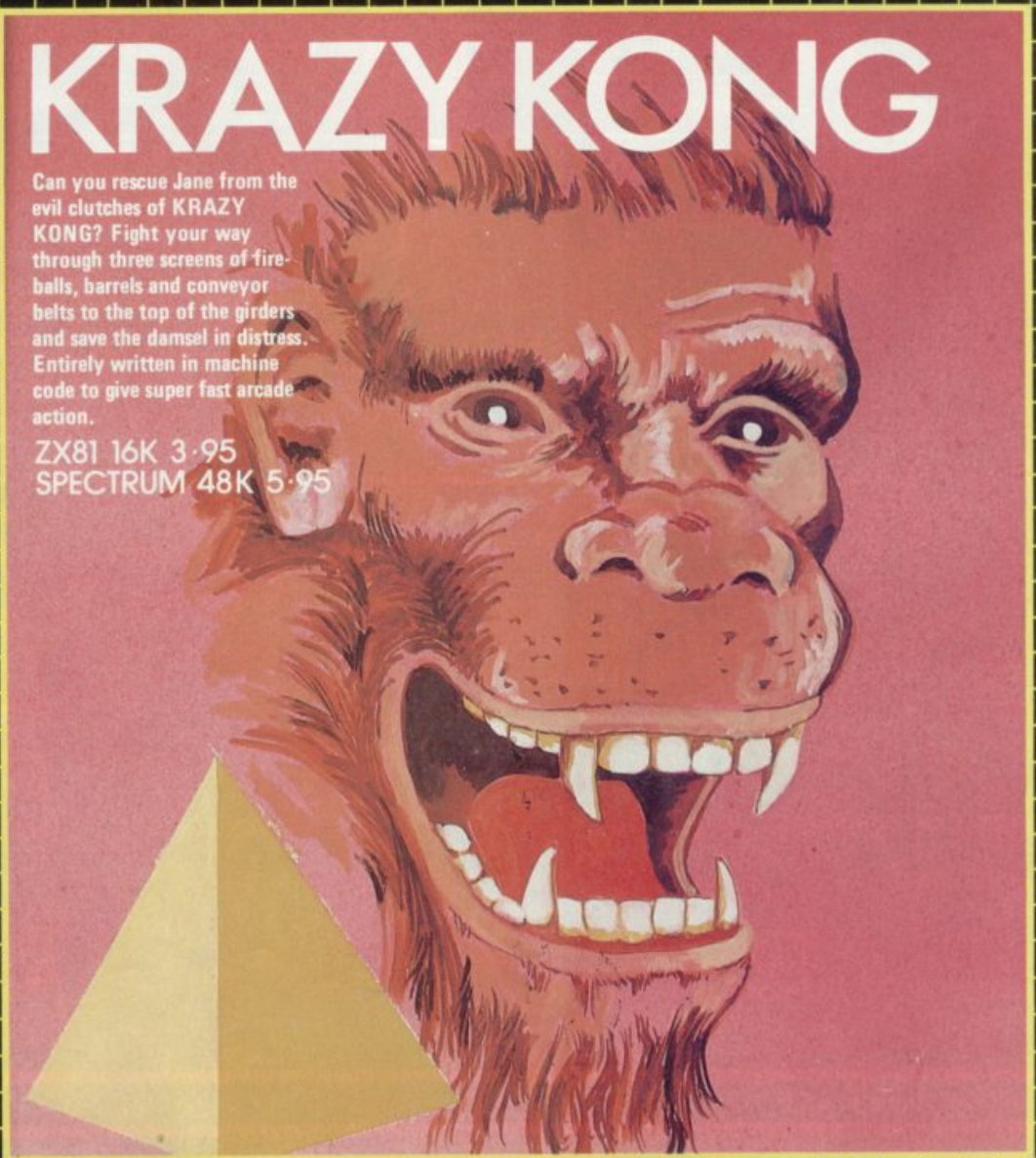
PSS

CHEQUE OR P.O. TO P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG.
INSTANT CREDIT CARD SALES TEL (0203)667556.

KRAZY KONG

Can you rescue Jane from the evil clutches of KRAZY KONG? Fight your way through three screens of fire-balls, barrels and conveyor belts to the top of the girders and save the damsel in distress. Entirely written in machine code to give super fast arcade action.

ZX81 16K 3·95
SPECTRUM 48K 5·95





Write to me at Bug Hunter, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Or 'phone me on 01-278 3881.

JETPAC — ULTIMATE

Those nasty little bugs don't just confine themselves to listings from magazines you know; they've been spotted recently happily living in many peoples copies of Jetpac, from Ultimate.

We've been getting quite a few calls saying that when trying to gain a massive score of Jetpac to enter our hall of fame contest the program seems to crash when the score gets to about 120,000. I haven't been able to try this myself as I can only manage just over 40,000 but I am assured that it does happen.

I have spoken to the Ultimate people and they said that they had never heard of such a bug. However, they did say that they will exchange your cassette of Jetpac if you think that it is faulty so the best thing to do if you suspect your cassette is to return it to Ultimate.

ARCADIA — IMAGINE

Another problem with professional software comes with Arcadia from Imagine, which also runs on a Spectrum.

Tudor Costigan wrote in to say that his spectrum crashed with an out of memory error at line 10:10 while he was playing Arcadia.

This occurred at level 244 with a score of 235,301. If anyone else has this problem, or can get anywhere near level 244, then let me know.

DRAUGHTS — ATARI

Thanks to everyone who wrote in to help me with the problem in our Draughts listing from July's issue. When typing the program into an Atari, line 109 would not fit as it was too long by four characters.

I have since discovered the solution so I award myself £5 for the following tip: you can set the left and right margins on the Atari by poking location 82 and 83 respectively.

Normally the left margin is set to four but to enter line 109 (and a couple of others) it is necessary to set the margins to allow a longer line. To do this, type POKE 82,0:POKE 83,39 <return> before typing in the program. If you have a partly typed copy on cassette then load the tape, type the POKEs and then correct your copy and resave it.

VARIABLES ON THE ATARI

Here's a tip for all Atari owners. This program occupies just 245 bytes on an 800 or 400 machine and will print out the values of all the current variables and also the total number of variables used.

To use it, type GOTO 5 and not RUN, otherwise you'll clear all the variables from the machine!

```
5 Graphics 0: POKE 752,1
10 X=2048:Y=0
20 IF PEEK (X)>90 THEN PRINT
   CHR$(PEEK(X)-128):X=X+1:GOTO
   20
30 IF PEEK(X)<48 THEN PRINT:PRINT-
   "THERE ARE ":Y:" VARIABLES.":END
40 PRINT CHR$ (PEEK(X)):
50 X=X+1:GOTO 20
```

If an open bracket character appears after a variable then it means that it is an array. Credit for this masterpiece goes to Guy Coleman from Stratford, London, E15, as does a cheque for £5.

VIC — QUEST — VIC-20

Our listing for the Vic in September's issue was Vic Quest, which worked perfectly when I tested it on our Vic. Our printer, though, was in need of a new ribbon which caused some difficulties with printing. We're saving up for a new ribbon, but in the meantime these are the places where you may have found your vision blurring:

Listing 1: line 1180 The 3 gosubs are 100, 150 and then 100 again. Line 1250 ends with POKE 633,131.

In listing 2:

```
980 V+1, 110
1000 X=11
1110 DEF FNR(
1250 IF E=33
1300 Z=P/20+1 . . . POKE 8121+B,32
1900 Z=P/50+1
3070 . . . F*22,41
3080 F=7703
3500 A$,F,1))+140
3520 POKE V,G*3
```

TURTLE HOP — TEXAS

In Turtle Hop, from September's issue, we economised on space by removing a couple of lines from the program. These were only REMs, which explains the non-existent line 3470. You can cure your turtle by adding line 3470 REM.

The monthly dose of Texas advice comes this time from Mr W. Locksmith from Upton, Chester.

He suggests the following improvements to Turtle Hop from September, to make the program run continuously instead of waiting for a key to be pressed.

This, I am told, makes the game a lot harder to play, so if you think that your are a grand master of the turtle hop then try this:

Remove the ELSE 1170 from line 1190 and insert these lines

```
1193 ON SK GOSUB 2720, 2590, 2590
1196 GOSUB 2180
1199 GOSUB 1390
```

and now see if you can still get such a massive score!

BY ROBERT SCHIFREEN

3D ESCAPE — ZX81

ZX81 owners were puzzled by line 1560 in 3D Escape from September. Although the line was printed out, it does not make sense in Sinclair Basic.

I loaded the tape which the author sent us and it was still there on the screen. I can only assume that our RAM pack has a fault in one of its bits, but I managed to find out the correct value by changing line 1570 to PRINT A.

The program then printed the numbers from 6 to 11, so it seems that the strange dollar sign should in fact be a number 1. Clever, eh?

Logjam — Atari: Logjam for the Atari from October's issue lost half a line during printing. Line 5330 ends in a lone "D". This should say DRAWTO 71,39.

Vic Tips: I said in October that SYS 256 is the same as LOAD. This is not quite correct; SYS 256 starts a machine code program which is at that location. Therefore it will only load if there is a relevant machine code program there.

Texas — Slalom: Slalom from October's issue for Texas works fine, except that your score is not set to zero after each run. To cure this, add the following line;

105 SCORE = 0

Manhatten Invasion — Spectrum: You may find that the program does not register hits and also that the missiles are not drawn correctly. You can correct this by adding a command to line 1 by typing

1 INK 7: GOTO 100

and the program will now work correctly.

Well that's it for another month. Remember that you can always talk to me about your computing problems on 01-278 3881 between 9.30 and 5.30 Monday to Friday. Any tips published in this column will earn £5.

NO CHARGE FOR Atari • Commodore 64

NEW ATARI 600XL

A brilliant new computer from Atari. Before you choose a computer, check this specification.

★ 16K RAM expandable to 64K with one plug-in pack.
★ External processor bus for future CP/M module running CP/M2.2 with its own 64K RAM.
★ International character set.
★ 256 colours – up to 128 displayable at one time.
★ 5 text modes and 11 graphics modes.
★ Full-travel typewriter-style keyboard.
★ 24K built-in BASIC and operating system.
★ 4 special function keys.
★ Software compatible with almost all existing software for 400/800.



Atari 600XL Computer (AF77J)	Price £159.95
Extension RAM Pack for 600XL (AF79L)	Price £89.95
Program Recorder (AF80B)	Price £49.95
Disk Drive (AF81C)	Price £269.95
Colour Printer (plain paper) (AF83E)	Price £199.95
Letter-quality Printer (AF82D)	Price £299.95
Joysticks (AC37S)	per pair Price £13.95
Le Stick (AC45Y)	each Price £24.95

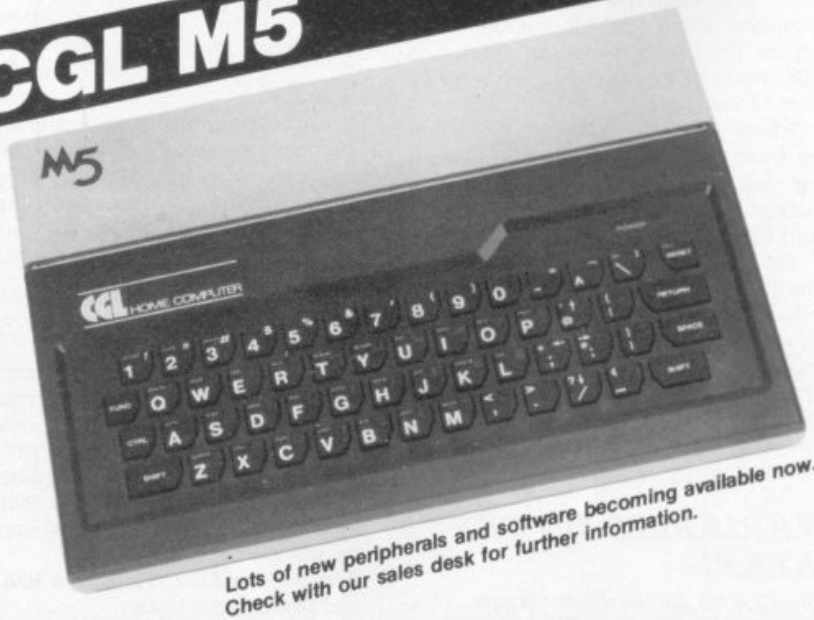
The Atari 800XL is unlikely to be available before Christmas, but is in any case no different from the 600 XL except all 64K RAM is built inside box.

Check out our huge range of software for Atari.
Ask for our free leaflet XH52G.
★ Maplin are an authorised service centre for Atari ★

Join the UK Atari Computer Owners Club, an independent user group. Send £3 to Ron, P.O. Box 3, Rayleigh, Essex SS6 8LR for 4 issues of club magazine. Issue 3 now available. State which issue to start subscription.

POWERFUL CGL M5

The M5 contains one of the most powerful colour video processors available. An incredible 32 sprites simultaneously and 16K of RAM dedicated to graphics alone. Driven by the powerful Z80A main processor, there M5 contains three tone generators and a noise generator all with envelope control like a mini-synthesiser. The M5 comes complete with BASIC, superb handbooks for beginners and lead to connect to almost any standard cassette recorder.



CGL M5 computer (AF64U)	Price £149.95
BASIC G – A BASIC with extended and very powerful graphics commands (KS01B)	Price £34.95
Joypads (AF65V)	per pair Price £24.95

Lots of new peripherals and software becoming available now. Check with our sales desk for further information.

If your order contains over £120 worth of computer hardware apply now for credit with no extra charges. Telephone: Mail Order: (0702) 552911; London Shop: 01-748 0926; Manchester Shop: 061-236 0281; Birmingham Shop: 021-356 7292; Southampton Shop: (0703) 25831; Southend Shop: (0702) 554000 or write to P.O. Box 3, Rayleigh, Essex. SS6 8LR.
You pay 10% down, then 10% per month for a further 9 months, (to nearest penny). Example: Atari 600XL. Cash price 159.95. Credit terms £15.95 down, then £16.00 per month for nine months. Total £159.95 which equals the cash price.
Credit quotations on request. This offer subject to approval which may take up to 48 hours or more, and is only open to whose who live on UK mainland and are over 18. Please note that we act as credit brokers for this service.

CREDIT ON Dragon 32 & CGL MS

(APR = 0%)
COMPUTER HARDWARE

COMMODORE 64



★ 64K RAM and 20K ROM BASIC and operating system.
★ Eight independently movable sprites.
★ 16 colours with 255 border/background combinations.
★ Nine octave music synthesiser with 3 voices, waveforms, programmable ADSR and filter.
★ Full-travel typewriter-style keyboard.

Commodore 64 Computer (AF56L)	Price £229.00
Cassette Recorder (AF48C)	Price £44.95
Disk Drive (AF50E)	Price £229.99
Printer (AF49D)	Price £230.00
Joysticks (AC37S)	per pair Price £13.95
Le Stick (AC45Y)	each Price £24.95

Rapidly expanding range of software for Commodore 64 and VIC 20. Ask for our free leaflet XH52G.

ADD-ONS FOR VIC 20

Expand your VIC 20 from our large range of peripherals and software. For example:

VIC Super Expander (AC54J)	Price £34.95
VIC Programmers Aid (AC55K)	Price £34.95
VIC Machine Code Monitor (AC56L)	Price £34.95
VIC 8K RAM (AF52G)	Price £29.95
VIC 16K RAM (AF53H)	Price £39.95

BRITISH-MADE DRAGON 32



★ 32K RAM plus Extended Microsoft Colour BASIC in ROM
★ Fast 16-bit-structured microprocessor for high speed computing power.
★ Full-travel typewriter-style keyboard.
★ Can be used with almost any standard cassette recorder.
★ Complete with superb BASIC programming course.

Dragon 32 Computer (AF57M)	Price £175.00
Cassette Cable (BC31J)	Price £2.95
Disk Drive (AF84F)	Price £275.00
Joysticks (BC30H)	per pair Price £14.95

Large range of software available. Ask for our free leaflet XH52G.

MORE EXCELLENT VALUE HIGH QUALITY PRODUCTS

Floppy Disk for use with many different home computers (YX87U)	Price £2.50
C12 Data Cassettes (AF61R)	Pack of 5 Price £1.99
Dust cover for Atari 400 (BK88V)	Price £3.95
Dust cover for Atari 800 (BK89W)	Price £3.95
Dust cover for BBC (BK90X)	Price £3.95
Dust cover for 64 or VIC20 (BK91Y)	Price £3.95
Dust cover for Dragon (BK92A)	Price £3.95
Dust cover for Spectrum (BK93B)	Price £3.95
Epson RX80 Printer (AF38R)	Price £339.95
Epson FX80 Printer (AF40T)	Price £447.35
Mapsoft Catalogue (XH60Q)*	Price £1.00
Maplin Catalogue (CA01B)*	Price £1.65



** Available from November 1st 1984. Maplin Catalogue on sale in all branches of W.H. Smith price £1.35.*

MAPLIN ELECTRONIC SUPPLIES LTD

Mail Order: P.O. Box 3, Rayleigh, Essex SS6 8LR. Tel: Southend (0702) 552911.
Shops at: 159-161 King Street, Hammersmith, London W6. Tel: 01-748-0926.
8 Oxford Road, Manchester. Tel: 061-236-0281.
Lynton Square, Perry Barr, Birmingham. Tel: 021-356-7292.
282-284 London Road, Westcliff-on-Sea, Essex. Tel: 0702 554000.
*46-48 Bevois Valley Road, Southampton. Tel: 0703 25831 *Opens 1st November 1983. All shops closed Mondays
All prices include VAT and carriage. Please add 50p handling charge to orders under £5 total value (except catalogue).

WE'RE FALLING INTO O

Our resident science fiction expert David Langford leaps into the unknown to discover if there is any light at the end of the tunnel.

```
1 ' SPACE DROP copyright (C) 1983 David Langford
2 '
3 CLEAR1000
4 DEFINTA-Z
5 DIMS$(64)
100 CLS ' Instructions etc follow
101 PRINT@341,"### TUMBLE ###"
102 PRINT:PRINT
103 PRINT"HOW FAR CAN YOU TUMBLE DOWN THE GREAT HYPERSPACE RIFT?"
104 PRINT
105 PRINT"USE LEFT & RIGHT ARROW KEYS TO STEER INTO THE DEPTHS"
106 PRINT"AND SCORE POINTS BY RAMMING THE SINISTER ALIEN '#'"
107 PRINT"CRAFT AS THEY RISE (CUMULATIVE SCORE APPEARS AT LEFT
108 PRINT"WITH EACH SUCCESSFUL HIT)... BUT BEWARE OF HITTING
109 PRINT"ANYTHING ELSE! THE COUNTDOWN HAS STARTED---
110 FORX=1TO500 ' Countdown!
111 IFX<64THENS$(X)=CHR$(192+X) ' Store 'blank' graphics
112 PRINT@154,501-X
113 NEXTX
200 SC=0 ' Reset score for new game
201 ZL=15360
202 CLS ' Set variables for new round
203 PRINT@960," "
204 L=RND(20)+5 ' Left wall
205 R=RND(20)+5 ' Right wall
206 M=16255:Q=35:SP=32:SH=92
207 Z=ZL+L+RND(63-L-R) ' Ship position
208 DL=-1*RND(2) ' Left wall slope
209 DR=-1*RND(2) ' Right wall slope
210 DZ=0 ' Ship motion
211 T=128+RND(62) ' Wall graphics
300 ' Graphics
301 X=63-L-R
302 IF(ABS(DL)ORABS(DR))>1THENV=58ELSEV=62
303 PRINTSTRING$(L,T);S$(X);STRING$(R,T)
304 A$=INKEY$:IFA$=""THEN306' Arrow keys?
305 A=ASC(A$):IFA=8THENDZ=DZ-1ELSEIFA=9THENDZ=DZ+1
306 Z=Z+DZ ' Ship motion
307 ZZ=PEEK(Z):IFZZ<QTHEN310ELSEIFZZ>QTHEN501' Crash?
308 SC=SC+1 ' Score for hitting a #
309 PRINT@896,SC;:PRINT@960,"";
310 POKEZ,SH
400 ' Adjust tunnel width (partly random); random #s
401 IFRND(6)=1THENPOKEM+L+RND(X),Q:IFX<7THENDL=-DL:DR=-DR
402 LL=L+DL
403 RR=R+DR
404 IFLL+RR<VTHEN407
405 IFL>RTHENDL=-DR:GOTO402
406 DR=-DL:GOTO403
407 IFLL<10RLL>50THENDL=-DL:GOTO402
408 IFRR<10RRR>50THENDR=-DR:GOTO403
409 L=LL:R=RR
410 IFRND(20)>1THEN301
411 IFX<7THENRQ=RND(3)-2ELSERQ=RND(5)-3
412 IFRND(2)=1THENDL=RQELSEDR=RQ
413 IFX>2THENPOKEM+L+RND(X),T
414 IFRND(5)=1THEN211ELSE301' Random graphic shift
500 ' Crash: score displayed & flashing message
501 PRINT@832,STRING$(63,SP)
502 PRINT@923,"SCORE";SC
503 FORI=1TO20
504 PRINT@960,STRING$(27,191);" CRASH! ";STRING$(28,191);
505 POKEZ,SH
506 FORJ=1TO30:NEXT
507 PRINT@960,STRING$(63,SP);
508 POKEZ,ZZ
509 FORJ=1TO30:NEXT
510 NEXTI
511 ZL=ZL+64 ' Move ship down on screen - harder!
512 A$=INKEY$
600 IFZL<16255THEN202' Ship too low: game ends
601 PRINT@970,"::GAME OVER ::PRESS ANY KEY TO RESTART ::"
602 IFINKEY$<>""THEN200ELSE602
```

EVERYONE has dreams of flying or falling, so they say. Thinking again about pinching game ideas from SF, I realize that many stories feature flying or falling through endless passages or tunnels.

Alice in Wonderland must be one of the first — remember her drop down the rabbit hole? I've often wondered whether Carroll was inspired by the lad who, several years before *Alice*, fell 250 feet down a Great Western Railway tunnel shaft and all the way down kept shouting "Below!" to warn those underneath — thus proving at last that it wasn't the speed of the fall that killed you, just the sudden stop at the bottom.

In A. E. van Vogt's *Slan* — his most readable book, by the way, although it was his first — and Damon Knight's space-opera *Beyond the Barrier*, people in strange craft go diving straight down into the solid Earth.

Charles Harness's *The Paradox Men* features a terrifying plunge down a mile-high wall in an early chapter and an even more bizarre one into a bottomless sunspot near the end.

Samuel Delany's *Nova* has a spaceship steering down into an exploding sun and — because this nova is for some unlikely reason doughnut-shaped — through the hole to safety. All good rousing stuff; any SF fan will think of many more examples of the Long Drop.

Of course *Star Wars* swiped traditional SF ideas from everywhere (and then they had the nerve to complain that *Battlestar Galactica* plagiarised *Star Wars*!).

Sure enough, the ultimate assault on the Death Star involves a long hair-raising flight down this narrow trench like a steel railway-cutting, although even that wasn't as mind-blowing as the Star Gate sequence from *2001*.

Indeed these high-speed flights through narrow spaces and dizzy perspectives are powerful stuff — for absolutely dreadful psychological reasons, according to Damon Knight in a chapter of his *In Search of Wonder*, one of the more readable and unpretentious books *about* SF.

So if you enjoy the arcade game Scramble and its derivatives, you probably suffer from appalling neuroses. It's still healthier than being a science fiction writer!

I wanted to invent a mini-game which, without too much software, could perhaps conjure up this feelting of vertigo. Which reminds me that *Vertigo* is the title of a fine book by Bob Shaw, whose hero ends up having to plunge

BLIVION

sickeningly down narrow shafts out of a hotel in the sky.

My version simply uses the left and right arrow keys to steer a tiny craft this way and that as it falls down a horribly irregular "tunnel".

You fall forever. You try not to hit the walls at left or right. Likewise you avoid the lumps of space-junk you pass on the way down; but you score points for ramming and destroying the # symbols which rise from the deeps.

Each time you crash, your replacement ship appears a bit further down the screen, giving you less time to see and plan for the obstacles ahead. When you're forced clear off the bottom of the screen, the game is over. Can you score 100 or 200 before then?

The listing suggests that the game's about zooming down an endless hyperspatial tube, avoiding debris while ramming alient nasties. It could just as well represent Alice falling down a convoluted rabbit-hole, seizing jars of orange marmalade while avoiding, er, bats or cats.

The listing is for a Tandy Model I Level II. It should transfer with some tinkering to most machines: the important thing is that the screen must have automatic scrolling, this being what gives the game that heady speed which my yawning friends have compared to a slug running amok. A few notes:

Line 111 takes advantage of the TRS-80 space-compression character codes, preparing an array of blank strings of all required lengths, saving time on STRING$ function calls later in line 303.

L, R and X represent, respectively, the width of the walls to left and right, and that of the space between them.

The more esoteric conditionals like lines 302 and 404 are concerned with making sure the "random" changes in tunnel width never actually close the path off altogether.

Line 305 alters your horizontal motion (the variable DZ) in a semi-realistic way according to pressings of arrow keys. A touch of the left-arrow adds a bit of leftward speed; another touch adds a bit more; a touch of the right-arrow at this point only reduces your leftward speed, another being needed to stop and yet another to set you moving to the right. Moral: don't build up huge speeds, it takes time to slow down!

The PEEKs and POKEs are nothing exotic — merely quick ways to handle some of the screen graphics.

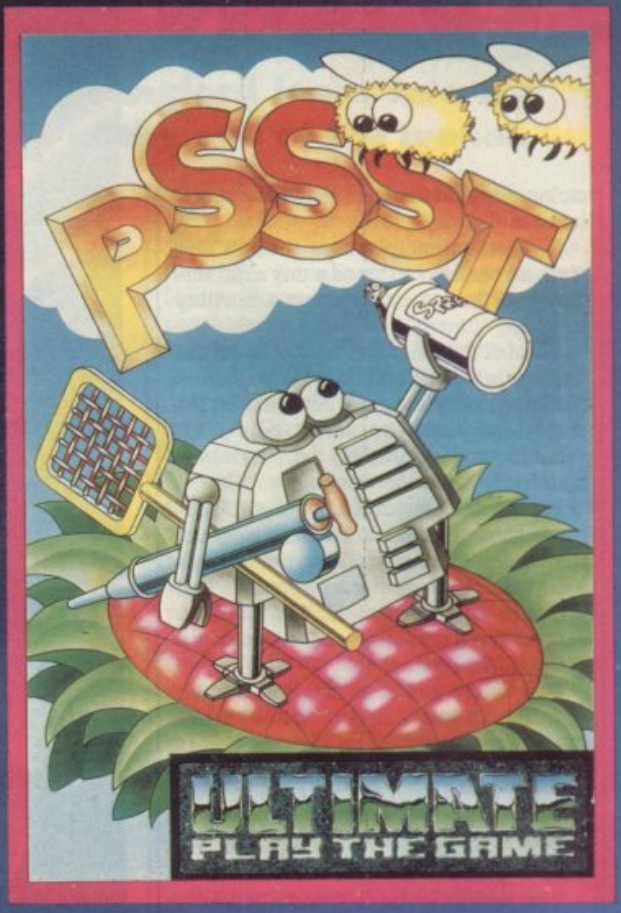
Type in the listing, then, and thrill to the awful sensation of falling. Will you be able to sleep peacefully at night again?



JET PAC –
16/48K ZX Spectrum or 8K Expanded VIC 20

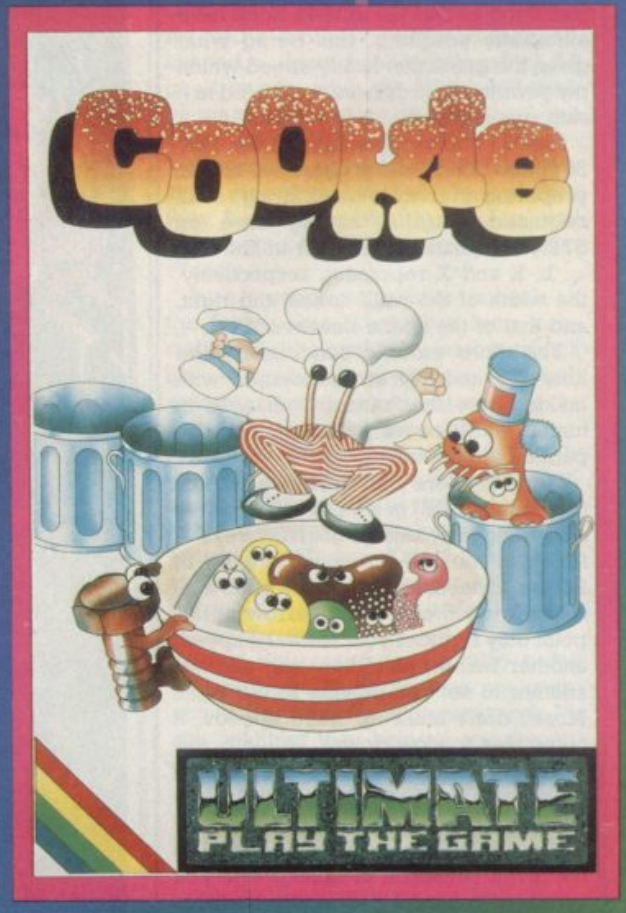


PSSST –
19/48K ZX Spectrum





TRANZ AM –
16/48L ZX Spectrum



COOKIE –
16/48K ZX Spectrum

LUNAR JETMAN –
48K ZX Spectrum



LUNAR JETMAN – For the **48K Sinclair ZX Spectrum.**

LUNAR JETMAN – The **ULTIMATE** Intergalactic **G.A.S. (Graphic Arcade Simulation)** Adventure Space Battle.

LUNAR JETMAN – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design – The **ULTIMATE PLAY THE GAME** design team.

ATIC ATAC – For the **48K Sinclair ZX Spectrum**

ATIC ATAC – The super spooky 3D horror **G.A.S. (Graphic Arcade Simulation)** Adventure game.

ATIC ATAC – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

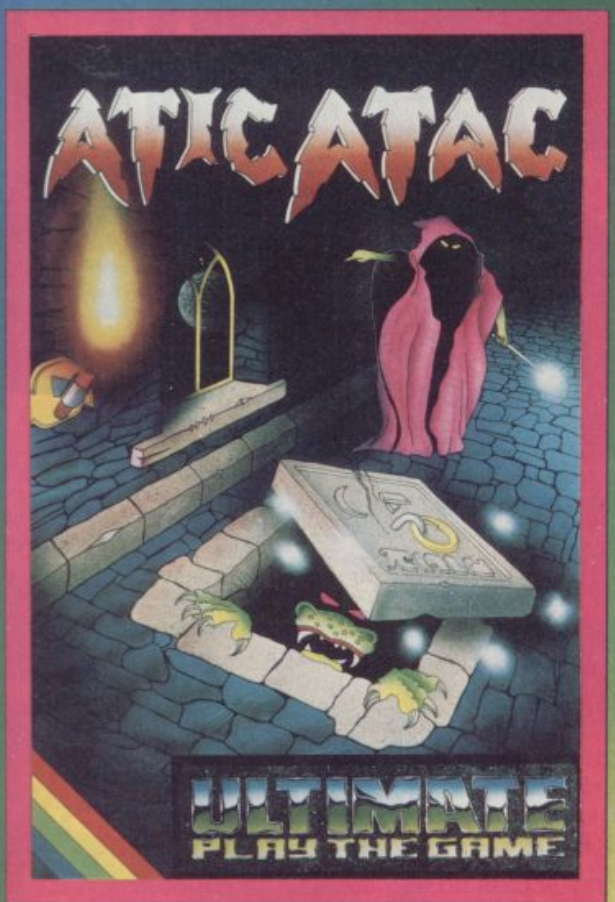
Design – The **ULTIMATE PLAY THE GAME** design team.

£5.50 each, including VAT, first class postage and packing within UK.

These games should be available from **W. H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES,** other **large department stores** and all **good major software retailers.** Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate dispatch by return, subject to availability.

Dealer enquiries welcome, Phone (0530) 411485

ULTIMATE PLAY THE GAME is a Trade name of Ashby Computers & Graphics Ltd., The Green, Ashby de la Zouch, Leics. LE6 5JU.



ATIC ATAC –
48K ZX Spectrum

Post this coupon to:
ULTIMATE PLAY THE GAME, The Green, Ashby de la Zouch, Leicestershire LE6 5JU.
Please rush me the following:

- ☐ LUNAR JETMAN
- ☐ TRANZ AM
- ☐ COOKIE
- ☐ JET PAC
- ☐ ATIC ATAC
- ☐ PSSST
- ☐ JET·PAC (8K Expanded VIC 20)

I enclose cheque/PO for £ .....

Name.....

Address.....

.....

Post Code.....

Ask your dealer about these exciting new **Galactic Series 2000** 2nd Generation games.

20 COMMODORE 64 HOME COMPUTERS TO BE WON

ALTERNATIVE PRIZES OF DISK DRIVES OR PRINTERS FOR WINNERS WHO ALREADY OWN CBM64's

PLUS 100 RUNNER UP PRIZES

VIC20/CBM64 OR DRAGON JOYSTICKS

Galactic Software are giving away all these prizes to the lucky number winners, anyone who buys a Galactic Series 2000 game before Christmas could win!

For YOUR chance to win a prize simply fill in the entry form with your guess at one of the lucky numbers and send to us with the bottom right corner of the cassette cover of any Galactic game OR send your entry together with your order for any game.

Our computer has chosen 120 random numbers between 1 and 10,000, one for each prize. The closest guess to each number wins the prize.

Closes Dec.24th 1983. A list of all the winners will be available.

In the future... in a galaxy far, far away a second generation of games was created. They were time warped back to our dimension for you to experience, NOW.

The Galactic Series 2000 is here at last..

Games for the VIC 20, Commodore 64 and Dragon 32.

All series 2000 games are only £5.50 each.

Money back guarantee

Unexp. VIC20 games - Keyboard or Joystick.
Commodore 64 games - Joystick control.
Dragon 32 games - Keyboard control.



Froggy: Incredible animation in this high performance graphics experience. Frogs, trucks, cars, boats, logs, turtles and lilyponds all combined to give your brain a real workout.



Space Shuttle: Test your reflexes to the max as you attempt to rescue psychopathic scientists from the moon. Beware of the hazardous space fragments in this hectic challenge.

Bug Diver: In this fast paced addictive arcade game, as a mere beetle you've gotta be fast to outswim the merciless bug eating fish while stealing their precious eggs.





Robot Mouse: In this futuristic arcade game you collect atomic cheese from the floor of the space maze avoiding the mean malfunctioning robots who will on contact.



Neutron Zapper: You pilot one of the best space ships ever built, but that's no protection in this galaxy. Your survival depends totally on the speed of your reflexes.



3D Maze: The ultimate maze game features brain power not fire power. A visually breathtaking 3 dimensional display with a tormenting time factor as the 4th dimension.

ALL GAMES ONLY £5.50 EACH

Galactic Software

Dealership enquiries contact 04605 5161.

Galactic Software, Unit 7, Larchfield Estate, Dowlish Ford, Ilminster, Somerset. TA19 0PF. Tel:(04605) 5161.

Tick the appropriate box.

☐ Enclosed is the bottom right corner of a Galactic cassette cover.

☐ Please send me the following game(s)

☐ Frogger ☐ Neutron Zapper
☐ Bug Diver ☐ 3D Maze
☐ Space Shuttle ☐ Robot Mouse

My computer is
☐VIC 20 ☐Commodore 64 ☐Dragon 32

Here is my guess at one of the numbers

_____

I enclose cheque for the sum of £_____

or my Access no. is ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Name _____

Address _____

_____

Please send to Galactic Software, Unit 7, Larchfield Estate, Dowlish Ford, Ilminster, Somerset. TA19 0PF.

GRAPHICS

By Garry Marshall

OVER THE RAINBOW ON THE SPECTRUM

The word spectrum conjours up a vision of bright colours. And the Sinclair computer of the same name is supplied with a wide variety of colours to create interesting graphic displays. The "canvas" the Spectrum provides for high-resolution graphics is a rectangular array of 256 × 176 dots. Displays are created by colouring in these dots with colours from the Spectrum palette.

Horizontally, along a screen row, the dots are numbered 0 to 255 from left to right. In the vertical direction, up a column, they are numbered 0 to 175 from bottom to top.

Thus, with this numbering scheme the dot in row 0 and column 0 is at the bottom left of the screen, and the dot in row 175 and column 255 is at the top right.

As far as colour is concerned, the PAPER command is used to set the background colour, and INK the foreground colour in which the plotting takes place.

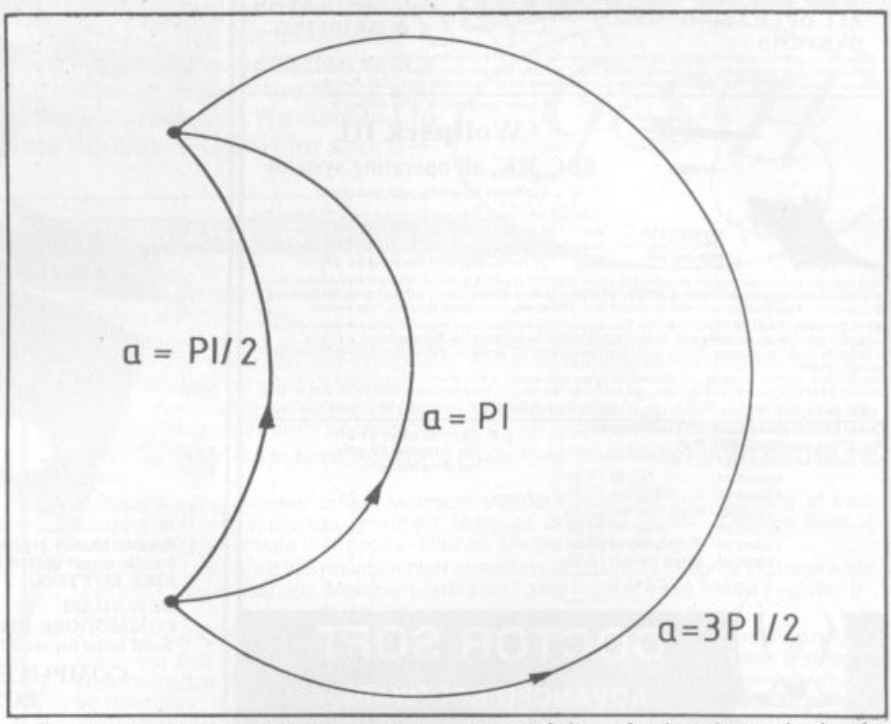
By using the PLOT command any individual dot is coloured with the current ink colour. The command takes the form PLOT x, y and it causes the dot in column x and row y to be coloured in.

A line can be drawn with DRAW and it causes a line to be drawn from a starting point to a given end point.

The starting point is either where PLOT last plotted a point or where the last line produced with DRAW ended, depending on which was done more recently.

The form of the DRAW command is DRAW x, y with x and y giving the position at which the line should end.





However, they specify the point at which the line should end relative to the starting position. In this way, the line ends x dots to the right of the start as long as x is positive, but x dots to the left if x is negative.

Similarly, the end is y dots up from the start if y is positive, but y dots down if it is negative.

Because DRAW works in this way, it is a little tricky to use until you get used to it. Its form does make it ideal for writing a subroutine that plots an object at the current starting position, though, and when this can be done it is easy to move the object around the screen.

This can be illustrated with an object that has a simple, shape, and so we choose a triangle that points upwards and is 8 dots high and is 12 units along the base. This can be plotted at the current starting position by the subroutine:

```
1000 DRAW −6,−8
1010 DRAW 12,0
1020 DRAW −6,8
1030 RETURN
```

The triangle can then be plotted at the centre of the screen by:

```
10 PAPER 1: INK 6
20 PLOT 128,88
30 GOSUB 1800
```

The triangle can be moved around by plotting it again in the paper colour to erase it, moving to a new position with PLOT and drawing it in the ink colour, like this:

```
100 INK 1: GOSUB 1000
110 PLOT 148,68
120 INK 6: GOSUB 1000
```

The DRAW command can be used to create arcs and circles as well as straight lines. By giving it a third value so that it takes the form DRAW x, y, a the starting and finishing points are still the same, but the curve connecting them passes through an angle a as it traces its path.

It should be noted with care that a is in radians and not in degrees.

Since an angle of 2*PI radians corresponds to a complete revolution, or a complete circle, an angle of PI, for example, gives a semicircle.

The illustration shows the results of giving a the values PI/2, PI and 3*PI/2 while using the same start and end points.

Using DRAW in this way, the following subroutine plots a triangle with curved sides at the current starting position.

```
2000 DRAW −6, −8,−PI/3
2010 DRAW 12,0,PI/3
2020 DRAW −6,8,−PI/3
2030 RETURN.
```



BBC 32K 747 FLIGHT SIMULATOR & BRIEFING

ALL OPERATING SYSTEMS

A full blown, pilot written simulation (writer of the famous Atom 747) real time instrument and visual display, 3D runway view (Heathrow or Gatwick), large dials, moving pointers plus digital readout. Demonstration approach and landing. Full, separate briefing program. Area chart, notes and flight plan. Fantastic!



A new concept, a new classic . . .

Wolfpack III

BBC 32K, all operating systems

Combat briefing and program

"Sometimes your first warning is a lancing disruptor beam striking from beyond – sometimes they materialise close at hand. You are either quick or dead!" "A think, zap and think again game!"

True in-space cumulative motion, amazing full colour Starfield graphics & sound. Multiple ship control, each ship has its own mission and destiny, 4 types of enemy, meteor strikes. Good strategy rewarded by energy & promotion. Poor combat rewarded by death! (but rescue/refuel possible). Rotating base station.

SPEECH ROM? TABLES TEACHER! The Doc speaks! One multiplication in several different interesting and colourful ways. (Runs OK without S.R. but DOC is silent). (Add £4.00 for disk version).
KREMLIN multi level maze escape with Gremlins/bomb/3D graphics and sound/map/compass/quiet explore option!
HARMONY: infinite, saveable, 3D patterns of colour and sound, menu driven.
WORD PERFECT friendly and versatile, full facility 40/80 column word processor (add £4 for disc version!

DEALERS ONLY PLEASE PHONE (0903) 206076 **ROYALTIES** DOC PAYS THE BEST FOR THE BEST

Orders to: Doctor Soft, 258 Coneygree Rd., Peterborough PE2 8LR
NO extras all prices fully inclusive

.....	copies of	747 @ £7.95
.....	copies of	Wolfpack £7.95
.....	copies of	Tables Teacher £7.95
.....	copies of	Kremlin £6.95
.....	copies of	Harmony £6.95
.....	copies of	Word Perfect £9.95
		TOTAL £ ____

- Special offer £1 off for 2 items, £2 off for 3 items, etc

Name.....

Address.....

.....

.....



DOCTOR SOFT

ADVANCED SOFTWARE

A STAR REBORN?



£2.95

Suitable for ATARI TM model CX40-04 and EARLY COMMODORE TM joystick (Atari shape). Repair your broken joystick, or simply improve the playing quality. Gives DUAL FIRE CAPABILITY AND LEFT OR RIGHT HAND CONTROL. Fitting instructions enclosed.

Atari is a trademark of Atari Inc.
Commodore is a trademark of Commodore Inc.

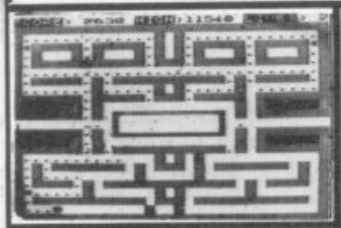
Arcade quality replacement handle insert including TOP FIRE BUTTON.

NEW SHAPE COMMODORE JOYSTICKS
Send to us for modification £2.95 + 50p p&p.

COMPUTER SUPPLIES, 146 CHURCH RD., BOSTON, LINCS. TEL: 50239

DJL SOFTWARE

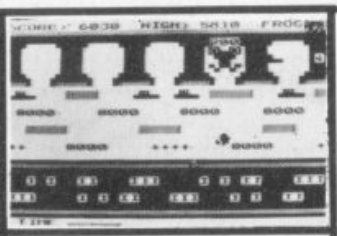
DEPT CVG, 9 TWEED CLOSE, SWINDON, WILTS
SN2 3PU Tel: (0793) 724317 Trade enquiries welcome
Export Orders: Please add £1.00 per tape airmail



ZUCKMAN
ZX81 (16K)

- *ALL MACHINE CODE (10K)
- *FOUR INDEPENDENT GHOSTS
- *HIGH-SCORE 'HALL OF FAME'
- *AUTHENTIC ARCADE ACTION
- *TITLE/DISPLAY MODE

ONLY £4.95 INC. P&P



FROGGY
ZX81 (16K)

- *MOVING CARS, LOGS, TURTLES
- *ALLIGATORS, DIVING TURTLES
- *FOUR 'SCREENS' OF ACTION
- *ALL ARCADE FEATURES
- *ENTIRELY MACHINE CODE

ONLY £4.95 INC. P&P

★ ZX Spectrum ★
New **New**
FROGGY 16K or 48K

SPECTRUM VERSION OF ARCADE GAME WITH FULL ARCADE FEATURES:–

*Fabulour Hi-Res Colour Graphics
*Authentic Sound Effects + 3 Tunes
*3-D Logs, Swimming & Diving Turtles
*3 Lanes of Multi-coloured vehicles
*On-screen Score, Hi-Score, Time-bar
*Snake, Alligators and Baby Frog
*'Top 5' High-Score initials table
*Demonstration Game routine

Your home-sick frog must leap across a busy main road, then onto logs and turtles in the river to reach safety of the river-bank frog-homes.

THIS MACHINE-CODE GAME MUST BE SEEN TO BE BELEIVED!!

ONLY £5.95 INC. P&P



GREAT SOFTWARE DISASTERS

Not so much a disaster — more a way of preventing them. At last software houses have started to think about YOU, the customer. A group of leading software houses have formed an association which has in turn established a Customers' Charter to protect the rights and interests of the people who purchase their products. We decided to take a look at the new Guild of Software Houses — GOSH for short! — and what it hopes to achieve.

The Guild has been set up by a number of leading software houses including Bug-Byte, New Generation, Quicksilva, Salamander, Silversoft, Softek and Virgin Games.

The Guild says it was founded in response to public demand for a little more discipline from the software houses. All GOSH members have pledged their support to a Customers' Charter which includes commitment to maintain promised mail-order delivery times, replace defective stock and deal promptly with complaints.

There is also a Dealer Charter for the trade and a Code of Conduct for software houses in their dealings with one another, which outlaws the poaching of programs and programmers.

Any software house found to be in breach of either the Charter or the Code of Conduct will be subject to the Guild disciplinary procedure involving fines and ultimate expulsion.

With all these conditions attached to membership, the Guild hopes that their logo will quickly become a sign of quality and service to customers and dealers alike.

Membership of the Guild is open to UK Software Houses at an annual subscription of £500 but, in order to sustain the Guilds standards, only houses able to satisfy the committee that they can live up to the Guild's pledges to dealers and customers will be elected.

So our advice is to take advantage of the Guilds offer of help and assistance. Make sure all the software you buy matches up to the high standards they have set and you won't go wrong.

Meanwhile we're still interested to hear from any of you who feel you have a Great Software Disaster on your hands. Just drop us a line including all the details of your problem and we'll attempt to help you out. Remember we're the reader friendly magazine!

GSH
Guild of Software Houses

DEALERS' CHARTER

1. Members will advise dealers of their individual delivery dates and will guarantee delivery within this time.
2. Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.
3. Where unavoidable difficulties do occur, outside members' control, dealers will be informed of them as early as possible and will be kept informed of developments.
4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Members will guarantee a high technical standard of quality and reliability of their product and will exchange genuinely faulty or defective goods. (Dealers have a responsibility to ensure that goods returned are genuinely faulty.)
6. Members of the Guild will maintain high standards of business integrity in compliance with this Code of Practice. Member's terms and conditions of trade will be available on request.
7. The Guild of Software Houses will act to ensure that high standards are maintained. In the event that a complaint can not be resolved then dealers must make it clear to customers that they have the right to refer the matter to the Guild. Complaints should be directed in the first instance to the supplier of the goods, but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

GUILD OF SOFTWARE HOUSES CUSTOMERS' GUARANTEE

1. **Members of the Guild guarantee a high technical standard of quality and reliability for their products. Faulty or defective merchandise will be replaced free of charge and despatched promptly.**
2. **Orders placed with members will be filled with a minimum of delay. Details of members' individual delivery times will be displayed prominently in advertising and strictly adhered to. In no case will deliveries exceed 28 days.**
3. **Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.**
4. **Members undertake to avoid advertising products as available before this is in fact the case.**
5. **Where unforeseen difficulties do occur, which are genuinely outside their control, members of the Guild undertake to keep customers well informed of developments.**
6. **Members of the Guild guarantee high standards of business integrity in compliance with this Code of Practice. Members' terms and conditions of trade are available on request.**
7. **These guarantees will be backed up by the Guild of Software Houses and action taken against any member company which fails to meet the required standard. Complaints should be directed in the first instance to the supplier of the goods but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.**

THE SEVEN

TRADING COMPETITION

There were many entries for the trading competition again this month, although not quite as many as last turn.

Remember that this part of the competition is open to all readers whether or not you are a registered player of the Seventh Empire play-by-mail contest.

You have to predict which star will have the highest trade index for the next turn. The trade index is the right hand figure at the bottom of the square.

Highest trade index at the end of this turn was at JADEG, with a total of 1050; slightly up on the record set last month of 1000 at Apel.

Unfortunately no one managed to get the right answer this time so we'll keep the prize for ourselves.

Keep entries coming in for this turn — there's some software for your computer up for grabs for the winner. Entries on stuck-down envelopes or postcards please.

If you'd like to enter for the remaining turns of the Seventh Empire proper then just send in the coupon below and we'll get a rule book and some starting positions off to you in time to play the next game.

You may have noticed that the *C&VG* postcode has changed, so here's our modified address. Seventh Empire, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol		1000	1000	333	500		1000				166					1000		100				1000			
Barov	250		500						500	1000					1000	1000		500	166		1000		1000	1000	166
Cazuv	500	500		250	1000		1000	1000			111		1000				1000		333			1000			
Dusup	333		1000		1000	333		1000		1000	1000	333									1000	83	333		1000
Erak	250		500				500	166					1000	500	1000		250	1000		250					1000
Fadis	1000		1000	1000				1000	1000		250	500			250			1000		1000			250	1000	
Gazor	1000	1000	333			1000				1000	500	166				1000	1000								333
Hezod	1000										500		250			500	500	500	500						1000
Ixip				250	333	166					250		250					200			1000	333			
Jinis	333	1000				1000	1000									1000	1000		1000						
Kolol	125			250	250	250		1000				1000	250		1000			333	1000	500	333				
Lizag	1000		1000		500				1000	1000		1000		1000		1000		1000	1000				1000	1000	
Mupip	1000	83	500				500	1000				500			1000	1000								1000	
Nuzet	500				500	500	1000		500	333	83		500		500				1000			1000		500	
Opod		1000				333				1000		333				1000			125			1000	500		
Pulud		1000		333				1000			250		1000						1000				500		
Qavuv			333				500		166		250			1000			125	333	1000						
Rivev	1000					166			250		500			1000											
Soner	166	333	500				1000				1000	1000	1000	333	1000		1000		1000	1000	1000				
Tubox		1000			250			250	1000			250	1000			1000	1000							1000	
Usugx	500		500			500		1000		500	333	1000	166	333		1000			1000		1000		1000		1000
Vasux	1000		1000			500				500			1000	166	1000	1000		500					333		
Widan				1000			1000	1000	250		250	500		500		250									
Xugod		1000		333		500	250			250	500	250			250	250						1000			
Yuses	1000		125		1000		1000	500		1000	1000	500		500	1000	100		1000			62				

The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the star system are the sellers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. Hearts are Elixir Stars (worth 200 points), Diamonds are Gem Stars (worth 150 points), Asterisks are Energy Stars (worth 100 points); and circles are Gateway Stars (50).

The crucial equation bringing all these elements together is: Trade Index = Trade Value × Buyers/Sellers. So a system which has seen a mass exodus of traders tends to have the best Trade Index.

So if 50 Buyers leave a Gem Star and 30 Sellers arrive the Trade Index = 250 (250 = 150 × 50/30).

BATTLE REPORT

There were 23 battles fought throughout the galaxy this month. None was successful but the closest result came from Govax where 220 defenders saw off the 6 attackers with little trouble.

Again there were no positive battle bonuses this time. All are zero except Xapus (−2) and Girix (−3).

Quite a few changes took place on the diplomatic diagram this turn. A black line joining two stars indicates a state of war between them. If there is no line then they are at peace.

The raid penalty for next turn is again 1.

Positions of the imperial ships are as follows:

D'Taans-soner, Sun-tuxux, Bloodline-xugod, Dead-yuses, Amethyst-kolol and Water-jinis.

No entry was received this month from the controller of the pirate ship.

PROFIT AND LOSS

Once again there's some high scoring going on. Top of the league this month is player 1780 with a score for this turn of 4250.

Almost 3800 sets of moves were processed this month. There are only a few places left in this massive game so if you'd like to enter then you'll find the coupon at the bottom of this page.

As mentioned already, top scorer is player 1780, namely M. Walsingham from Surbiton. The remainder of the hall of fame looks like this: 2nd, M. Dunderdale of Longton, Preston (4000), 3rd, A. Sparkes from Havant, Hants (3750). 4th, K. Whitefield of Strood, Rochester (3730). 5th is A. Jackson from Burnley, Lancs (3500). 6th comes A. Taylor of

ANOTHER CHANCE TO ENTER

If the Seventh Empire appeals to you we still have a batch of rulebooks ready to send out. No guarantees I'm afraid but we'll put you ready should any of the 25,000 fleets currently on the map, drop out. Send in the form below.

Please include me in the Seventh Empire Competition.
I name my tribe:
. . . . . .
My name is: . . . . . .
Address . . . . . .
. . . . . .
Telephone . . . . . .

Before you send us your moves make sure you can answer YES to the following.

If moving — is it a friendly empire one square away?

If trading — is it a different star type?

If raiding — are you NOT moving diagonally? Is it the first phase of the move?

If returning — is it phase 2? Are you returning to the same empire?

If attacking — does it belong to an enemy empire? Is it a horizontal or vertical move?

If moving to a gateway star — is the other movement phase crossed out?

TH EMPIRE

Tarleton, Lancs (3445). 7th is G. Marshall of Redditch, Worcs. (3250). 8th, T. White of Haxby, York (3163). 9th M. Allen of Fulham, London (3100) and 10th is D. Speight of Carleton, Blackpool with 3000.

You may be interested or astonished to know that the top overall scorer for the game so far has an incredible profit of 9449.

Remember that if you've lost track of your fleet's progress then you can phone for help, but only on Friday afternoons. The computer is used for other things during the rest of the week so Seventh Empire queries cannot be answered.

Orders for turn 5 must reach us by the 23rd of October. We've had quite a few complaints about the lack of time which we allow for the turnaround of orders. Unfortunately there's nothing that we can do about this. If we allowed just one more day then there wouldn't be time to process the turn and to get this page written.

FINDING YOUR SCORE

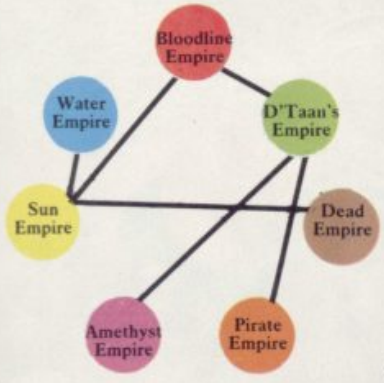
You can find your profit for this month from the black and white table on this page. Cargo profits are black on white and plunder profits are printed white on black.

The star you move from is printed down the left hand column, and the one you move to is along the top.

Controllers of the imperial ships for turn 4 are these. D'Taans — player 3201, Sun — 1781, Pirate — 2064, Bloodline — 1780, Dead — 2300, Amethyst — 1877 and Water — 2182.

FOZUZ ○ 251 0	LARUB ♦ 222 0	YIBET ♦ 263 0	XOLIP ♥ 259 0	ITIL ♥ 206 200	FUNUS ♥ 230 150	LULIP ♦ 222 180	YANOK ♥ 259 400	XOKEG ♦ 220 150	ISOX ○ 211 0
VIZAX ○ 218 500	QIRUS ♥ 217 200	HAZAN ♦ 243 50	ABOB ○ 236 200	SONER * 379 37	VEPOZ ♥ 211 88	QATOT ○ 241 118	HEZOD * 407 100	ASOL * 410 40	SUXEK ♥ 227 142
BAROV * 321 37	WIDAN * 312 90	RURUS ○ 240 62	MUPIP * 345 45	NAXIG ○ 218 100	BETID ♦ 214 83	WAVAB ○ 226 100	RIVEV * 361 12	MEGUD ○ 218 150	NABOK ○ 211 116
DALIX ♥ 225 400	OLEX ♥ 253 142	TASAT ♥ 252 66	CAZUV * 300 50	GOVAX ♥ 226 480	DITUG ♦ 252 90	OKAP ♥ 268 300	TOXAZ ♦ 201 330	CIXAN ♦ 240 56	GOTEG ♥ 222 100
ERAK * 322 75	KOVEP ♦ 218 233	USUG * 371 50	PEBOB ♥ 299 160	JADEG ♦ 236 1050	ENAK ○ 256 77	KEPAR ♥ 234 50	UGON ♦ 234 120	POROV ♦ 224 75	JINIS * 304 125
FADIS * 329 33	LOKIK ♥ 248 150	YUSES * 327 62	XAPUS ○ 223 30	IXIP * 390 100	FAGIL ♥ 246 160	LIZAG * 351 62	YODAZ ♦ 227 75	XUGOD * 358 0	IBED ♥ 246 200
VASUX * 319 16	QUXIN ○ 214 137	HIPEB ♦ 244 283	ASOR ○ 250 58	SIDAL ♥ 239 171	VIZET ♦ 265 37	QAVUV * 384 57	HAKUB ○ 227 300	APEL ♦ 268 88	SABAG ♥ 244 200
BUREP ♥ 209 600	WAGAP ♥ 213 100	ROLEK ♥ 256 200	MINEP ○ 218 116	NUVEX ♥ 261 169	BAZIX ○ 233 100	WUPIV ♥ 216 0	RORUL ♥ 268 200	MEDEN ♦ 224 550	NUZET * 345 25
DUSUP * 306 0	OPOD * 309 133	TUBOX * 306 70	CIGER ○ 230 45	GAZOR * 432 216	DABAG ♥ 235 0	OTAN ♦ 230 105	TUXUX ○ 209 116	CESER ♥ 224 92	GIRIX ♦ 212 225
ELAR ○ 222 200	KERUP ♦ 267 56	ULEB ♥ 206 200	PIRAD ♥ 239 127	JAXEL ○ 245 300	EDIB ♦ 215 0	KOLOL * 355 10	UKOP ○ 210 150	PULUD * 346 200	JUVAK ♦ 219 250

The Galactic Map



The Diplomatic Diagram

Orders in Block Caps please

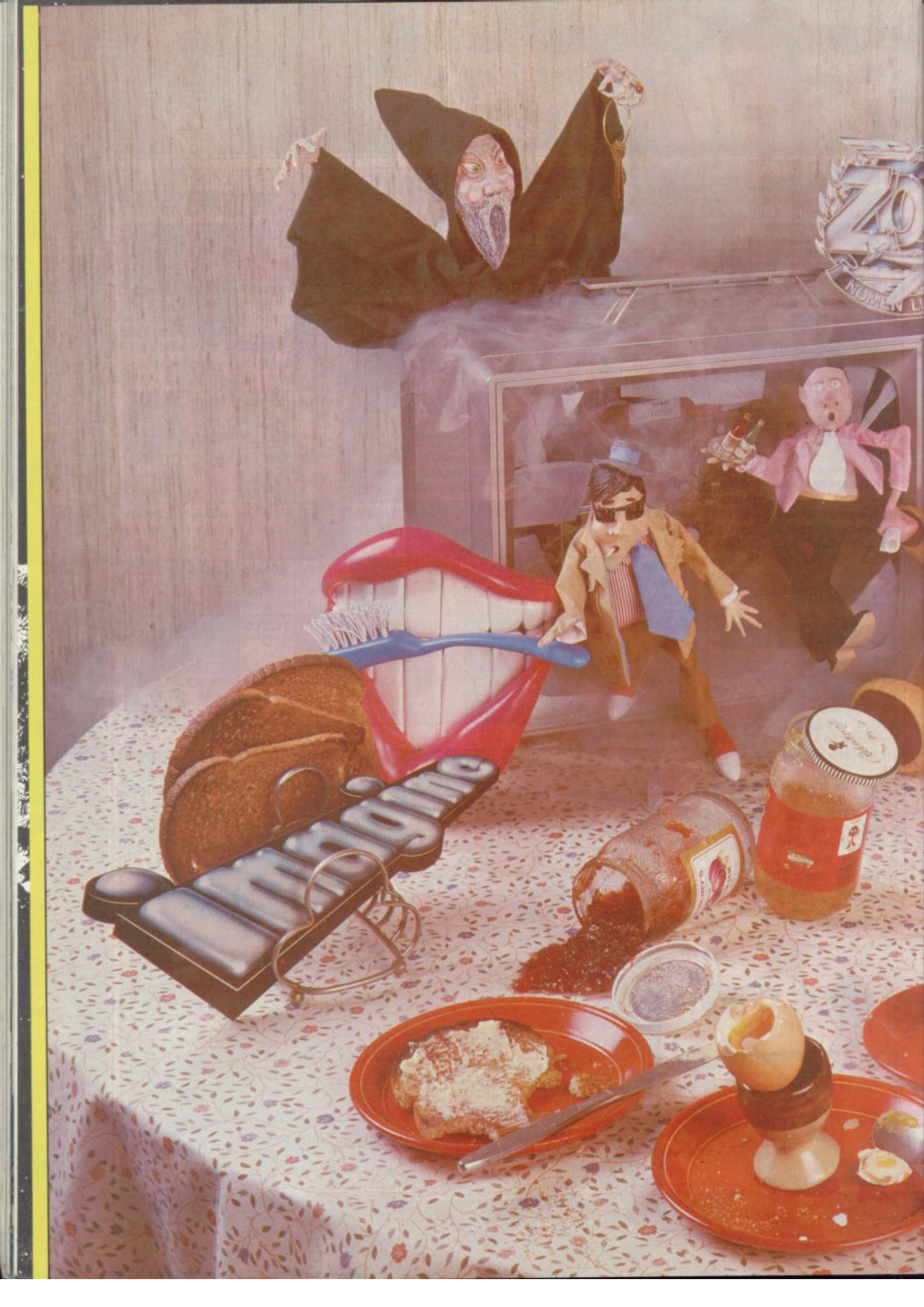
Name: .....

Code No: ..... Telephone No: .....

		1st Movement phase		2nd Movement phase	
	AT	ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the ..... Empire's Imperial Ship from ..... to .....

Please notify us separately of any change of address.


Magic


DAILY Minor
IMAGINE TO APPEAR ON BREAKFAST T.V.
19th October 1983
Produced by
EXCLUSIVE
ZOOM ACE DESTROYS ENEMY SINGLE HANDED
Thousands of refugees saved
IN TODAYS EDITION! 'JUMPING JACK' TELLS HOW HE GOT TO THE TOP
"It wasn't easy but it was fun"
Waiter's tip puts him in super tax bracket!
"Not so wacky" claims Inland Revenue.
CRIME RATE DOWN...
Barney Bootface named Scotland Yard's new Catcha Snatcha
ZIP-ZAP BREAK THROUGH MEANS A ROBOT IN EVERY HOME THIS YEAR
WHOLE TOWN BEWITCHED BY SPELL OF EVIL WIZARD WHO HAS GOT THE KEY TO SAVE THE POPULATION
IMAGINE GAMES ONLY £5.50 EACH
Boots, John Menzies Dixons, W.H. Smith Laskys, Leisurebase and all other good Software Outlets.
Local bear wins baby sitter of the year award
"I was up all night" yawned A.H. Diddums
99seconds to live . . .
Aracdia Ace tells the inside story of the intergalactic power struggle.
ADVERTISEMENT
PREVENT TOOTH DECAY
"Try Molar-Maul Today"
5 SIR THOMAS STREET LIVERPOOL MERSEYSIDE L1 6BW

PUZZLING

MORE AMAZING THAN RUBIK'S REVENGE

There is absolutely no need to panic or become all bitter and twisted at the sight of yet another cube — this one does not move, honest!

If you can bear the pun, it is even more *amazing* than Rubik's Revenge because hidden in the maze of symbols is a path to take you from one edge to the opposite.

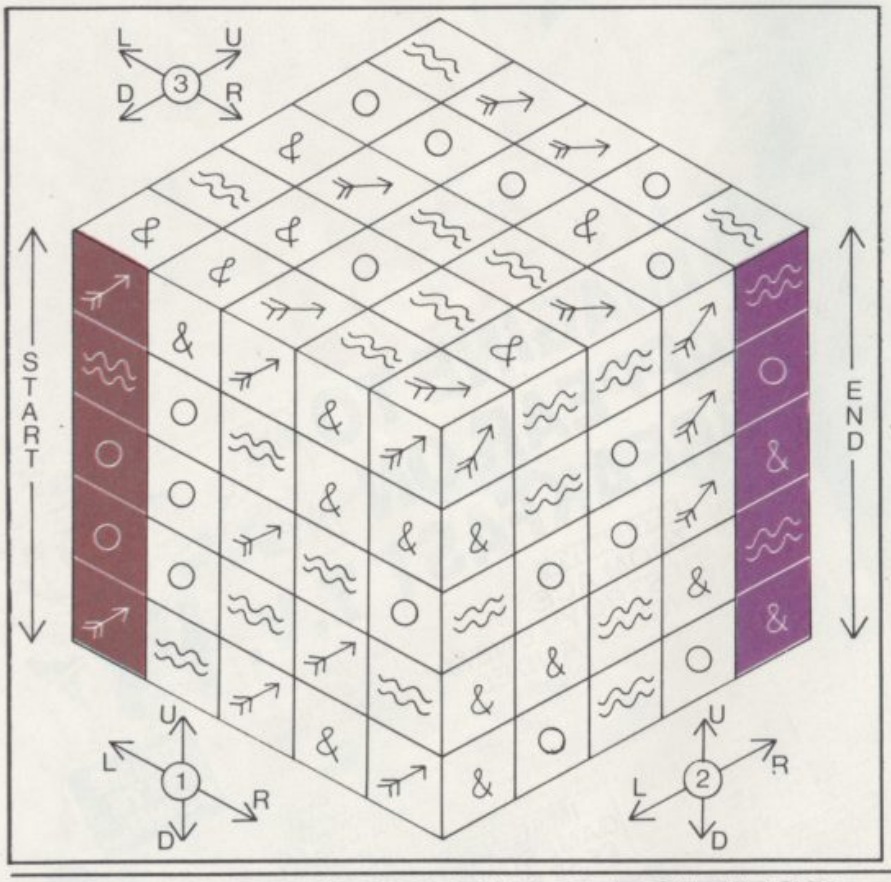
Just line yourself up at the START and hop onto one of the brown squares (you'll have to work out which is the right one) and work your way from square to square until you reach the correct blue square from which you can legally hop over the END line.

Each of the four symbols has a meaning: UP, DOWN, RIGHT, LEFT to the adjacent square. The direction each represents is shown by the arrows near each face.

Hold on a moment though — the meaning for each symbol only applies to one face; i.e. the symbol for, say, DOWN, on face 1 cannot also mean DOWN on face 2 or 3.

One other useful fact which may help to reduce the apparent awesomeness of the task to near triviality is that **no symbol has a meaning which would take you right off the cube's faces,** except, naturally, one of those in the blue squares.

With these facts and our useful grid in which you can enter X's and √'s for impossible and definite meanings it really isn't too much of a task for you to trace the one route through this cubic maze. But can you do it?



		↗	O	&	≈
FACE 1	U				
	D				
	R				
	L				
FACE 2	U				
	D				
	R				
	L				
FACE 3	U				
	D				
	R				
	L				

OSTENTATIOUS PYROTECHNICS!

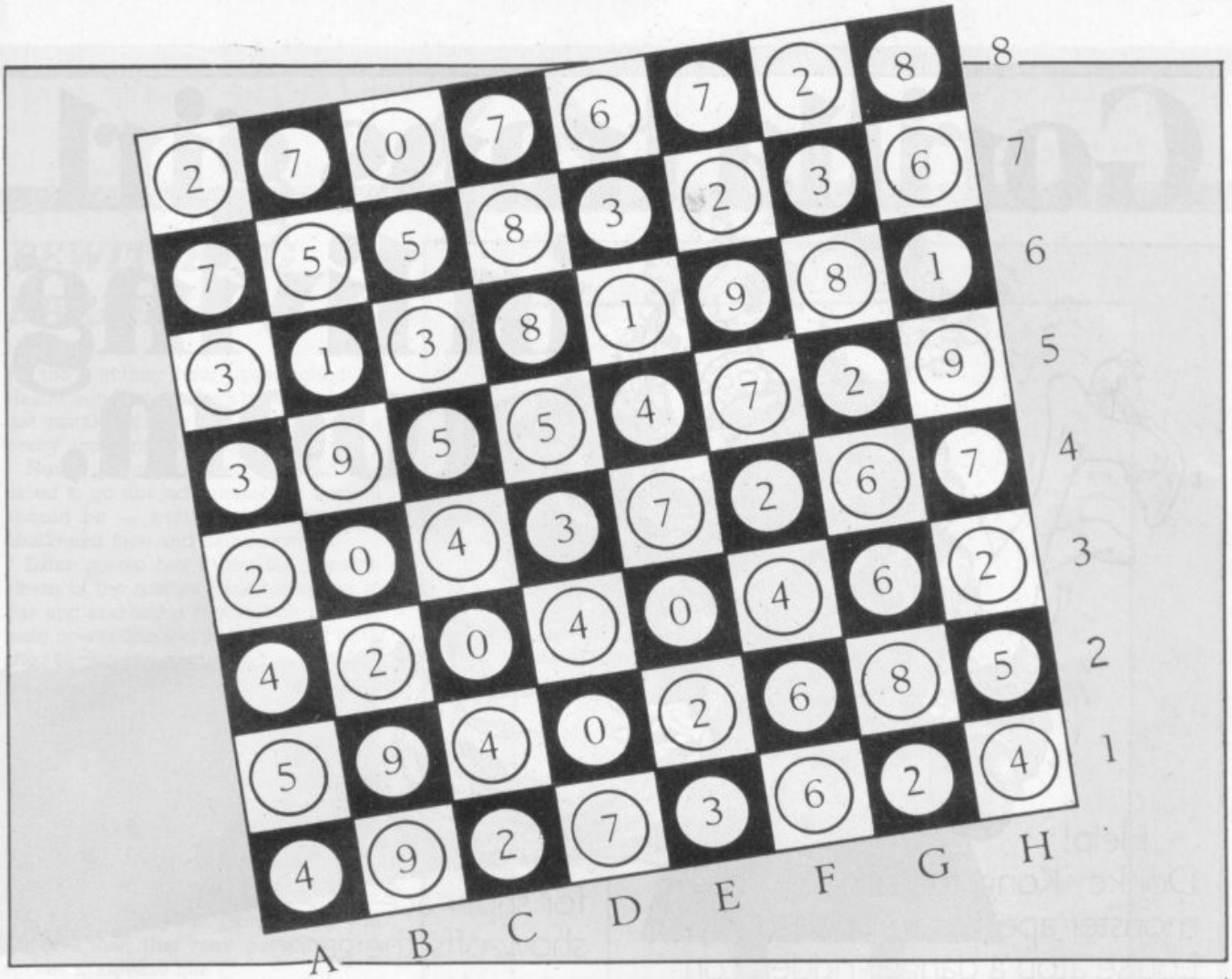


The Ostentatious Pyrotechnic Company is justly proud of it greatest invention — as each firework bursts forth into the lower reaches of Space stars appear containing coin denominations. By adding them up before they fade you can see just how much has gone up in smoke.

All of which made it triply annoying for Sir Herbert Lemmon when he saw his chauffeur, deputising as festival arsonist, let off three costly specimens at the same time.

The stars became so intermingled that it was impossible for the guests to be impressed with just how much each had cost.

After the event all he had left were a photo of the tragedy plus the dim recollection that the three prices of the different fireworks were equally spaced



Since there are 92 different ways to put eight queens on this chessboard in such a way that they do not attack each other (i.e. no two queens lie on the same straight line, horizontal, vertical or diagonal) we won't ask you to do that . . .

On second thoughts, you may like to give it a try, as, to get it right first time, is not as easy as it looks.

No, your real task is to find the one way out of all that lot which, when you add up the eight numbers you cover, scores the highest total. So the eight ladies should be placed . . . where?

apart and each amount was made up from just six of the stars.

A call to the company office in Bermuda further elicited the facts that the Catherine Wheel had as many FIVES as the Vesuvius had TWENTIES and the Roman Candle had as many TENS as the Vesuvius had FIVES. Can you work out what each cost him?

Also we'll award a unique electronic game called Pass-Me, produced by Electroplay of Esher, Surrey to the first five correct entries opened after the closing date, November 16th.

The usual competition rules apply so light the mental touch paper and remind those near to you to stand well back as your genius explodes.

SOLUTIONS

QUEENS HIGH
52 can be scored by placing the pieces at: A3, B8, C4, D7, E1, F6, G2, H5.

A WORD ABOUT AVA
1 goes to the East with S and E to the left.
2 goes to the West with G and E on the right.
3 goes to the North with N and W at the bottom.
4 goes to the South with L and T at the top.
All this will forms GNAWS and ELATE across and OGLES, NIL, WET and ASSET down.

EVERY WITCH WAY
Just stare at the picture for a minute or two, being careful to keep the orbs still and then look up at a white or lightly coloured ceiling and, again keeping the eyes steady, wait . . . until, suddenly, you will see the outline of a white witch on a darker background!
If we can all do this at the same time, say 10pm next Thursday fortnight, we may just bring Barbara back!

RUE BRICKS CUBE
Just in case you are stuck, here is the meaning for each symbol on each face. The rest is up to you!

FACE	○	≈	↙	⅋
1	Down	Right	Up	Left
2	Left	Up	Down	Right
3	Right	Down	Left	Up

PUZZLING

Gorilla traps girl in living room.



Help! Donkey Kong, the famous monster ape, has trapped lovely Louise atop a danger-ridden construction site! And it's all happening in your hand, with another thrilling double-screen adventure from Game and Watch.

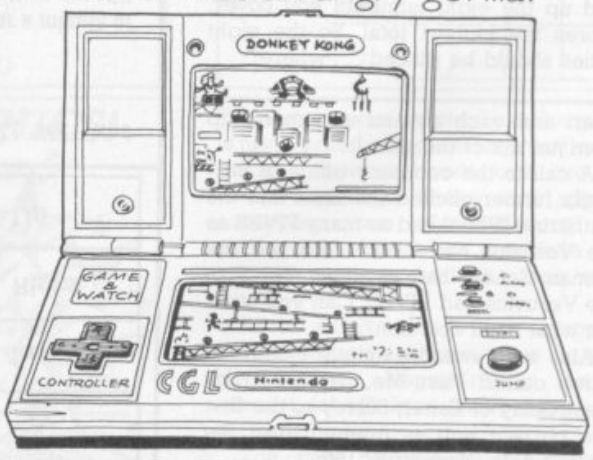


Operate the clever 4-way controller, and plucky Mario comes to the rescue.

Will he survive death-dealing barrels, girders and ladders to leap for the swinging crane-hook and send Donkey Kong crashing to the ground?

As you become more skilful, the game gets faster – until you've scored enough to give Mario more lives. There are two skill levels–and for super ace show-offs, the game remembers and keeps your biggest score!

Donkey Kong comes complete with a quartz clock display and alarm. Dodge into your games shop for Donkey Kong now. Or would you rather face an angry gorilla?



THE MOST FUN YOU CAN GET IN YOUR POCKET.

GAME & WATCH

CGL, CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR

"DONKEY KONG" IS JUST ONE IN THE FASCINATING SERIES OF GAME AND WATCH FROM CGL – SEE THEM NOW AT BOOTS, DIXONS, JOHN MENZIES, W.H. SMITH, HAMLEYS, JOHN LEWIS PARTNERSHIP, SELFRIDGES AND OTHER LEADING STORES AND GOOD TOY SHOPS.

PUZZLING

BEWITCHING BARBARA



As the witching hour approached on Hallow'een Barbara may have made the last mistake of what had already been a pretty accident-prone life.

Never a traditionalist, she had decided to go abroad dressed as a witch should be — entirely in black with blackened face and hair as well.

Later gossip has it that the genuine sirens of the district took exception to this and crashed a broomstick into the main power line just as she sallied forth after having this picture taken.

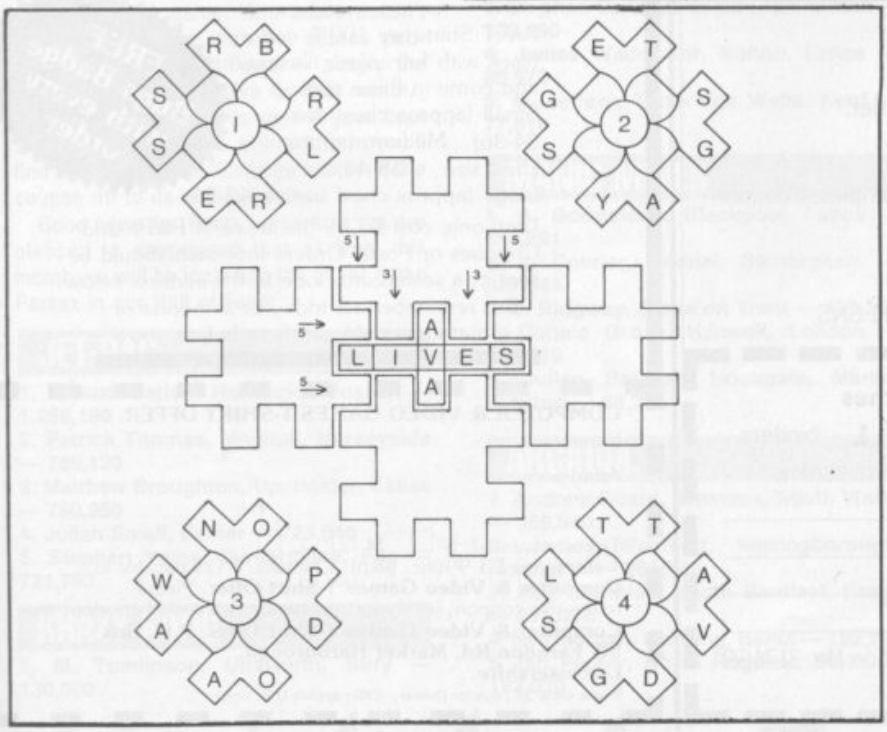
The bare fact is that a power cut plunged the village of Much Mulching into a darkness as black as her costume and she hasn't been seen since!

If only she had settled for a white sheet off Widow Spriggs' washing line like the rest of the youngsters.

Thanks for volunteering, but you cannot help to trace her now . . . though you do have it in your power to produce a *white witch* from the picture and, you never know, that may persuade the sprites to release her.

No, you don't have simply to splash a pint of gloss over the page — in fact *you must not use any materials at all!* You are not even to touch the picture in any way.

To break the spell and make white from black all you need to do is . . . WHAT?



CAN YOU RE-JIG THE JIGSAW?

As you have no doubt divined already, we are asking you to complete this fully interlocking four-piece jigsaw puzzle so that four five-letter words can be read across and down, starting from the arrows, and two three-letter word lie on either side of AVA.

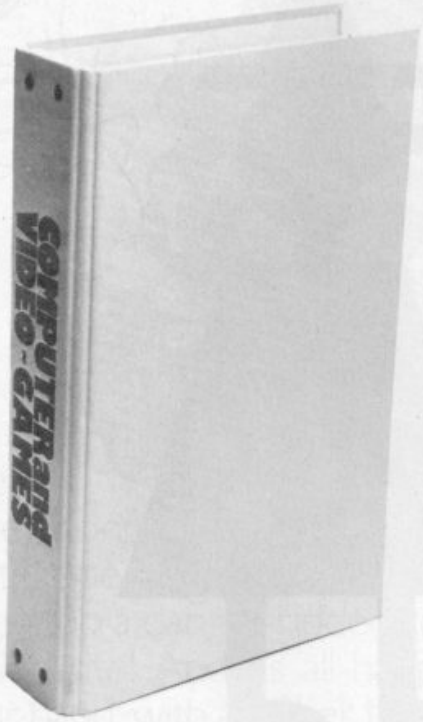
The pieces cannot be turned over but can be rotated — and by sheer magic the letters will remain the right way up! So there are no dirty tricks like an N becoming a Z.

There we are then — which piece goes where and which way round? Can you re-jig the mind-boggling jig-saw?

BY TREVOR TRURAN

WHAT A BIND!

Can't find your back numbers ... magazines all over the place? It's so easy and tidy with the **Computer & Video Games** binder to file your copies away. Each binder is designed to hold a year's issues and is attractively bound and blocked with the **Computer & Video Games** logo.



Price U.K. **£4.50** including postage, packing and VAT. Overseas orders add 35p per binder. Nat. Giro No. 5157552. Payment by **ACCESS/BARCLAYCARD/ VISA.** Send coupon below detailing credit card no. and signature.

Please allow 3/4 weeks for fulfilment of order.

Why not place your order now? Send the completed coupon below with remittance payable to:-

Easibind Ltd., 42 Hoxton Square, London N1 6NS.

ORDER FORM **Computer & Video Games**
I enclose £/P.O./Cheque value 4.50 for 1 binders
Please charge my Access/Barclaycard/Visa card no.
_____ Signature _____
Name _____
Address _____
_____
Date _____ Registration No. 317469

Everyone's after a Computer and Video Games T-shirt



ONLY £3.99 (inc. p+p)

Grab one quickly for Xmas

Due to the overwhelming demand for these T-Shirts at the 1983 Computer & Video Games/Taitel Arcade Games Championships. We have re-printed a limited number exclusively for C&VG readers.

The T-Shirts are 100% cotton, black with full colour illustration and come in three sizes
Small (approx chest size — 34-36) Medium (approx chest size — 38-40)
Large (approx chest size — 42-44)

They only cost £3.99 (inclusive of P&P), and Cheques or Postal Orders (not cash)should be sent in a sealed envelope to the address below.

But remember act today or someone or something could get there before you.

FREE Bugs Badge with every order

COMPUTER & VIDEO GAMES T-SHIRT OFFER.
Name .....
Address .....
Tel: .....
Tick size wanted: S ☐ M ☐ L ☐
T-shirts cost £3.99(inc. p&p). Cheques/P.O's payable to **Computer & Video Games T-Shirt Offer.** Please return this coupon, with your remittance in a sealed envelope to: **Computer & Video Games T-Shirt Offer, P.O. Box 50, Farndon Rd, Market Harborough, Leicestershire.**
Please allow 28 Days for Delivery (Offer applies U.K. only)

CHART TOPPERS

	SPECTRUM	ZX 81		VIC-20	ATARI 400/800	
1	JET-PAC (Ultimate)	SPACE RAIDERS (Sinclair)	1	ARCADIA (Imagine)	DONKEY KONG (Atari)	1
2	SCRABBLE (Psion)	FLIGHT SIMULATION (Sinclair)	2	SKY HAWK (Quicksilva)	ZAXXON (Data Soft)	2
3	TRANZ AM (Ultimate)	CHESS (Psion)	3	WACKY WAITERS (Imagine)	DEFENDER (Atari)	3
4	THE HOBBIT (Melbourne House)	FOOTBALL MANAGER (Addictive Games)	4	CATCHA SNATCHA (Imagine)	QIX (Atari)	4
5	FLIGHT SIMULATION (Psion)	SCRAMBLE (Quicksilva)	5	GRIDRUNNER (Llamasoft)	DIG-DUG (Atari)	5
6	HORACE AND THE SPIDERS (Psion/Melbourne House)	ASTEROIDS (Quicksilva)	6	COSMIADS (Bug Byte)	MINER 2049'er (Big Five)	6
7	MANIC MINER (Bug Byte)	FANTASY GAMES (Sinclair)	7	COSMIC CRUNCH (Commodore)	GALAXIANS (Atari)	7
8	AH DIDDUMS! (Imagine)	AVENGER (Abacus)	8	PANIC (Bug Byte)	CENTIPEDE (Atari)	8
9	COOKIE (Ultimate)	DEFENDER (Quicksilva)	9	AMOK (Audiogenic)	CHOPLIFTER (Brøderbund)	9
10	HORACE GOES SKI-ING (Psion/Melbourne House)	SHIP OF DOOM (Sinclair)	10	FRANTIC (Imagine)	BLUE MAX (Showcase Software)	10

HALL OF FAME

We have *C&VG* "The Champ" t-shirts to give away to the highest score of the month on each game. Your score doesn't have to be higher than the scores published in the Hall of Fame — simply the highest score we receive for that month.

All you have to do is give it your best shot, get a witness to sign the form you'll find at the bottom of this page and send the coupon off to us without delay.

Good news for Texas owners as we are pleased to announced that as from this month we will be including the super game Parsex in our Hall of Fame.

JET-PAC

1. William Catton, Hassocks, Sussex — 1,269,190
2. Patrick Thomas, Maghull, Merseyside — 789,420
3. Matthew Broughton, Upminster, Essex — 760,950
4. Julian Small, Exeter — 725,040
5. Stephen Yates, Dunfermline, Fife — 721,790

KRAZY KONG

1. M. Tomlinson, Unsworth, Bury — 130,000
2. Philip Waterhouse, Bury, Lancs — 128,820
3. Stephen Callon, Douglas, Isle of Man — 109,990
4. James Waddicker, Bolton, Lancs — 80,970
5. M. Jeffery, Tunbridge Wells, Kent — 77,010

MANIC MINER

1. A. Goodstone, Blackpool, Lancs — 530,891
2. J. Courier, Rednal, Birmingham — 327,541
3. D. Ridgway, Stoke on Trent — 139,352
4. Donald Grose, Hanwell, London — 103,919
5. Julian Boulton, Hookgate, Market Drayton — 88,235

ARCADIA

1. Andrew Guard, Swansea, South Wales — 359,940
2. James Westcott, Wellingborough, Northants — 287,743
3. Paul Swindell, South Benfleet, Essex — 211,092
4. Neil Morgan, Reading, Berks — 192,795
5. Ian Parker, North Rugeley, Staffs — 182,030

VIOLENT UNIVERSE

1. Mark Simpson, Leeds — 45,264
2. D. Kourelis, Birmingham — 42,616
3. David Baxter, Scotland — 41,592
4. Brian Murphy, Scotland — 37,007
5. Graham Tapp, Kent — 35,225

HALL OF FAME

I scored .....

at the game .....

Name .....

Address .....

.....

.....

Tel: .....

Witness' name .....

.....

HALL OF FAME

Check our prices.

DRAGON 32 Free Basic Training Manual supplied.



* 9 colours * 32K RAM memory as standard, expandable to 64K * Extended Microsoft colour basic as standard * Typewriter Keyboard * 6809E CPU * Advanced sound feature * 32 columns x 6 lines *

p&p code

~~Was £175.00~~ **Now £157.50** d

		p&p code
Printer & Cable Sei Kosha GP100A and necessary cable	£232.30	d
Pair of Joysticks	£ 14.95	b
Dust cover for Dragon 32/GP100A	£ 2.95	a
Single Disk Drive with controller	£275.00	d
Single Disc Drive without controller	£225.00	d
Additional Single Drive	£200.00	d
The King (Save the damsel in distress from the gorilla)	£ 7.95	a
Katerpillar Attack (Stop the katerpillar reaching the bottom)	£ 7.95	a
Talking Android Attack (This game speaks for itself)	£ 7.95	a
Telewriter (Word processor that gives 51 cols. x 24 lines)	£ 49.95	b
DFM (A powerful easy to use database)	£ 19.50	a
Racer Ball (Defend your moon base from enemy lasers)	£ 7.95	a
Scarfman (Run around a maze eating blocks as nasties chase you)	£ 7.95	a

Many other titles in stock. Free list with first delivery. Or send S.A.E. for full list.

Official DRAGON sales and service agents for the whole Greater London Area.

Prices correct at time of going to press

CHROMASONIC PERSONAL COMPUTERS

Send to: Chromasonic Personal Computers, 48 Junction Road, Archway, London N19 5RD.
Please send me the following items. All prices include VAT.

£ .....
£ .....
£ .....
£ .....
£ .....
£ .....
£ .....
£ .....

p&p code d = £5.00 c = £2.50 b = £1 and a = 60p (if more than one item ordered, add only one p&p amount – the highest!)

p&p £ _____
Total £ _____

I enclose my Cheque/P.O. for £ .....

Please debit my Access/Barclaycard no. .....

Name .....

Address .....

.....

CVG 11/83

4 SPECIAL OFFER PACKAGES



1. commodore 64 + cassette deck + dust covers
Buy now for 2 year guarantee.

p&p code

~~Was £255.00~~ **Now £229.00** d

2. commodore 64 + cassette deck
+ Introduction to Basics Part I (Manual and 2 cassettes to take you through the first steps in computing) + DFM Data Base (Information Storage Programme) + 2 dust covers.
If purchased separately these items would cost £313.00

~~Was £283.00~~ **Now £257.00** d

3. commodore 64 + VIC 1541 disk drive
+ Box of 10 diskettes + 2 dust covers.
If purchased separately these items would cost £490.00

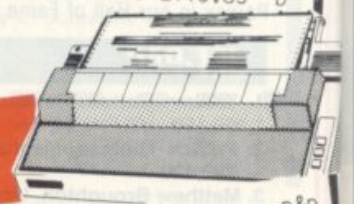
~~Was £435.00~~ **Now £429.00** d

4. Businessman's Starter System.
Comprises Commodore 64 + VIC 1541 disk drive + Box of 10 diskettes + VIC 1525 Printer + Box of paper + 3 dust covers. If purchased separately these would cost £735.00

~~Was £660.00~~ **Now £649.00** d

		p&p code
NEW 64 Printer VIC 1526 with cable	£310.00	d
NEW Printer/Plotter (4-colour)	£152.99	d
NEW LOW PRICE - Disk Drive VIC 1541 with cable	£210.00	d
Printer VIC 1525 with cable	£212.75	d
Book: 'Programmer's Reference Guide'	£ 9.95	b
Easy Script (Word processing package)	£ 75.00	b
DFM Data Base - Disk or Cassette (state which required)	£ 19.50	b
DFM Mail labels (Print labels to your specification)	£ 9.50	b
Catalogue (Dedicated filing system)	£ 16.50	b
Datalog (User orientated filing system)	£ 17.50	b
Journal (A financial diary with permanent display)	£ 19.50	b
Gortek & Microchips (Designed to teach 10/13 year olds basics)	£ 12.95	b
Sales Ledger	£113.85	b

Many other titles in stock.
Free list with first delivery.
Or send S.A.E. for full list.



PRINTERS

		p&p code
JUKI Daisywheel	£389.00 add £8.00 carraige.	
SEIKOSHA GP100	£217.00	d
CTI CP80	£332.35	d
EPSON RX80	£285.50	d
EPSON RX80 F/T	£326.50	d
EPSON FX80	£448.30	d
EPSON MX-100 III	£486.20	d

Paper and ribbons available.

Check our prices.

SPECIAL OFFER PACKAGE

commodore **VIC 20**



+ C2N cassette recorder + Introduction to Basics Part I (Manual and 2 cassettes to take you through the first steps in computing) + 1 cassette with four games + Only from Chromasonic. FREE DUST COVER normally £2.95. If purchased separately these items would cost £249.99

Was £149.99 Now £134.99 p&p code d

VIC 1525 Printer with cable	£212.75	d
VIC 1541 Disk Drive with cable	£210.00	d
16K RAM pack	£ 28.95	b
'32K' RAM pack	£ 47.95	b
Quickshot joystick	£ 12.95	b
Interpod for VIC 20 & 64	£139.00	c
Joystick	£ 6.90	a
4-slot motherboard	£ 33.35	c
Dust cover for VIC 20/VIC 1525	£ 2.95	a
Light pen and free game	£ 28.75	c
Super Expander (High resolution cartridge with 3K RAM)	£ 31.00	b
Programmers Aid cartridge (Adds more than 20 commands)	£ 28.00	b
Machine Code Monitor (Gives you 6502 assembly language)..	£ 28.00	b
C2N cassette unit with cable	£ 39.10	c
Sargon Chess (6 levels of play)	£ 23.00	b

To clear

Stack Memory expansion board. Expands from 8K to 32K	£ 49.00	c

With **FREE** VIC kit III Hi-Res Graphics Chip. Value £28.75

Send SAE for FREE hardware/software booklet.

BBC 'Special Offers'

Model 'B' with FREE dust cover £399.00 p&p code d

Cumana Teac Drives with power supply & including Disc Formatter, manual & cables.

100K Drive 40 Track	£225.00	d
200K Drive 80 Track	£257.00	d
800K Dual Drive 80 Track	£632.50	d
Torch Z80 Disk Pack. 800K plus Z80 Processor running Torch's own CP/M	£839.50	d
Disk Interface (including fitting charge).	£ 95.00	d
"View" ROM Word Processor	£ 59.80	a
Printer Driver	£ 9.95	a
Graphs & Charts on cassette	£ 9.95	a
Speech Interface	£ 55.00	b
Lisp Language	£ 14.65	a
Forth Language	£ 14.65	a
Paddles	£ 13.00	b
Cassette Lead	£ 1.99	a
Dust Cover	£ 3.95	a
Econet Network Interface	£ 59.80	d
Econet System	£198.95	d
BBC Chess	£ 8.00	a
BBC Multifile	£ 15.00	a
BBC Space Invader	£ 5.00	a

MONITORS

MICROVITEC 1431 "14" Colour Monitor	£264.50	add £8.00 carraige
SANYO HI-RES Green Screen Monitor	£114.00	d

Try before you buy.

Operate the equipment in our shop. Practice on any programme of your choice – and be sure you get what you want.

For BUSINESS USE

At **Very Competitive Prices** the full range of **Commodore & Apple** Equipment.

Commodore
4000 Series
8000 Series
700 Series

Apple II e
Apple III

Be sure to get our quote before you buy!!!

CHROMASONIC PERSONAL COMPUTERS

48 Junction Road, Archway, London N19 5RD

TEL: 01-263 9493 or 5

Our Guarantee

1 full year for labour and parts on all Hardware.

Free Advice

on all aspects of Personal Computers. You only have to ask.

DELIVERY: On P.O.'s, Access or Barclaycard, dispatch usually within 24 hrs. Or we'll advise by return. On cheques allow about 5 days. VAT included in all prices.

If not completely satisfied, return the goods to us undamaged within 14 days for a full refund including p&p.

THE FABULOUS CASSETTE 50 FROM cascade

50 GAMES ON ONE GREAT CASSETTE

ONLY £9-95

DON'T MISS THIS INCREDIBLE OFFER

50 FANTASTIC GAMES ON ONE CASSETTE

ONLY £9.95 (INC. P&P and VAT)



EXPRESS DELIVERY - ORDER NOW

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for £ made payable to Cascade Games.

Name _____

Address _____

_____

_____ Post Code _____

Country _____

Dealers & Stockists enquiries welcome.

Please send me (tick appropriate box)

Spectrum ☐ VIC ☐

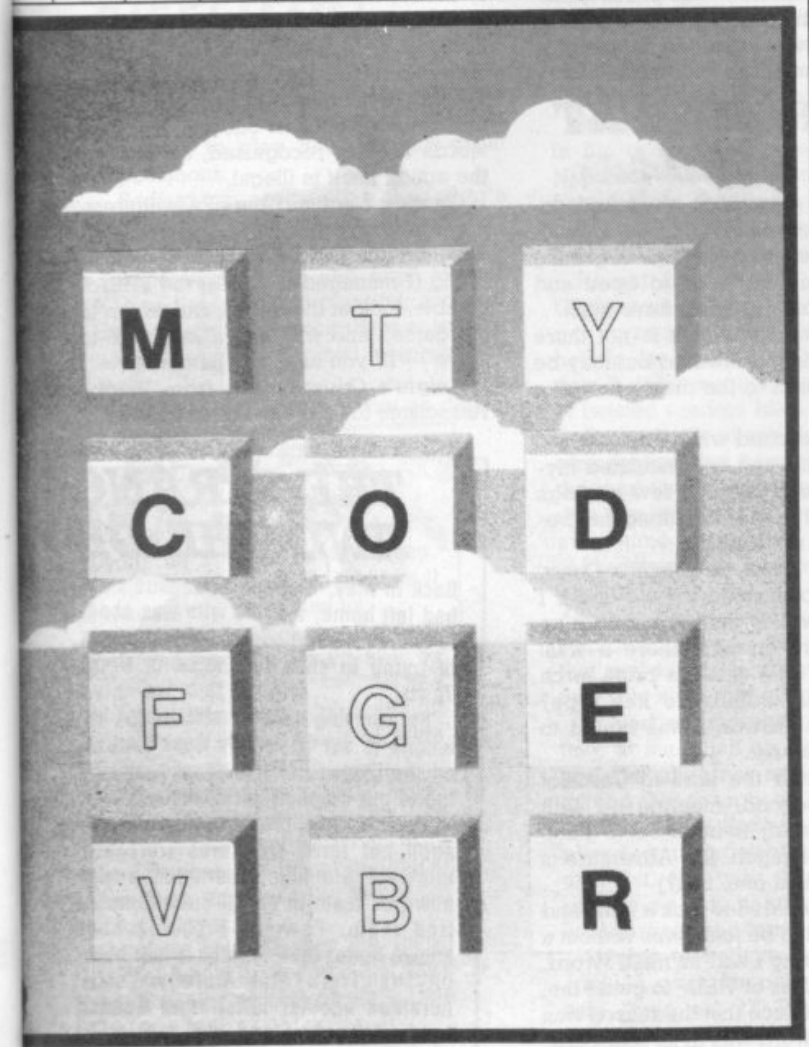
cascade

Cascade Games,
Suite 4, 1-3 Haywra Crescent,
Harrogate, N. Yorkshire, HG1 5BG.
England.
Telephone: (0423) 504526

PSS....THE FUTURE MAKERS INTRODUCE

M CODER II

The ultimate integer basic compiler for the 48k Spectrum and 16k ZX81 Instantly turns your basic into machine code at the touch of a key!



After the huge success of M Coder (THE original compiler for the ZX81 and Spectrum) we have gone one stage further and improved it to make programming even easier!!

M CODER II now handles STRINGS (NOT string arrays) as well as 95% of all integer basic, and we have made it *even* easier to use.

The list of commands are too long to print here – but we are so sure that *you* won't be disappointed, we are prepared to offer a NO-QUIBBLE GUARANTEE.

If *you* are not completely satisfied. return *M* CODER II within 7 days from date of purchase and *your* money will be refunded in full – without question.

SEND PSS A CHEQUE OR P.O. TO THE VALUE OF £9·95 FOR THE SPECTRUM VERSION OR £8·95 FOR THE ZX81 16K VERSION AND WE WILL SEND THIS REMARKABLE NEW PRODUCT TO YOU BY RETURN POST.

PSS
Personal Sofware Services

TO P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG. FOR INSTANT CREDIT CARD SALES TEL (0203)667556
TRADE ENQUIRIES CONTACT JOHN FLETCHER.



JOIN OUR ADVENTURE SWAP SHOP

Are you an Adventure hoarder, or are you the type whose tape is well worn out by the time the game is solved? What do you do with an Adventure when all the mystery has gone from it?

Graham Kennedy and Stuart Field wrote to me with just this problem, and wondered if anyone would care to do a one-to-one swap. Quite by coincidence, I noticed, they had compatible computer systems — so I put them in touch with each other.

Is there any Apple II owner whose old copy of *Mission Impossible, Savage Island* or *Golden Voyage* is gathering dust, and would like to swap it with Graham Boddy for any of Scott's other Adventures?

LIGHT TOUCH FOR DRAGONS

Finding a good Adventure game for the Dragon is causing some people as much difficulty as others have solving Adventures!

Although not exactly an orthodox Adventure, here's a game that combines features of Dungeons and Dragons with an Adventure style, using a series of maps and mazes for movement.

I refer to *The Ring of Darkness* from Wintersoft. The player starts by choosing his character. I chose to be an intelligent elf, and after loading other programs from the tape, the game started.

I moved around to various locations, some of which were townships with facilities to purchase food, drink, weapons, magic and other things.

Food being an essential, I was a regular customer, since each move around the main map used up one unit of food. I also tried a drink, and was treated to a very potent beer!

Travelling around had its hazards, attacks by bandits and others being quite commonplace, so after dying a few deaths I included additional weaponry in my purchases.

Although progress in the game is described by text, movement is controlled by the arrow keys, and most other commands are single letter codes. There are about a dozen of these, but they are no problem to pick up — just as well, since parts of the action are in real-time, and quick responses are needed.

Not an Adventure that poses problems, depending more on strategy than problem solving, but an interesting game, nonetheless.

ENTER HERE AT YOUR PERIL!

I am always suspicious of ground covered with leaves, for leaves are notorious for obscuring gratings. A grating is never straightforward to open and enter, but enter the adventurer must.

The chances are that it is not there simply to drain stormwater, but may be relied on to lead to the meaty part of a game.

I got quite excited when I discovered my first grating, and congratulated myself on my perception. A few gratings later, however, and leaf-shifting had become a fairly routine task.

So it came about, in *Knight's Quest,* that as an experienced grating-finder I had those leaves swept into a pile in no time, and sure enough, there it was! Now to open it — was it a brute force grating, or an unfindable key type? Whatever the answer, I was bound to need an implement.

So I searched the land to Camelot Castle and beyond, meeting up with elves and a dwarf, an impassable giant, and a glaring Dragon. (No Adventure is complete without one, is it?)

En-route I decided to pick a fight, and was dismayed to be told I was without a weapon, knowing I had on me a sword. Without any clues or HELP to guide me, I could only deduce that the reason was because the sword was in its scabbard.

Unsheathing it became a long drawn out word game in its own right. I make no apology for telling you that you have to "DRAW SWORD".

Ever hopeful of finding my implement I entered a cave, only to find that I could not leave it. I later discovered what I needed to get out, but never why.

And so eventually I got into my grating, finding myself in a "west-south" tunnel. My mind twisted itself into tortuous knots trying to grasp this concept.

I have mixed feeling about *Knight's Quest.* The responses are painfully slow, worse at locations which are accompanied by simple straight line graphics. These pictures are quite nicely done, but a hindrance to speed. HELP is a non-word — a pity as a few HELPs could easily explain some of the mysterious and frustrating difficulties. 'I CAN'T'" type responses give no clear indication of whether one or both of the words used is recognised, or whether the action itself is illegal.

On the other hand, the plot is interesting, with many problems. The display is well laid out, and very clear. The game is big (I managed to defeat the BREAK disable, look at the listing, and return to the game), and will take a long time to solve — IF you have the patience!

Knight's Quest comes from Phipps Associates for the 48k Spectrum.

BY KEITH CAMPBELL

THE STRANGE AND THE GHO

Back in May, Stephen Donoghue's cat had left home, and his wife was about to follow. Neither could stand the strain of trying to shoe the horse in *Ghost Town.*

So worrying was the situation, I felt unable to set off for my week's cruise on the Oxford Canal without first writing to put Stephen out of his misery.

Two months later, the horse was shod but three treasures were still missing. Stephen assembled a high powered team in an all-out attempt to find them. Perhaps I should have known better than to book a late break on the Trent and Mersey, for it heralded another letter from Sunderland. *Adventureland* had taken five hours, *Strange Odyssey* six days, but four months and still no end in sight on Ghost Town for our PhD, 3 MScs and 8 BScs!

The team, I diagnosed, had overlooked one simple move, so I rushed Stephen a reply. My fingernails chewed to the armpits. I begged him to let me know the outcome.

He rang late the next evening —

DESPERATE PLEAS OF ADVENTURERS

We want to know, but we don't want to be told! It's funny, isn't it, how a fascinating problem loses its interest if we are told the answer outright? We want the solution AND the credit for arriving at it!

We're all at it, yet without a word spoken, respect each others feelings in offering a solution! This is borne out by many of the tips I receive — shrouded in mystery or sealed up!

Like one from *Zork*-suffering William Ferran from New Malden, who was moved to write to put back in some of the enjoyment he has got out of *C&VG*. To help P.Coppins on his *Golden Voyage*, William enclosed a cryptic clue, with a neatly glued-down solution. The clue and solution are shown in Helpline.

Take Stephen Banner of Birmingham — dying to turn a block of lead into gold, in *Escape from Traam*. "Are there any hints you can give me in riddles?" he asks. But these games ARE riddles.

"Make it hard for me," he adds, "I'll enjoy the game better!" We all know the feeling, don't we?

So can anyone give Stephen a really DIFFICULT clue?

New problems arrive daily. How about *Swords and Serpents* as an example? "I have two problems", writes Robert Hughes from Stafford. "First I would like to know what the aim of the game is . . ."

"Strange fellow!" I thought, until I received exactly the same query from R. D. Nosworthy of Chelmsford. So back to Robert, who complained that the brochure illustration was nothing like the game, depicting something that was impossible to achieve.

I will be taking a closer look at this soon, and hope to tell you what sort of game Imagic is playing.

Does anyone know:

If Mr. Poles of Lutterworth will be able to relight his lamp in *Philosopher's Quest*, so he can find the solicitor?

How Brian Jones of Caersws might pass through the Golden Doors of *Sorceror's Island?*

RIPPED APART, RIPPED OFF?

A game that generates many pleas for help can usually be relied on not only to be difficult, but to hold the player's interest over a long period of time. So I sat down to play *Bedlam* with great expectations.

Bedlam can perhaps be likened to a text *Asylum*. Padded cells lead off from a network of corridors, each with a door, always closed and often locked. The text is witty and plentiful, and produce a loony-bin atmosphere at least as good as *Asylum*'s mixed graphics and text.

A *Bedlam* lobotomy is not as devastating as an *Asylum* one, nevertheless I became distinctly derr-brained after mine! Although this surgery doesn't prevent the game from being completed, it makes playing really crazy! Luckily normal insanity can be restored by the use of a rather obscure magic word!

Strange inmates join the Adventurer in his quest for freedom — Picasso, Napoleon and Houdini to mention but a few! I liked this, and at the point of being savaged by a guard dog, left the game for a while to ponder.

Remembering the names Simon Clarke and Richard James, I dipped into my correspondence file, and found a hot tip for dealing with the offending dog. It didn't work! Curses — what sort of twisted readers have we got?

At the back of my mind was a nagging feeling that here might be one of the random elements described in Tandy's catalogue as "the way out changes every time you play".

I have since passed the vicious dog, (I can't be sure whether success is random, or exact sequence of words is required), but was disappointed to find that my difficult and intriguing Adventure was suddenly over!

Solved adventures of any standard take at least half an hour to replay — and the slightest mistake can easily extend that to an hour.

Not so with *Bedlam*. It can be completed, start to finish, in about two minutes flat. Not only that, the problems requiring a definite solution can be easily identified, and number exactly three!

Unable to believe the game was so small, I gave Simon a ring. "Yes", he said, "tiny, isn't it?" Tandy had assured him that if the dog failed to react to the poison, there were a number of alternative escape routes. But Simon hadn't found any others — have you?

Bedlam is available from Tandy on cassette for TRS-80 Models I and III at £11.95, and for the Tandy Colour Computer at £9.95. Why the price difference? A game's a game, isn't it? In any case, there's so little of it, at either price it's a bit of a rip off.

SCOTT WILL RETURN!

More of you write in about Scott's games than about all other Adventure games put together. Scott's empire is the IBM of Adventureland. And those letters are not just restricted to people who play the games!

Many readers write to ask when the series will be available for their own systems — BBC, Spectrum, and Dragon. "Please, if and when? We need 'em badly!"

I took some time out from answering the mountain of mail you send me to find out.

So here's the latest. I spoke to Mike Woodruff of Calisto Computers, Adventure International's UK agents. He told me that only one thing was holding up the release of the Scott Adams series for BBC, Spectrum, and Dragon — a suitable programmer!

He will have to be a top-notch machine-code programmer. As soon as one can be found, says Mike, the games will be converted.

To clear up the confusion created when in error I stated that *Mystery Fun House* was available for the Vic-20, I can now reveal all!

Commodore, who have the sole rights for Vic versions of the games, confirm that only the first five of Scott's games are currently available. The good news is that they are negotiating a deal with Adventure International that will hopefully lead to the release of the rest of the series.

So file all my tips away for future reference, you Vic, BBC, Spectrum and Dragon owners — you may be glad of them soon!

ALE OF STEVE TOWN HORSE

desperate for a decent night's sleep. Still one treasure missing! I told him it was time he dug something up.

"Well!!", wrote Stephen a few days later. "Without your tip I'd still be looking for that **** ****** in the year 2000! *Ghost Town* has finally bit the dust so I can go back to more mundane chores like eating and sleeping. What I really need is a rest, so I'm going to do something easier like *Pirate*. After that I shall tackle the Scott Adams Adventures in chronological order. Three down and ten to go, but one day Adams . . ."

The tips I gave Stephen are shown below, plus help for Robert Miller stuck inside a Sphinx he entered via a Time Machine.

TAKE THE TABLETS

Two tablets, two fountains. Note the quotation marks on the second tablet. Solution: say "Sun" when you can see the mountain, not actually on it!

Jumped any canyons or dug any good roots lately?

Looks as if the lever at the end of the corridor keeps slipping back.

At last, the first joystick that puts the firing button where it should have been in the first place.

Extra responsive action

Trigger Fire Button

Diamond Cut 'Arcade' Style Grip

TRIGA COMMAND

IS HERE!

Extra long 4 ft Cord



Rubber Suction Cups for One Hand Operation

The Top American Joystick is now available in the U.K. . . .

To fit your SPECTRUM

ONLY £19.99 + £1.50 P+P

- *Including Interface to plug straight into the Spectrum.*
- *The first Joystick to give you "Arcade" feel and control.*
- *"Jet Style" heavy duty, diamond cut grip.*
- *Fire Trigger placed under your index finger . . . the finger with the fastest reflex action.*
- *Self centreing, 360° action.*
- *Compatible with most of the latest Software including:*

Jetpack	Slippery Sid	Brain Damage	Frogger
Cookie	SS Enterprise	Last Sunset	Blind Alley
PSSST	Nite Flite	Mazeman	Galactic
Timegate	Meteoroids	Galaxians	Jailbreak
3D Tunnel	Gulpman	ETX	Transam
Cosmos	Cosmic Guerilla	Frenzy	Robotics
Cyber Rats	Kong	Astroblaster	Armageddon
Galaxians	Armageddon	Knot in 3D	Exterminator
Spookyman	Mission Impossible	Joust	Detective

NOTE: THIS IS ONLY A SMALL SELECTION OF THE MANY COMPATIBLE GAMES

**** Also available for Commodore/Atari***

Item	Amount
Spectrum Trigga Command	£19.99
VIC/CBM 64 Trigga Command	£12.99
Atari Trigga Command	£12.99
Interface Unit only*	£11.99
* To use with your own Joysticks with Spectrum	
P+P	£ 1.50

ALLOW 7 DAYS

TRADE ENQUIRIES WELCOME

24 HRS CREDIT CARD LINE

ACCESS BARCLAYCARD VISA

DATEL ELECTRONICS

27 HOPE STREET, HANLEY, STOKE-ON-TRENT TEL: 0782 273815

THE TOMB OF DRACULA!



3D HORROR ADVENTURE GAME!

For ZX81 with 16K RAM £3.95
For 48K SPECTRUM £4.95

For the **16K ZX81** or with colour and sound for the **48K SPECTRUM**, a superb 3D graphics adventure game! **Enter** Dracula's tomb at 30 minutes to sunset . . . **wander** through the tomb's pre-mapped 300 vaults in search of the fabled Vampire's Treasure . . . **pick up** valuable silver stakes and use them to defend yourself against the lurking horrors . . . ghouls, zombies, pits of primaeval slime . . . **See** them all on the computer's plan of the tomb . . . when it will let you! **Take** a chance on a Mystery Vault . . . if you dare! And all the time the minutes are ticking by to sunset . . . when **Dracula** rises from his coffin and comes after **you!**

Castle Colditz

ESCAPE-OR-DIE ADVENTURE.....!

For ZX81 with 16K RAM £4.95
For 48K SPECTRUM £5.95

You are an Allied POW in the infamous **Castle Colditz,** Nazi fortress jail for Allied prisoners-of-war! Can you escape with your life through the vast labyrinth of rooms to the main gate? Tackle brutal **Gestapo** and **SS** guards, savage guard-dogs, traps and pitfalls! Survive if you can the **Corridor of Rats,** the **Tunnel of Poisonous Spiders,** the **Vault of Human Bones** and many more! And on your way, grab all the fabulous **Nazi loot** you can carry!

Price includes ready-to-load cassette with library case and inlay, full instructions, postage and packing. **Order today!** Money refunded if not delighted!

Send cash, P.O. or cheque to:

FELIX SOFTWARE (DEPT. CVG)
19 Leighton Avenue, Pinner, HA5 3BW.

Member of the Computer Trade Association

GAMES GAMES GAMES

AT CRAZY PRICES

ATARI	ANDROMEDA CONQUEST	D	17.32	SPECTRUM	AH DIDDUMS	C	5.50
ATARI	APPLE PANIC	C,D	20.77	SPECTRUM	CHOPPER RESCUE	C	5.90
ATARI	BUG ATTACK	C,D	20.77	SPECTRUM	GALAXIANS	C	4.95
ATARI	CHOPLIFTER	D	23.76	SPECTRUM	HEATHROW ATC	C	7.95
ATARI	CLOSE ASSAULT	D	23.80	SPECTRUM	JUMPING JACK	C	5.50
ATARI	CRUSH, CRUMBLE & CHOMP	C,D	20.77	SPECTRUM	KONG	C	5.90
ATARI	FROGGER	C	20.77	SPECTRUM	MAZE CHASE	C	4.95
ATARI	GORF	D	32.35	SPECTRUM	MOLAR MAUL	C	5.50
ATARI	HELLFIRE WARRIOR	C,D	27.90	SPECTRUM	PLANET OF DEATH	C	5.95
ATARI	MINER 2049ER	CART	36.52	SPECTRUM	QUEST ADVENTURE	C	5.95
ATARI	NECROMANCER	C,D	23.76	SPECTRUM	REVERSI	C	5.95
ATARI	SLIME	C,D	23.76	SPECTRUM	SLIPPERY SID	C	5.95
ATARI	ZAXXON	C,D	27.90	SPECTRUM	SPECTRALPANIC	C	5.95
ATARI	ZORK I, II, OR III	D	27.90	SPECTRUM	TRANSVERSION	C	5.90
COM 64	ARMAGEDDON	C	6.90	SPECTRUM	ZIP ZAP	C	5.50
COM 64	CRITICAL MASS	D	25.94	SPECTRUM	ZZOOM	C	5.50
COM 64	CRUSH, CRUMBLE & CHOMP	D	25.97	VIC 20	ARCADIA	C	5.90
COM 64	CURSE OF RA	C,D	13.21	VIC 20	CATCHA SNATCHA	C	5.50
COM 64	DINO EGGS	D	25.97	VIC 20	CREEPY CORRIDORS	CART	23.95
COM 64	FORT APOCALYPSE	C,D	23.27	VIC 20	DROIDS	CART	29.69
COM 64	JUMPMAN	C,D	25.94	VIC 20	FROGGER	C	25.38
COM 64	MIDWAY CAMPAIGN	C	10.29	VIC 20	GALACTIC CROSSFIRE	C	9.86
COM 64	PHAROAH'S CURSE	C,D	23.27	VIC 20	MARTIAN RAIDER	C	14.79
COM 64	SEA DRAGON	C,D	23.27	VIC 20	RAID ON ISRAM	C	13.69
COM 64	SHAMUS	C,D	23.27	VIC 20	RESCUE AT RIGEL	C	21.92
COM 64	SWORD OF FARGOAL	C,D	20.60	VIC 20	SEAFOX	CART	27.16
COM 64	TEMPLE OF APSHAI	C,D	25.94	VIC 20	SKY BLAZER	CART	27.16
COM 64	UPPER REACHES OF APSHAI	C,D	13.21	VIC 20	SWARM!	C	20.48
COM 64	ZORK I, II OR III	D	25.94	VIC 20	WACKY WAITERS	C	5.50

We've over 480 titles for ATARI, 120 for COMMODORE 64, 100 for SPECTRUM & ZX and 100 for VIC 20. Also, we've over 800 titles for APPLE, over 290 book titles and many, many titles for BBC, DRAGON & ORIC. If you don't see what you want then ring us for an instant quote. Send S.A.E. for list(s) stating machine(s) required or if you want books. All prices include VAT. PP is FREE.

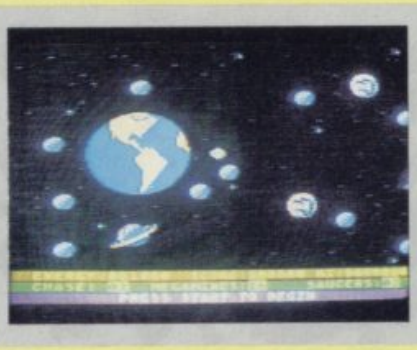
SOUTH WALES SOFTWARE
FREEPOST (NO STAMP NEEDED)
CLYNDERWEN, DYFED SA66 7BR
TEL 09947 457/565

R·E·V·I·E·W·S

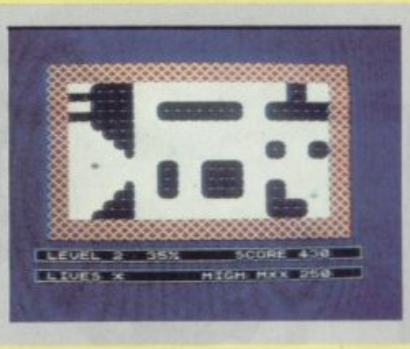




WORD FEUD

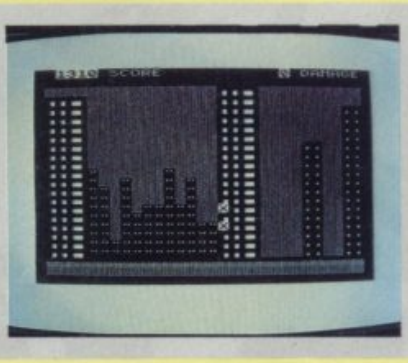


ASTRO CHASE



SPLAT!





CITY PATROL



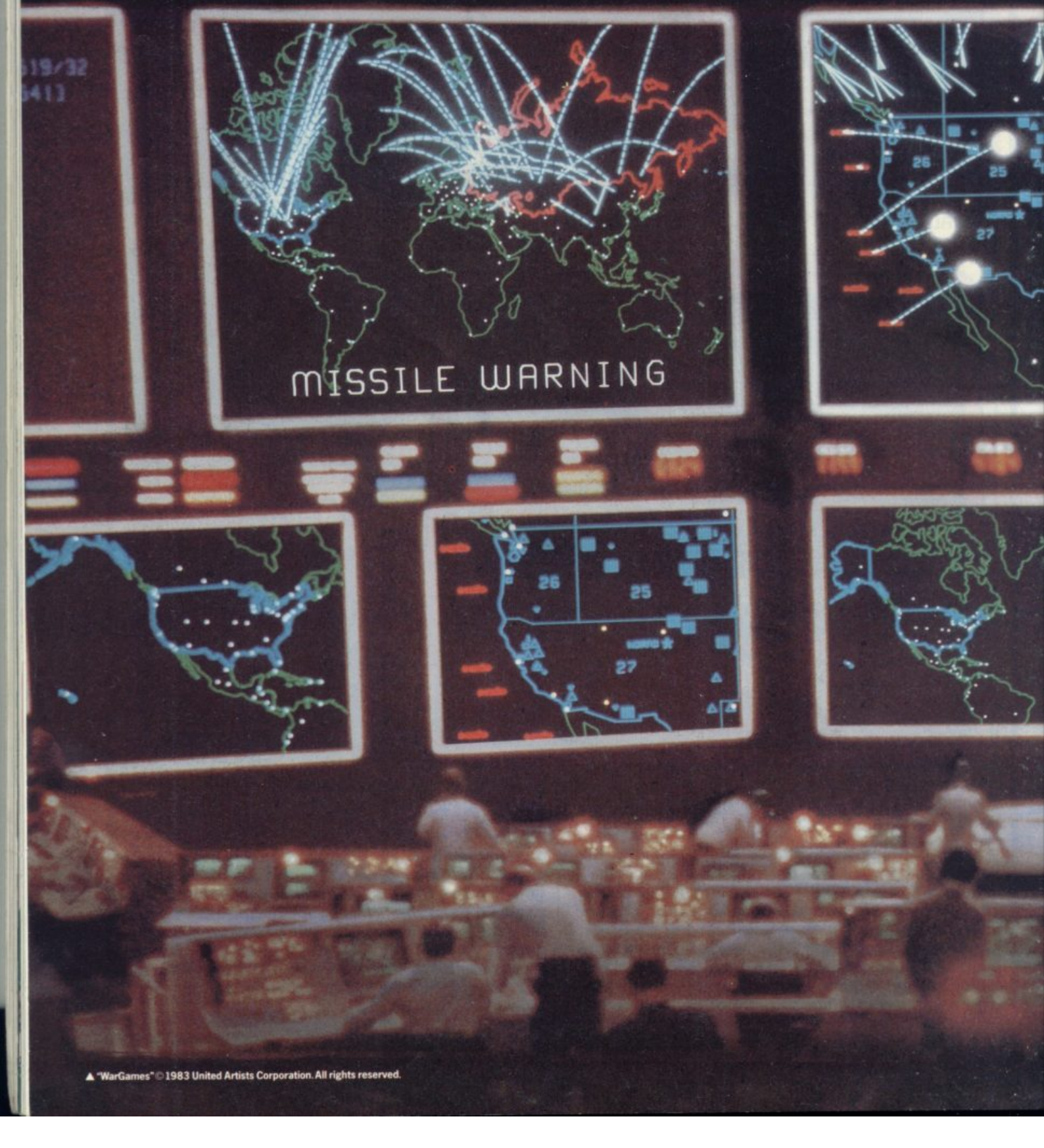
MULTITRON

As you can see Astro Chase is our Game of the Month this issue. The opening display is something not to be missed — so don't miss our review on page 154. We also take a look at a brand new two-in-one game called Death Mines of Sirus, which has a soundtrack which must be heard to be believed. Read all about it on page 156. There's an official Frogger game for the Dragon on page 156, and a version of a starship shoot out called Star Jammer, also for the Dragon, on page 162. Splat is the unpromising name for our Spectrum game under review this issue. Find out if it lived up to its name on page 162. That big ape makes a comeback on the Vic-20 on page 162, while the word-smiths among you will enjoy Word Feud on the CBM-64. Plus many more. How do we get them all in ! Watch out for our new improved Reviews section next month!

THORN EMI PRESENTS

COMPUTER WAR

BASED ON THE HIT MOVIE WARGAMES▲



▲ "WarGames" © 1983 United Artists Corporation. All rights reserved.

Slot "Computer War" into your computer (Texas Instruments‡ 99/4A: Atari* 400*/800*: Commodore† Vic 20†) and you'll be playing the most challenging and sophisticated game around.

America's air defence system (NORAD) has detected what it thinks are Russian missiles.

But the missiles are actually a nuclear war simulation program accidentally activated by a computer whizz kid.

The problem is, the computer can't tell the difference between simulation and the real thing.

Unless you move like greased lightning, the system will launch a counter wave of missiles that will devastate at least two continents.

If trying to knock out the bogus missiles in the computer's memory banks doesn't make your palms sweat, the second half of the game will.

Crack the 'shut-down' codes of the U.S.A. missile bases, and you will have saved the world.

Just one word of warning: Don't lose.

If your nerves aren't frayed after that, try our other action packed titles.

There's the popular "Submarine Commander" and "River Rescue" now on TI‡ 99/4A, †Vic-20† and Atari 400*/800.*

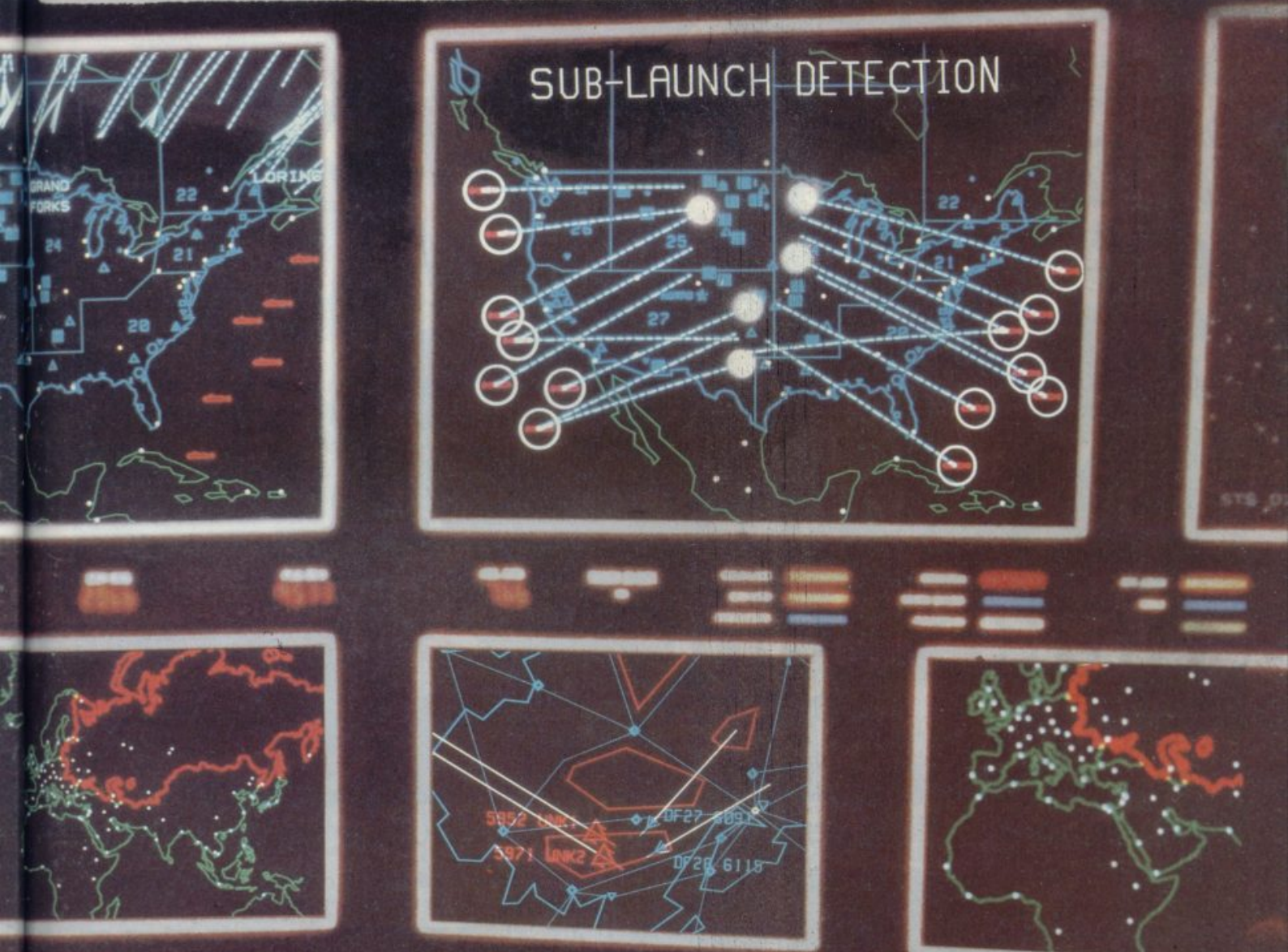
The exciting "Carnival Massacre" and "Killer Climb" you'll find on Atari* 400*/800.* And the highly skilled "Mine Madness" and "Tank Commander are on †Vic 20.†

THORN EMI Computer games. They'll blow your mind.

THORN EMI VIDEO

The world's greatest computer games.

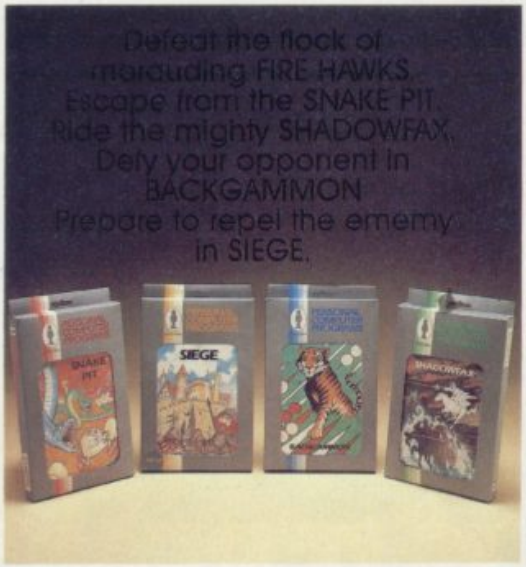
*PROGRAMS FOR ATARI 400/800/1200 (Trademark of Atari Inc, except where indicated).
†PROGRAMS FOR COMMODORE VIC 20 (Trademark of Commodore Electronics Ltd).
‡PROGRAMS FOR TI 99/4A (Trademark of Texas Instruments Inc.).



IS IT A GAME OR IS IT REAL?



Another devastating new game from the fabulous Postern range.



The colourful Postern range is available on a variety of micros. Write quantity of each game required in the boxes provided.

S1

Please send me:	Spectrum £5.95	Vic 20 £5.95	Commodore 64 £6.95	BBC 'B' £6.95
Fire Hawks				☐
Snake Pit	☐	☐	☐	☐
Shadowfax	☐	☐	☐	☐
Siege	☐	☐	☐	☐
Backgammon	☐			

Backgammon available on 48 K only.

Total £ _____ or Access/Visa (Delete)No. _____

Name _____

Address _____

POSTERN

POST TO: **Postern Ltd.**, P.O. Box 2, Andoversford, Cheltenham, Glos GL54 5SW.
OR PHONE: Northleach **(04516) 666** Telex 43269 Prestel 37745

Postern is always on the look out for any new games you might have developed.



PANIC IN THE CITY AS ALIENS ATTACK

CITY PATROL

Suddenly a million voices cried out for help at once. Then silence as the holocaust swept across the helpless city! Can you save the day?

You are the supreme commander of a laser ship. Your task is to intercept and destroy all alien suicide craft.

Your rank will be raised depending on how many aliens you destroy in relation to the amount of destruction being caused in the besieged city.

The city consists of four layers of buildings which all move independently to each other at differing speeds in relation to the viewing angle, creating a 3D effect.

The eight way direction is controlled by keyboard which I found took a long time to master. The all character graphics scroll in four directions producing a realistic flicker free flying simulation.

Alien space ships appear near the top of the screen and keep a constant direction thereafter. When an alien stops, it automatically goes into its search and destroy mode! You will be destroyed if it hits you five times.

Two quite frightening features are the hidden aliens located elsewhere in the city — off screen. These may fire their laser demolishing a building. All you will see is a brief flash in the sky.

Also if — by unfortunate means — an alien completes its mission and reaches Ground Zero the game freezes for a second followed by a series of large explosions that blow a large chunk of your city to smithereens!

You also have the useful option of flying at maximum speed by holding two keys down simultaneously, this results in the buildings wizzing past you at tremendous speed!

By touching any key except the directions keys or 'A' for surrender, you will activate the ship's lasers.

Trapping an alien in your sights is not at all easy. First you must wait until it isn't behind a first row building, then when you are level with it, advance over it keeping equal speeds and quickly fire! A steady hand and accurate eye is needed, not as easy as it sounds.

The city is made up of several types of buildings all differing in shape, size and design. If you accidently fire on a building it will be destroyed.

Every layer one building you hit loses you ten points, and up to 40 points for a layer four building. This stops you demolishing the city to find aliens.

There are three levels — average, difficult and impossible. I did try the impossible level and found that about twice as many buildings have been added, all much taller which cuts down your view of advancing aliens! Yes . . . it was impossible.

Despite some very nice graphics and realistic simulation, I thought that the game could have incorporated more interesting characteristics though it did possess a surprisingly addictive quality.

It's a good addition to games software for the ZX81 — a micro that's rapidly being left behind in the rush to bigger and brighter machines.

For those with a bit of warrior in you, City Patrol — by Macronics — is available at W. H. Smith for the Sinclair ZX81 at £4.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

ATTACK OF KAMIKAZE TURTLES!

MULTITRON

Dodge waves of kamikaze turtles and blast packs of sluggish snails in this latest clone of the well worn Space Invaders theme.

As in all invader-style games your laser base is under attack from waves of mutants, in the case of Multitron they take the shape of dive bombing tortoises, several winged phoenix and small snail-like creatures amongst others.

One very interesting feature in the game is that once you have managed to survive all six waves of mutants you

DJB Software

ATARI 400-800 RENTAL CLUB

BE ONE OF THE FIRST TO TRY OUT THE VERY LATEST RELEASES. FOR THE MOST COMPREHENSIVE SELECTION OF THE BEST AND MOST POPULAR GAMES AVAILABLE ON CASSETTE AND CARTRIDGE. CONSTANTLY UPDATED.

Also Mail Order.

Send S.A.E. for details to

D.J.B. SOFTWARE, (Dept C.V.G.)
59 WOODLAND AVE, HOVE, SUSSEX.
TEL: (0273) 502143.

TI99/4A

SOFTWARE GAMES

BLAST IT . . . disarm bombs with a wire guided robot, time limit, Hall of Fame, 5 levels of play etc. CODE BREAK/3-D MAZE . . . 2 games requiring thought not action, break a five unit code of 1 of 5 shapes or 1 of 5 colours given correct colour, shapes and positions or find your way out of a 3-D maze. CORE! Pilot your craft past clouds, planes to go through the caves and into the maze.

The above at **£3.50** each (£2 refunded against any purchase if returned within 21 days).

Single cassette lead £4.35, dual cassette lead £5.45, cassette recorder £24.98, recorder with single lead £28.75, and with dual lead £29.75.

S.A.E. for illustrated catalogue, all prices inc. p&p.

CHRISTINE COMPUTING, 6A FLORENCE CLOSE, WATFORD HERTS WD2 6AS. Tel: 09273 72941.

ORIC 1 SOFTWARE

1. **JET STRIKE!** Your fuel is running out! Can you shoot down the plane? £5 + p&p: 48K.
2. **PAC-MATHS!** puts fun into elementary maths! £3.00 + p&p: 48K.
3. **BOMBER!** You must land the plane by bombing the city! £3.00 + p&p: 48K.
4. **JET WALL!** Use your skill to outrun the computer and win, in this fast moving game! £4.00 + p&p: 48K.

P&P=50p.

Send all orders to

STAR-SOFT, 1 SYCAMORE DRIVE, BEDALE, N. YORKS. DL8 1EY.

SPECTRUM — TRS80 V. GENIE SOFTWARE

25 super programs for your computer — machine code arcade games, adventures, Dungeons & Dragons, Puzzles and Ball games including Breakout (taking you through 9 levels of skill), Star Wars, Amazing 3D Mazes, 3D Noughts & Crosses, Corridors of Doom, Trap It, Housebreak and Yahtzee. All 25 on one compendium pack for only £9.95.

ZX Spectrum (48K) — Arcade Action Pack — Three super fast action arcade games direct from Israel. Mission Omega, Close In and Smiley . . . All three on one cassette only £6.95.

Both packs as above . . . only £15.95.

SPARTAN SOFTWARE (CVG), 9 Cotswold Terrace, Chipping Norton, Oxon

ATARI 400/800 GAME
PYRAMID

Antic 4 mode graphics. Exciting adventure, explore 50 rooms, open mummy cases. Avoid monsters. On cassette (32k minimum) only £7.95. P.O.s and cheques to:

I.M.J. Software,
12 Wynyard Street, Seaham, Co. Durham SR7 7LT.

ATARI 400/800 SOFTWARE

Why spend a fortune on software when you can hire all the very latest released games etc. at a most competitive rate? We have an all-round selection of disks, cassettes and cartridges awaiting your Atari 400/800. Apply now and hire your first 2 games free. For full details send stamped addressed envelope or phone evenings 7pm-10pm or weekends. (0783) 286351.

Games & Software Club, 35 Tilbury Road, Thorney Close, Sunderland SR3 4PB.

SUPERMARKET

ATTENTION ATARI 400/800 USERS

£40 per year or £25 per ½ year allows you to loan up to 50 games of your choice from our extensive library on tape, disk or rom. Free utility tape for new members, send large SAE to; **AMUSEMENTS UNLIMITED, 49 LESLIE CRESCENT, ST. MICHAELS, TENTERDEN, KENT TN30 6BX.**

Tel: (05806) 3830 (evenings)

DISC BACK/UP SERVICE

LANCASHIRE MICROS

Sinclair, Commodore, Dragon, Lynx, and Acorn/BBC computers.

We have an extensive range of books and software — over 200 Spectrum titles alone. Send for a free list to:

LANCASHIRE MICROS, 51 QUEEN STREET, MORCAMBE, LANCS. TEL (0524) 411435.

ATARI 400/800 OWNERS

Why risk losing those precious programs? With our range of utilities you can make a back-up of almost all your software.

KOPY T — tape back-up — £9.95.
KOPY D — tape to disc (up to 10 tapes per disc) — £9.95.
DISCDUPE — Copies full discs including bad sectors — £15.95.
AUTOMENU — Autoboot Basic and Binary discs £12.95.

AWG, 145 Bankside, Westhoughton, Bolton, Lancs.

ATARI COMPUTER OWNERS

Make the most of your Atari 400/800 by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O. Box 48, Bracknell, Berks. RG12 4WD.**

NOW OPEN
MEDWAY AREA
ROCHESTER SOFTWARE & COMPUTER CENTRE
38 Delce Road, Rochester, Kent.
FOR COMPUTERS, SOFTWARE & PERIPHERALS
WE HAVE BBC B IN STOCK

Wizard Software
ARCADE ACTION



EVICTOR DRAGON 32 and ORIC-1 48k £7.95
ZX SPECTRUM 48k £5.95

An original Arcade game presented in high resolution graphics with machine code for extra zip. Evict the aliens from their self re-generating and defended base. Features lasers, phasors and bombs. 5 skill levels. Dragon 32 and Oric-1 versions feature a demonstration mode.

RECOMMENDED BY THE MICROCOMPUTER SOFTWARE CLUB.

All prices inclusive, mail order, cheques or postal orders to:
WIZARD SOFTWARE, DEPT. CVG, P.O. BOX 23, DUNFERMLINE, FIFE KY11 5RW.

Also available from software retailers in U.K., Europe and Africa. Send large S.A.E. (7in. × 5in.) for full program catalogue. Royalties paid for superior quality DRAGON 32 and ORIC-1 software.

ATARI 400/800
Secondhand software and back issues of all the American magazines and publications.
AT VERY SILLY PRICES
Exchanges only £2 for items of equivalent price. Originals only please. Ring 0602 274369 and ask for a list or write:
MIKE JERVIS, 19 PORTREE DRIVE, RISE PARK, NOTTINGHAM NG5 5DT.

have to manoeuvre your laser base through a vertically scrolling tunnel to reach the next stage of the game. If you run out of control and hit the side of the winding tunnel, you will encounter an anti-matter field and immediately be blasted into a million little pieces.

Continual use of your laser will soon use up the energy available on each level and I found it best to conserve energy by firing in short bursts. Your energy cells will regenerate themselves if you don't fire for a couple of seconds, but it is very irritating having to hang around and dodge the enemy missiles with no way of retaliating.

A very ordinary game to play in its initial stages but it is redeemed by the space corridor and the fast action waiting for you on the other side.

Multitron runs on the unexpanded Vic-20 and incorporates hi-res graphics. Good use has been made of the limited memory. The game is controlled by either keyboard or joystick and is available from Manchester-based Sumlock at £7.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 4
- **Playability** 4

ROAD RACER IN SEARCH OF GOLD CUPS

TRANZ AM

The year is 3472 and the once-great Earth has been destroyed. All that exists is a barren land of sand, rocks and boulders. Life nowadays is ruled by cars. Gold is replaced by petrol and your sole aim in life is the possession of the eight Golden Cups of Ultimate.

A more imaginitive scene-setter to a road race game is hard to find. And the program's not bad either. Tranz Am gets away from the standard screen layout of the car at the bottom of the screen and the road scrolling towards you.

The car stays in the middle, and the whole screen scrolls in any direction. To control the vehicle you use two keys to rotate yourself just like good old Asteroids.

The screen acts as a window on the whole land, which is about seven times the size of the displayed area in each direction. The area you are searching is therefore about 50 times the screen size. The idea is to tour the land seeking and collecting the eight trophies which are positioned randomly for each game.

There are also enemy cars which roam the area and must be avoided. You have three lives.

The screen which displays the road is square, which leaves a column of spare TV space on the left. This is your indicator panel and shows the time, score, miles travelled, speed and a



reduced view of the whole land on a radar.

Control is quite easy and uses only four keys. Two to rotate and two more as accelerator and brake.

The game is also compatible with Kempston joysticks. You can pause the game if you wish.

Although the speed indicator is labelled from 0 to 400 mph, the car does not go too fast even in full speed. There are no gear controls.

Tranz Am is by Ultimate and runs on any Spectrum. It is available from W. H. Smith and costs £5.50.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 8

SPACE SHOOT OUT AMONG THE PLANETS

ASTRO CHASE

Fernando Herera is a name that commands the same respect in American video gaming circles that a well known writer or artist would in the art world.

He is something of a maverick — Herera prefers to work for himself selling his games to the highest bidder.

His best known game is now available in the UK on the Parker Brothers label for the Atari 400 and 800.

Astro Chase takes the oldest cliche in video games but re-works it splendidly to produce a game of colourful 3D style graphics and challenging game play.

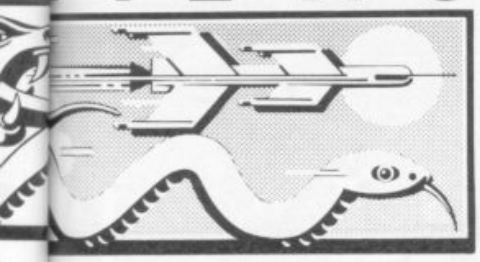
The Earth is under attack from the aliens and you are the lone pilot on a mission to clear the space around the planet.

An assortment of adversaries have to be dealt with. Chasers are spider-like craft that can destroy your ship but don't really present much threat to the Earth. Far more deadly are the Megamines which gradually surround the Earth hiding from you behind surrounding planets.

If a Megamine lands on the Earth the planet is blown to bits lighting up the whole universe.

Speed manouvreability, and a quick

E·I·E·W·S



finger on the trigger are required if you are to successfully defend earth.

When you have destroyed 16 Megamines you are judged to have save the planet from one attack . . . But it doesn't take the aliens long to regroup and pretty soon they are back with new more sophisticated ships.

The graphics are the making of Astro Chase. The display at the beginning of the game is impressive. Your little man walks up to his ship, salutes and is then beamed up into his ship before it slowly lifts off.

The galaxy is beatifully drawn with the continents and oceans showing up clearly on the earth.

Astro Chase sets new standards for space shoot 'em ups. One of the best games I've seen for the Atari home computers. In the shops now at £29.99.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 8

DINKY APE JOINS THE KONG CROWD

DINKY KONG

First came Donkey Kong then Donkey Kong Junior and now . . . Dinky Kong!

In this version you take the role of a soldier who marches rather than runs! Other than that the game is the same as the original. The object is to climb the various platforms and rescue the captured girl at the top, avoiding fast rolling barrels being thrown down by Kong.

One interesting feature are the hearts planted at random on the platforms. These may be picked up for extra points but leave holes in the runways. Barrels that roll over these holes will fall through to the platform below, although you may jump over them.

I'm sorry to say that this version fell below standard although the graphics were quite good. Two especially annoying points I found were that the program had to be loaded in two sections — the tape recorder had to be stopped and restarted (retyping 'cload"" ').

And if you replied no to the reply option at the end, the program will "new" itself thus clearing the memory.

The game gets rather monotonous as only one variation screen is used which is repeated, although fireballs and larger quantities of barrels are introduced in higher levels.

Dinkey Kong is available from Gloucestershire-based Severn Software for the Oric-1 at £6.95

- **Getting started** 4
- **Graphics** 5
- **Value** 3
- **Playability** 4

DULUXE, THE PLANET WITH PROBLEMS

SOFT HITS

Life on the planet Duluxe is far from tranquil for BBC and Spectrum owners.

The second issue of Soft Hits, is due out in November and consists of a cassette with a game for the 16k Spectrum on one side and the same game for the BBC B on the reverse.

The game is called Airbrush and your job is to paint the floors of the prison in which you work while avoiding the waste bin and the armed guards.

At least that's what the Spectrum version is about.

The BBC game involves life on the planet Duluxe and you have to collect enough local currency to afford the fare home, while avoiding the radio-active dustbins.

This sounds like two different games but is in fact only one.

It seems as though two different people were hired to write the blurb and no one could decide which was best.

The game itself is quite playable, at least on the Spectrum version.

Control of the paint roller is via the Caps Shift, Z, P and L keys although if you don't press any key then you move downwards.

The idea is to roam the screen collecting paint pots to replenish your supply which is used up as you wander the screen.

The program uses only normal character resolution graphics with user defined characters. Your roller moves by a whole character each step which is not ideal.

The BBC version uses mode 1 graphics which should improve the situation.

Sound effects are included and are quite effective, even if it does sound like water gurgling down a plug hole.

You'll find Soft Hits in your newsagent for a very reasonable £2.45.

- **Getting started** 8
- **Graphics** 5
- **Value** 8
- **Playability** 6

SUPERMARKET

TI99/4A

Short of software for your TI99/4A home computer? I have over 80 programs available from the USA, Canada and Britain. Send for a catalogue for details. It is a large catalogue, so please send fifty pence in stamps, PO or cheque. This is refunded on your first order. Write now to:

STAINLESS SOFTWARE
10 Alstone Rd., STOCKPORT, Cheshire SK4 5AH.
MAIL ORDER TO UK ONLY

★ **ATARI 400/800** ★

NEW **MULTICART cartridge utility**

The only system to back-up your cartridges to disk or cassette. £69.95 (inc p&p).
(Please specify version required, disk or cassette.)
Send cheque/PO to: **Utility House, PO Box 466, London SE10 8DZ**
For full details send large s.a.e.

IMPORTANT NOTICE

Unfortunately an error was published in Softek's August advertising. Softek does not guarantee a full refund should a program fail to load, however, it does guarantee a replacement cassette.

Dr. T. Langdell.
SOFTEK INTERNATIONAL LTD.

SOFTWARE

TRS-80 & VIDEO GENIE	
Chaos (16K)	£9.75
Compendium (16K)	£9.75
Dodgems (16K)	£9.75
Frogger (16K)	£9.75
General Ledger (Disk 48K)	£74.75
Kong (16K)	£9.75
Mailing List (Disk 48K)	£17.25
Mini Mailing List (16K)	£12.50
Muncher(16K)	£9.75
Pools (16K)	£7.95
SINCLAIR ZX-81	
Grizzly	£3.95
Pools	£4.00
Spectrum:	
Bermuda Triangle (3'D' 48K Adventure)	£5.50
Pools	£4.95
COLOUR GENIE	
Chaos	£7.95
Frogger	£7.95
Pools	£7.95

(All prices include V.A.T. & P&P)
Always interested in programs for any of the above machines (25% Royalties given)
KRICON LTD.
11 Medway, Hailsham, East Sussex, BN27 3HE.
(0323) 846110

ELKAN ELECTRONICS **NEW! NEW!**

NANOS "quick-reference" cards easier to use than the manuals!

DRAGON 32	£3.95
COMMODORE 64/Vic-20	£3.95
SINCLAIR ZX81	£3.50

QUICK-SHOT self centring joysticks — improve your scores!

DRAGON 32 (specially developed by ELKAN)	£14.95
ATARI 400/800	£12.95
COMMODORE 64/VIC-20	£12.95

+ £1 p&p

ELKAN ELECTRONICS, FREEPOST, 11 Bury New Road, Prestwich, Manchester M25 6LZ. Tel. 061-798 7613.

ATARI 400/800 OWNERS

Vast range of cassette, disc and cartridge software for hire at £2.00 per week. Life membership is £15 (including 1st game hire). To join send £15 cheque/P.O. and list six games in order of preference. Or send S.A.E. for details. **CASTLE GAMES LIBRARY, 44 AUGUSTA CLOSE, ROCHDALE, LANCS. Tel: (0706) 59602.**

SOFTWARE EXCHANGE CLUB

Do you have cartridges, cassettes or discs you no longer play? Are you tired of spending money finding that games etc., are not what they are advertised to be? If so, why not join our Software Exchange Club?

For further details send a large S.A.E. stating which computer/video game console you are interested in to:

VIDECOMP (CVG), 95 King Street, Ramsgate, Kent CT11 8NZ.

ATARI 400/800 OWNERS

Cassette to Disc Utility. Put as many as 10 of your single load machine code tapes onto one disc. Works with most tapes. Requires 32K (Minimum) + disc. £9.95.

Copy Utility. An advanced copier that copies virtually all basic or machine code, single-load or double-load tapes with either long or short interrecord gaps. Written in machine language. Supplied on Autoboot cassette. £9.95.

Cheques/P.O. to: **W. ENTERPRISES, 49 Shrewley Crescent, Tile Cross, Birmingham B33 0HU.**

TI99/4A PROGRAMS FROM FORTEX SOFTWARE

TEXAS RANGER (WILD WEST ACTION) — STAR-GATE DEFENDER (SAVE PLANET EARTH), BASIC AND EX-BASIC — HOME BUDGET, MARTIAN MAZE — GOLD RUNNER. ALL AT INTRODUCTORY PRICE **£3.95** EACH INC. OR SEND S.A.E. FOR FULL LIST.

FORTEX SOFTWARE, 71 ST GEORGE LANE NORTH, WORCESTER WR1 1QX.

ATARI SOFTWARE — HALF PRICE!

Imported direct from US Manufacturers. Send for full lists:—

Telecomms Ltd, 189 London Road, North End, Portsmouth, Hants. PO2 9AE.

TI-99/4A U.S.A. SOFTWARE

WINGING IT — FLIGHT SIMULATOR

Fly your own plane in this excellently visualised simulator. Ground map and weather indicator chart your progress on a randomised earth simulacrun. Once flying there are three games to play. In T.I. Basic. £8.95 incl. p&p.

S.A.E. for catalogue

MIND GAMES (CVG)
7 Oakwood Drive, Prestbury, Cheshire SK10 4HG.

SPECIAL OFFER for ATARI 400/800 OWNERS

Hire your first 2 games free from our extensive range of software. Up to the minute releases available. Apply now! Send s.a.e. to:
Charnwood Games, 27 Warwick Ave., Quorn, Leics.
Tel: 0509 412604

Only a few shopping days left 'til Christmas!

That's if you want to place an advertisement in the December issue of *Computer & Video Games*. Call us now on **01-278 6552** or send in your copy to reach us not later than October 21st.



GREAT THEME TUNE FOR TWO-IN-ONE

DEATH MINES

Fans of action and adventure games now get the best of both worlds with the launch of a double-tape game.

The pack consists of two cassettes. One with an action arcade-type game and another with an adventure. This idea is not new, but Phoenix software has added a new twist. You cannot load the adventure without the code, which you can only get by mastering the arcade game first.

The first release in this series is for the Dragon and goes under the name Death Mines of Sirus.

A feature of the cassette system on the Dragon is the ability to record speech or music and play it through the television. This can be activated by the remote control from the recorder. Phoenix is the first company which I have seen make use of this and it works amazingly.

Once the game is loaded you are greeted with the theme music from 2001. Then, if you want the instructions, the music is played again as backing.

This, unfortunately, is the best part of the game. The action game proper is little more than a lunar lander. It is in black and white, and it flickers badly.

You and Captain Phoenix, say the instructions, must land your drone ship on the four pads at the bottom of the screen. Once you have done this you have to transport the aliens which inhabit the planet back to the top of the screen a better place.

You have to complete all 12 skill levels of the action game before you can proceed to the adventure. At the end of each level you are given a clue which will help you later on.

When you have mastered the first cassette, you will be given a code to load part one of the adventure. This consists of a four letter code, and there are nearly half a million combinations.

On loading the first part of the adventure — there are two — you are asked for the loading code. You are then told to press enter but this does not matter. The game itself is slow. Very slow.

It's quite easy to get killed, and I found it annoying that I was asked to enter the loading code each time I wanted to play again.

The Adventure is fairly standard and uninteresting, I'm afraid. The loading sequence, though, is great.

The package comes in a posh plastic case containing two cassettes, with a total price of £9.99. from Phoenix, based in Pinner, Middlesex.

- **Getting started** 9
- **Graphics** 5
- **Value** 6
- **Playability** 5

FROG SCORES A HIT ON THE DRAGON

FROGGER

Jump for your life if you don't want to be splattered all over the road! Guide your frog to his frog-hole by hopping him across a busy road and crocodile infested river in this, the official version of Frogger.

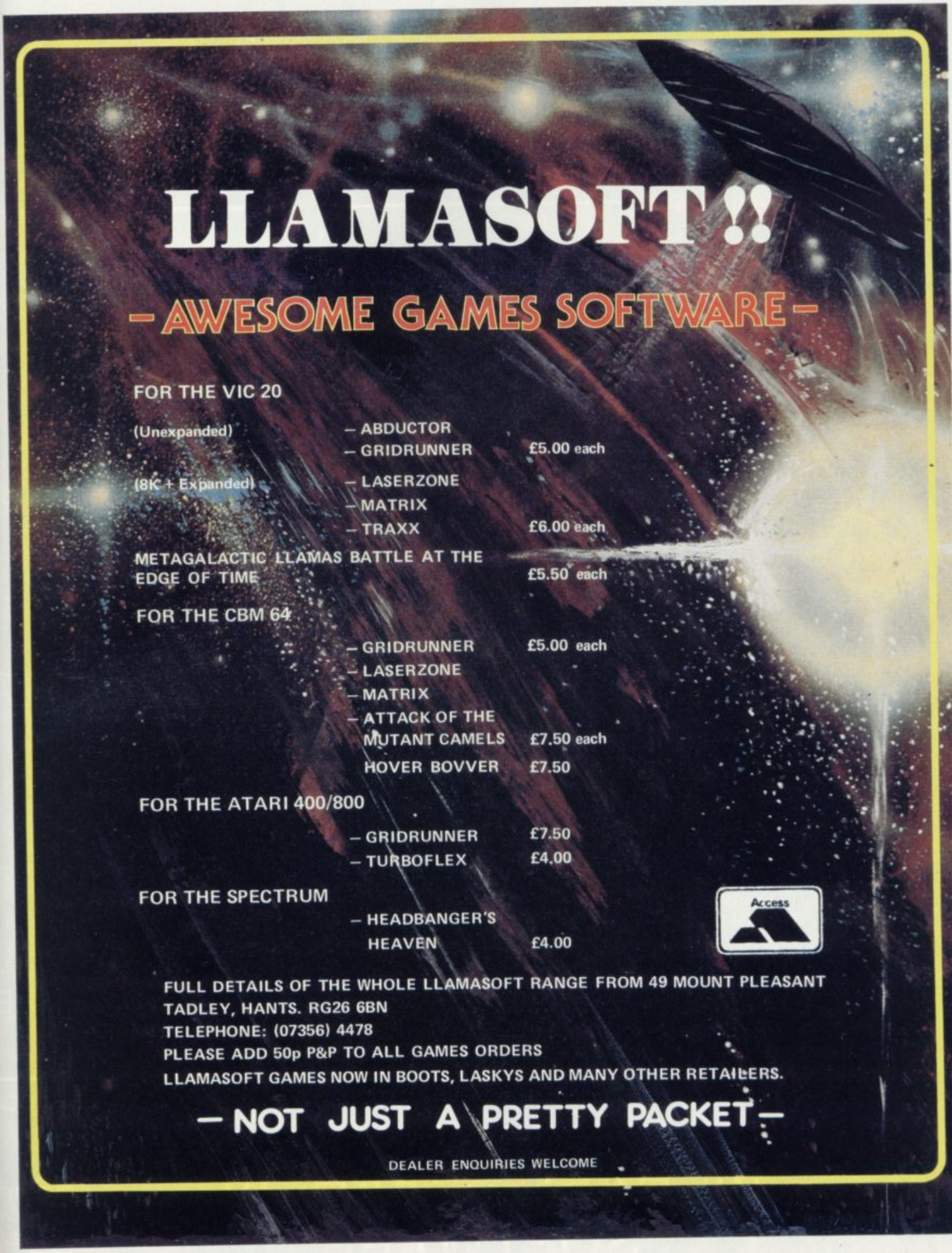
In a close representation of the original arcade game by Sega your frog has to avoid the fast moving road traffic and cross the river by using floating logs and turtles' backs as stepping stones. Beware the turtles — they are inclined to dive unexpectedly.

A lady frog appears at random in one of the five frog-holes on the far side of the riverbank.

When all five holes have been filled with frogs you move on to a new level. Things start to get more difficult as less time is allowed to get the frogs safely home, the cars move in faster convoys and there are fewer logs.

For one or two players, control is by joystick or keyboard. Keyboard control is very easy to master using the cursor keys for left, right, up and down moves. Frogger is written in machine code and the graphics and speed are among the best I've seen on the Dragon. It is available from Microdeal and all leading retailers at £8.00.

- **Getting started** 8
- **Graphics** 6
- **Value** 7
- **Playability** 7


LLAMASOFT !!
– AWESOME GAMES SOFTWARE –
FOR THE VIC 20
(Unexpanded)
– ABDUCTOR
– GRIDRUNNER £5.00 each
(8K + Expanded)
– LASERZONE
– MATRIX
– TRAXX £6.00 each
METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME £5.50 each
FOR THE CBM 64
– GRIDRUNNER £5.00 each
– LASERZONE
– MATRIX
– ATTACK OF THE MUTANT CAMELS £7.50 each
HOVER BOVVER £7.50
FOR THE ATARI 400/800
– GRIDRUNNER £7.50
– TURBOFLEX £4.00
FOR THE SPECTRUM
– HEADBANGER'S HEAVEN £4.00
Access
FULL DETAILS OF THE WHOLE LLAMASOFT RANGE FROM 49 MOUNT PLEASANT TADLEY, HANTS. RG26 6BN
TELEPHONE: (07356) 4478
PLEASE ADD 50p P&P TO ALL GAMES ORDERS
LLAMASOFT GAMES NOW IN BOOTS, LASKYS AND MANY OTHER RETAILERS.
– NOT JUST A PRETTY PACKET –
DEALER ENQUIRIES WELCOME

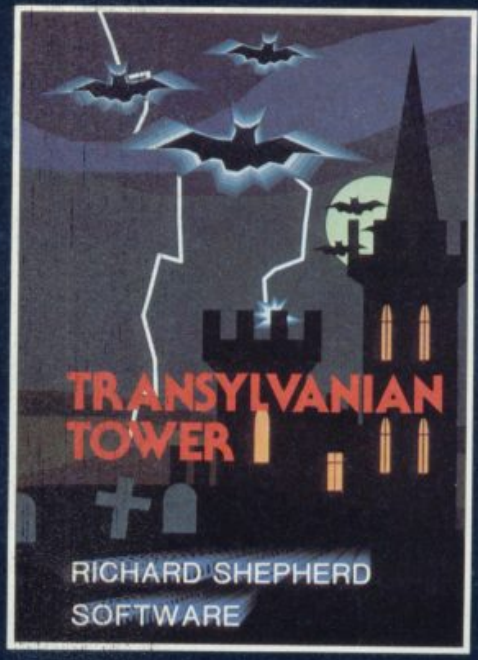
"ADVENTURES IN

AVAILABLE FROM W.H. SM
AND ALL LEADIN

Transylvanian Tower

A spine chilling adventure... enter via the dungeons... navigate your way through 500 3-D rooms... survive the swooping vampire bats ... reach the terrifying top... confront and kill Count Kreepie, ridding the world of this Transylvanian Terror.

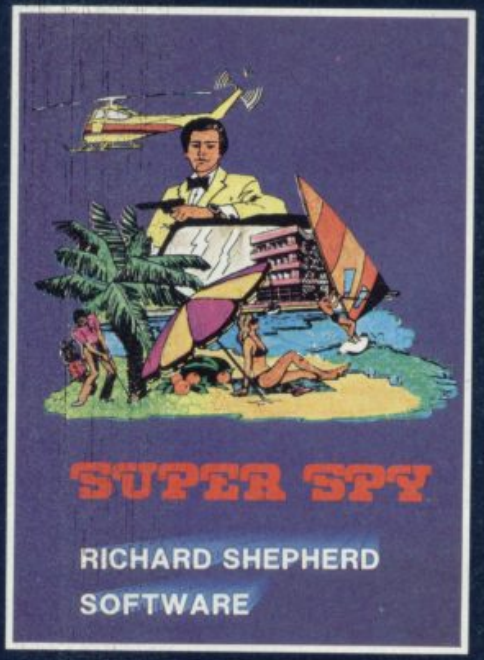
Can you survive the Top of the Tower? Full save routine for use during the hours of darkness! 48K Spectrum **£6.50**

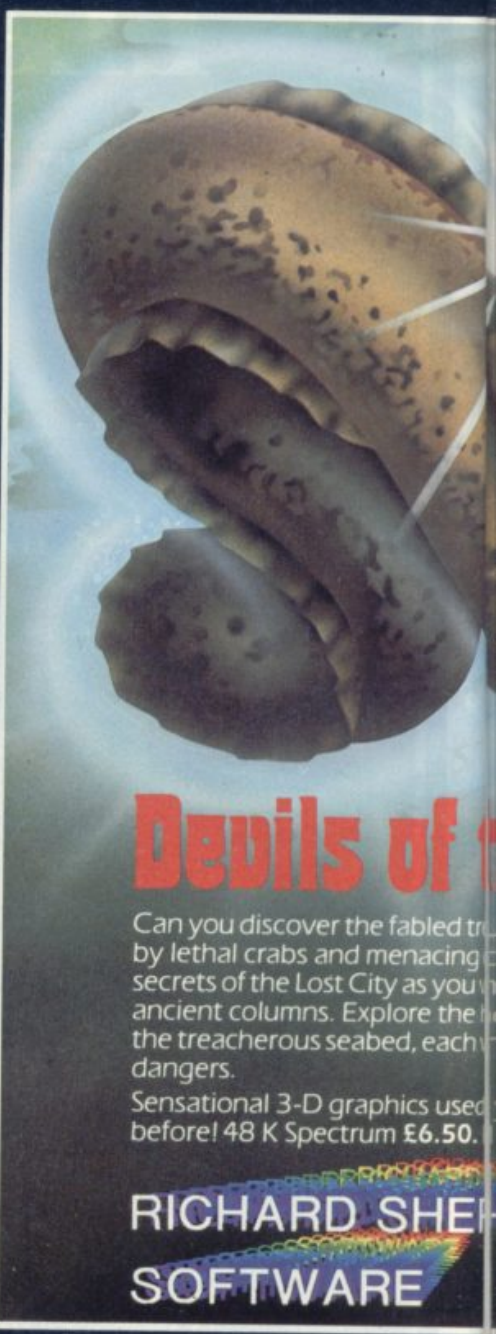


Super Spy

Locate the secret island hideaway of the mysterious meglomaniac Dr. Death. Follow his trail across continents, through complex puzzles and 3-D mazes. Discover the entrance to his underground lair — but beware — even with your death-defying gadgets his evil henchmen may still win the day!

With save routine for part time secret agents! 48K Spectrum **£6.50**





DEALERS — GENEROUS DISCOUNTS AVAILABLE CO

RICHARD SHEPHERD SOFTWARE

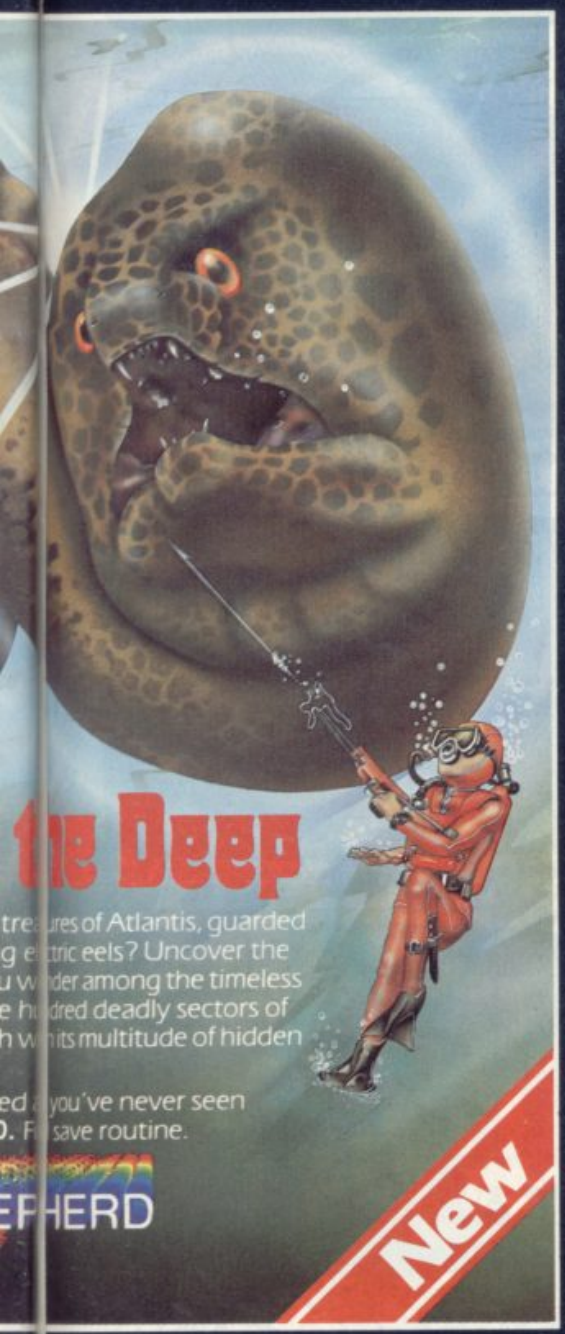
ELM HOUSE, 23-25 ELMSHOTT LANE, CIPPENHAM, SLOUGH, BERKSHIRE.

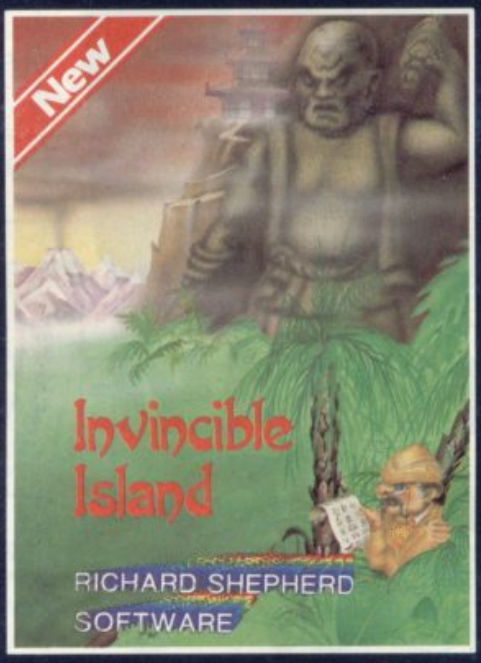
CREDIT C
RING (
FOR EXP

All programs are sold subject to the condition that they may not, by way of trade or otherwise, be le

NTO IMAGINATION"

MTH, JOHN MENZIES, BOOTS*
IN COMPUTER STORES

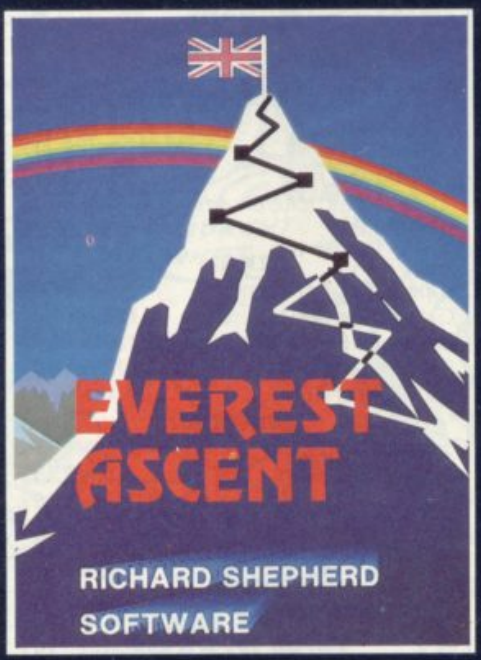




Invincible Island
by Peter Cooke

Exhaust your ingenuity in the quest to find The Seven Parchments of Xaro and their meaning! Will they lead you to undreamt of treasures or eternal doom? Explore the mysteries of the stockade and puzzle within the Pagoda! A spectacular split screen graphic and text adventure to braintease you for weeks!

Adventurous graphics for every location. Save routine. 48K Spectrum **£6.50.**



Everest Ascent

Stake your claim to the top of the world in this strategic vertical adventure. Conquer the summit of the world's highest peak! . . . struggle from base camp to base camp . . . survive the elements . . . watch out for avalanches, thin ice and wayward sherpas . . . encounter abominable snowmen and cross bottomless crevasses!

A game of skill, strategy and planning — a graphic simulation of man's ultimate endeavour! Save routine. 48K Spectrum **£6.50.**

ONTACT JOHN SALTHOUSE ON (06286) 63531 FOR DETAILS

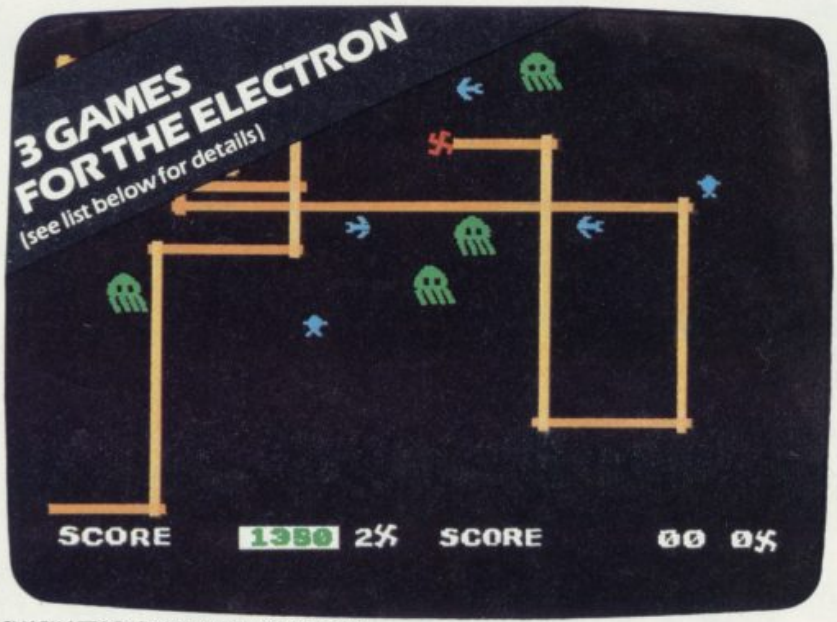
CA RD HOTLINE
(06286) 63531
XPRESS SERVICE

RICHARD SHEPHERD SOFTWARE

ELM HOUSE, 23-25 ELMSHOTT LANE, CIPPENHAM, SLOUGH, BERKSHIRE.

lent...ed out, resold or otherwise circulated without the written permission of Richard Shepherd Software Ltd.

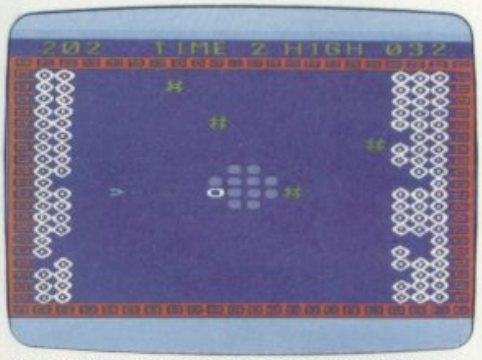
* Selected titles available at larger branches



SHARK ATTACK for the 16K or 48K Spectrum



TIME DESTROYERS for the expanded Vic 20 (3K+)



ATOM SMASHER for the BBC and unexpanded Vic 20

GAMES THAT ARE HARD TO BEAT

UNEXPANDED VIC 20

Sea Invasion	£4.99
Mind Twisters	£4.99
Alphoids	NEW £5.99
Insectors	NEW £5.99
Power Blaster	£5.99
Shark Attack	£5.99
Space Fortress	£5.99
Space Attack	£5.99
Quadrant	NEW £6.99
Atom Smasher	£6.99
Pedes and Mutants	NEW £6.99
Multisound Synthesiser	£6.99
Martian Raider	£6.99

EXPANDED VIC 20 (3K, 8K or 16K)

Caterpillar	NEW £5.99
Time Destroyers	£6.99
Moons of Jupiter	£7.99

ADVENTURES FOR THE VIC 20

Zorgon's Kingdom (8K or 16K) (real time graphic adventure)	NEW £6.99
Sword of Hrakel (3K, 8K or 16K) (classic adventure)	NEW £5.99
Golden Apple of Zeus (8K or 16K)	NEW £4.99

COMMODORE 64

Zappy Zooks	NEW £6.99
Dicky's Diamond	NEW £6.99
Tombs of Xeiops	NEW £6.99
Fools Gold	NEW £6.99
Stellar Triumph	NEW £6.99

FREE COMPETITIONS

Every action game purchased brings a free entry into the national competition to find the Supreme Champion, and free entry into the annual Romik Grand Master competition with its fantastic prizes.

ELECTRON

Birds of Prey	NEW £6.99
Atom Smasher	NEW £6.99
Alien Break-in	NEW £6.99

BBC (Model A or B)

Alien Break-in	NEW £6.99
Birds of Prey	£6.99
Atom Smasher	£6.99

16K or 48K SPECTRUM

Colour Clash	£7.99
Galactic Trooper	£5.99
3D Monster Chase	£6.99
Spectra Smash (plus Breakout)	£6.99
Shark Attack	£5.99

ZX 81

Super Nine – 9 1K games	£4.99
Galactic Trooper (16K)	NEW £4.99
Galaxy Jail Break (16K)	NEW £4.99
Bubble Bugs (16K)	NEW £4.99
Bank Robber (16K)	NEW £4.99

DRAGON

Strategic Command	NEW £9.99
Convoy Attack	NEW £9.99
Cyclops	NEW £9.99
Romik Cube	NEW £9.99
White Crystal (graphic adventure)	NEW £9.99

ORIC

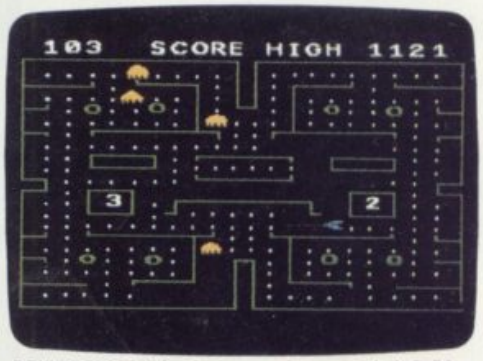
Loch Ness Monster	NEW £6.99

ATARI 400 OR 800

See-Saw Scramble	£9.99

LYNX

Atom Smasher	NEW £9.99
3D Monster Craze	NEW £9.99
Floyd's Bank	NEW £9.99
Power Blaster	£9.99



POWER BLASTER for the Lynx and unexpanded Vic 20



SPECTRA SMASH for the 16K or 48K Spectrum

TOP PRICES PAID!

We're always on the lookout for new, top quality machine code arcade games for any machine. If you have what you consider a marketable game, let us know. Nobody pays higher royalties than we do.

FORTH for the 64 only £19.95

ROMIK SOFTWARE

Romik Software, 272 Argyll Avenue, Slough SL1 4HE.


THE BUGS
MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
ZAP! POW! RAT-TAT-TAT! BLAM! KPOW! (MUMBLE!) MORE COMING IN FROM THE TOP... .. FIRE! (ETC)
TOSS! TURN!
MIDNIGHT. AND OUR PROGRAMMER HAS A PROBLEM!
IT'S NO GOOD, I JUST CAN'T GET TO SLEEP, MY MINDS STILL PLAYING THAT NEW SPACEWAR CASSETTE!
CRACKLE!
I'LL HAVE TO GIVE THEM A REST FOR A WHILE. I'M BECOMING A JOYSTICK JUNKY!
I NEED TO CALM MYSELF DOWN SO...
CREAK!
PEST!
CLICK!
SNORE!
I'LL JUST PLAY ONE QUIET GAME OF COMPUTER CHESS AND GO BACK TO BED...
I WON'T CARE IF I WIN OR LOSE. IT'LL TAKE MY MIND OFF THOSE ZAPPY WARGAMES YEK! I HATE VIOLENCE ANYWAY!
CHESS YOU HAVE NOW SELECTED: THE EASY PEASY LEVEL PRESS START.
HUM!
THE BUGS ARE RUDELY AWAKENED
HUM!
WASSAT!
GROAN! DOESN'T HE KNOW WHAT TIME IT IS?
GRRRRR!
CURRENT PROGRAM IS.....
WHAT A TIME TO PICK TO PLAY CHESS.. JUST NO CONSIDERATION FOR OUR REST AT ALL!
WELL! SINCE WE'RE AWAKE.....
BINARY SNAKES NEED BEAUTY SLEEP TOO!
IN A FEW MILLISECONDS THE SCREEN IS CHAOS!
..LETS WAKE HIS GAME UP!
I LOVE RUNNING AMOK!
KPOW!
SOB!
THOSE BUGS HAVE TURNED MY QUIET, LITTLE GAME INTO A RAGING BATTLE ZONE! (SNARL!)
KRMPHH!
BLAM!
BURNING HATE!
SOB! TAKE THAT! I'M SICK OF THIS MINDLESS VIOLENCE(GIBBER) STAY OUT OF MY PROGRAMS.
SMASH!
HAVE THE BUGS GONE TOO FAR? DON'T MISS THE NEXT ISSUE.

ocean

URGENTLY REQUIRE

GAMES PROGRAMS

Ocean Publishing Limited, publishers for a major software house, urgently require good game programs for home micro's.

ZX SPECTRUM, COMMODORE 64, ORIC, DRAGON, VIC-20, ATARI 400/800 and ACORN ELECTRON

Our national dealer network ensures maximum sales. Should your program be accepted we will pay top royalties or buy your copyright.

Write in confidence to the

SOFTWARE DEVELOPMENT MANAGER,

Ocean Publishing Limited,

Ralli Buildings, Stanley Street, Manchester M3 5FD.

OR TELEPHONE 061-832 7049

ARE YOU PLANNING A MACHINE CODE GAME?

You might want some advice on how best to present it . . . you may need extra equipment to finish it . . . you will definitely need help to produce, market and distribute it.

With a top advertising agency, and a big press relations company already signed up, we're here to help. We know our way around the market and you'll be joining a professional team of top freelance programmers producing games for the BBC, Spectrum, Commodore 64, Vic-20, Atari and Electron.

We pay royalties at 25% of net profit which could earn you £2,000 for a modest seller and if you've produced a top game then that could quadruple.

Write to us at **Box LF, Computer and Video Games, Durrant House, Herbal Hill, London EC1R 5EJ.** And we'll give you a honest opinion and a fair deal.

Software company requires machine code programmers for the following machines: Atari, CBM 64, BBC, Spectrum, Oric and the Electron.

Please contact Byron on 01-450 8499 after 6pm.



Wild West Software
48A Newfound, Basingstoke,
Hants., RG23 7HE. tel;(0256)780696

SAVE ZIPPY AND WIN £500 BONUS!

SPLAT

Splat! certainly makes a welcome change to the usual shoot-em-up games that flood the *C&VG* offices every month.

Instead of wiping out hordes of mutant invaders or destroying squadrons of bird men you've got to help Zippy, Splat's central character, to eat grass and avoid being squashed.

The game has seven levels but this review only covers the first three — mainly because I wasn't good enough to get any further!

At the beginning of every game Zippy, represented by a flashing cross, is placed in the centre of an area strewn with rocks and the occasional clump of grass. The screen scrolls randomly in four directions. Bumping into the rocks doesn't do you any harm but you have to be careful not to get crushed between a rock and the surrounding wall.

On your travels points are scored for eating grass and on the higher levels an odd plum might come your way. Zippy's progress through each level is shown as a percentage mark. When it reaches a 100 you move onto the next sheet.

The second level includes a river but remember to use the bridges because Zippy can't swim. Level three has spikes which will kill you if they are touched.

Incentive Software, the manufacturers of Splat! are offering a £500 prize to the person who can get the highest score on the game. I'm afraid you can't cheat because each score has a unique Hi-code which can be used to check the authenticity of any Hi-score.

Splat! is one of the most addictive games I have ever played on the 48k Spectrum, it is certainly the most original and at £5.50 is good value too.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 9

THE GREAT APE BIDS FOR FREEDOM

APE ESCAPE

If you have developed a liking for video game gorillas you'll be pleased to hear that the big ape has made a reappearance in a new game.

Mario fans will be disappointed though as this game has nothing whatever to do with Italian carpenters and blonde starlets.

The ape is imprisoned on the top of a sky-scraper. Until out of the skies come a squadron of crazy choppers intent on dismantling the building brick by brick to let the beast out. Your job is to blast those choppers and stop the ape.



If he gets out he quickly runs along the ground and bashes your little man with his fist.

The game has several levels — making for a progressively difficult challenge. Level one should not cause any of our readers any problems but by the time you get to number three the action becomes fast and furious.

Added hazards are parachutists who can cripple your man if they land on him — as can falling sections of the building, crashing to the ground from obliterated choppers.

If you do bite the dust the game introduces a cute Andy Cap type character who shuffles on to the screen to sweep up the mess.

Ape Escape is the first of a new range of Vic-20 cartridges from Spectravision — the video game people — and is available from Vulcan Electronics of Hendon. It's in the shops now at a slightly pricey £19.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 3
- **Playability** 5

EXPLOSIONS DON'T MAKE GOOD GAMES

STAR JAMMER

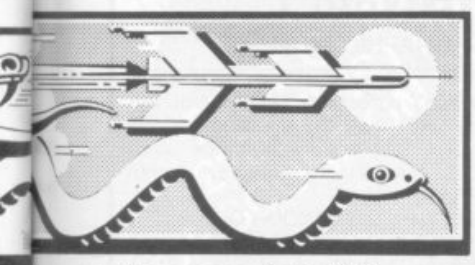
Great explosions! I thought to myself, when I first sat down to play Star Jammer on the Dragon. I ended up horribly disappointed with the game.

You are presented with a starships viewscreen and various stars and objects float in front of you. Your gunsights are situated in the middle of the screen, and the object is to manoeuvre an alien ship into range of your lasers and zap it. But you must reach the next stargate in the galaxy before your energy levels run down.

Unfortunately I couldn't identify any stargates and don't think I ever managed to reach one!

The game is a version of Atari's Star

V·I·E·W·S



Raiders game for the VCS.

There were no instructions included with the cassette and play was largely by trial and error.

When I started the game I found it almost impossible to identify the alien as they start off as small blobs identical to all the other blobs around them.

They rapidly get larger and larger until they exploded in a spectacular and colourful fashion. I was immediately awarded 50 points for doing absolutely nothing.

With my next life I manoeuvered the alien into range of my gunsights and blasted away. I was awarded another 50 points! As the game progressed, the greater number of aliens killed meant more points were awarded for each one reduced to cosmic dust.

If the alien isn't killed before it reaches a certain size, it grows until it fills nearly half the screen and explodes. These explosions are fantastic and although the program is written in Basic I feel it's a shame that the game doesn't match up to the quality of the explosions.

The game is not helped by the impractical Dragon joystick. This doesn't have the usual self-centering feature and makes for very erratic manoeuvrability. It is available from Sussex based Salamandar software for the Dragon 32 at £7.95.

- **Getting started** 2
- **Graphics** 4
- **Value** 2
- **Playability** 3

THE WAR OF WORDS WILL HOOK YOU!

WORD FEUD

Word Feud is the most entertaining word game to arrive on the *C&VG* reviews desk since Psion's superb Spectrum Scrabble.

Unlike Scrabble it is surprisingly simple to learn. The idea of the game is to spot the hidden word buried in a mass of letters.

Using the joystick you move a grid around the screen until you spot the word. Get the word in the frame and press the fire button. The first person to get the word in the frame wins.

You can choose whether to have three or four letter words. There is also an option to play against the computer as well as a friend.

In the one player version your computer opponent introduces a cute little character that bounces around the screen eating up the letters and destroying your chances of finding the hidden word.

Word Feud is one of those games that take you about twenty seconds to learn but which you can end up playing for hours.

Word Feud runs on a Commodore 64 and is available from Audiogenic of Reading at £9.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

MICRODRIVERS AIM FOR THE FASTEST LAP!

CHEQUERED FLAG

Chequered Flag is, as you might expect from the name, a Formula 1 racing simulation.

It features some spectacular graphics, and there is a choice of ten circuits, mostly based on real race tracks, although there are also some ficticious ones too — like the Cambridge Ring and Micro Drive!

When the game has loaded you first choose your track. Then you get a choice of three cars, one of which has an automatic gearbox.

The entire lower half of the screen is taken up by your car. You see all the dials — in fact it resembles the cockpit display in Psion's flight simulation program in many ways.

Apart from the car, which is superbly drawn, there is not a lot else on the screen. Small telegraph poles fly past occasionally, but there are no other cars to pass — or to crash into!

This is one of those games which you have to be an octopus to play well. The game uses ten different keys but you only need to keep your hands on the accelerator, brake, left and right.

You also need a spare finger to change up and down through the gears, except on the automatic car.

I found the game a very real simulation of driving round a track. But steering is quite tricky and you certainly notice the lack of other cars.

Chequered Flag runs on a 48k Spectrum, and you should find it in W. H. Smith. It costs £6.95.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 6

SHARP MZ80K copy program. Back up your software investment with easy to use program. Supplied on cassette for £6.95. Cheques/P.O. to: Terence Andrew, 53 Wildlake, Orton, Malborne, Peterborough.

FOR SALE Sharp MZ80A plus software £350. Collins, 7 Tolworth Road, Tolworth, Surrey. Phone 01-397 2246 weekends and after 5pm.

ATARI OWNERS: Jumbo Pilot £15.00. Galactic Chase £9.00 and others. All excellent condition. Telephone: (0793) 750620.

ATARI 400/800 SOFTWARE: Excellent range of titles at half price. S.A.E. please. Jon, 23 Gouldon Road, Withington, Manchester.

KINGSOFT. A variety of cheap software for the Vic. Starting from £2! Send SAE K. Delonge, 17 Kings Avenue, Stone, Staffs.

ATARI 400 48K with real keyboard. Cost £300. Selling price £200. Phone 01-897 9014. ANYTIME — PLEASE!!

ATARI 400 and disk drive and games discs for sale. Will split. Phone Dave 01-471 1167 after 6.30 pm.

SHARP MZ80A/K GAMES — Pack 7 (Air Attack, Trap, Dragon, Take-Away, Plonker). £6 incl. — Pack 8 (Krazy Kong, Alien Invaders, Draughts, Bonker, Moonflight) £6 incl. — (Specify K or A) — Remus, 41 Saddlewood Avenue, East Didsbury, Manchester M19 1QW.

SHARP MZ80K 48K, built in cassette. Plus Basic tapes and manual. Forth tapes, user's notes, games (Games worth £150). Phone Tony on Poynton 874633 after 6.30pm. £425 ono.

ATARI 400 16K, computer plus programme recorder, basic cartridge manuals, and games. Phone Horsham 56954 after 7 p.m. £200 ono.

BARGAIN ATARI 800 48K + joysticks, basic, handbooks with 2 games carts only £295 o.n.o. Tel. Gt Harwood 885113 anytime.

TI99/4A UK user group for beginners. Quarterly newsletter, membership £5 p.a. S.A.E. to 40 Barrhill, Patcham, Brighton BN1 8UF.

ATARI 400 32K computer plus basic cartridge and manuals. £150 o.n.o. Phone 0892 23254 after 5 p.m., ask for Brendan.

LITTLE TWO SOFTWARE. TI99/4A standard. One cassette two games, "black holes and hyper warps" and "number ESP". Excellent sound, colour, graphics £5. 54 Wycliffe Avenue, Newcastle-upon-Tyne NE3 4RA (C&VG).

SWAP MY ATARI 400/800 software for your Mattel Intellivision cartridges, or anything. Phone 01-654 7104 (answerphone).

MZ80K COMPUTER 32K £300 or near offer, basic and manual. Please phone Redditch 501258 McInnes.

APPLE DISC DRIVE. Hardly used, as new £189 o.n.o. Phone Richard 01-278 3881 (day). 01-952 0446 (evenings).

UNEXPANDED TI99/4A "Kong" £5. Send address plus cheque/PO. A.T. SOFTWARE 11 Valley Road, Hattersley Hyde, Cheshire.

PET LISTINGS send cassette, £1.50, 75p for copies. K-SAP, 90 Greenbarn Way, Blackrod, Bolton BL6 5TA.

ATARI 400/800 games cassettes, cartridges for sale — upgrading system — originals c/w manuals from £6.00. Peacehaven 6403.

ATTENTION ATTENTION

ATARI 400/800 OWNERS

MIDLAND GAMES LIBRARY

Do you want to join a long established library?

Are you looking for a fast efficient and friendly service?

Would you like to select from nearly 450 cassettes, cartridges, discs and utilities?

Would you appreciate approximately 25 new additions per month?

Are you interested in interactive club schemes?

Before writing to the rest, try the BEST.

Various permutations where 2 games may be hired at once.

Special introductory offer for new members.

Send large SAE for details.

M.G.L.
48 Read Way,
Bishops Cleeve, Cheltenham
(0242-67) 4960 6pm-9pm

All our games are originals with full documentation

FOR ANY SINCLAIR **SPECTRUM**

TWO EXCITING NEW GAMES FROM

FASHIONSOFT

THE HOUSE OF GRAPHIC DESIGN



MENACE WHY collect the SAME GAME every time WITH just the title change. AN ORIGINAL, fast action, machine code ARCADE GAME, no invaders (well NASHER maybe)
YOU **ARE MENACE!!!** YOUR OBJECTIVE TO HARASS AND OFFEND
MENACE AUTHORITY FOR ONLY £4.95 inc P&P.



ARMAGEDDON the last defence. When space fortress Armageddon was built few people felt it would ever be needed. But . . . the pods are coming . . . your fighter is launched . . . a small COSMIC GUSHER is formed between you and the earth and DEMON bombers invade our space . . . your lasers spitting white hot death AND still the pods advance . . . and always the BEAST . . . dominant . . . wavering ominously above the . . . the moon is destroyed . . . our lunar companion vanquished . . . the debris glowing blood red . . . Mother Earth next. . . . and . . . **ARMAGEDDON** the last defence

MEAN, FAST, MACHINE CODE ACTION FOR ONLY £4.95 inc. P&P
"Best graphics I've seen outside Ultimate". (Popular Computing Weekly).

BOTH GAMES KEMPSTON JOYSTICK COMPATIBLE (OR KEYBOARD)
Send Cheque/PO payable to:

FASHIONSOFT, 13 NYMPSFIELD RD, GLOUCESTER

24 hour ANSAPHONE service (0242) 674960
but please hurry (ARMAGEDDON may begin in 1984)

STACK LIGHT RIFLE



Available for the SPECTRUM, VIC-20, and the COMMODORE 64, comes complete with 12 feet of cable and three exciting action software games including "HIGH NOON SHOOTOUT" with full sound effects!



With the development of the SLR comes the exciting range of software, RATS & CATS, HIGH NOON SHOOTOUT, CROW SHOOT, ESCAPE FROM ALCATRAZ, GLORIOUS TWELFTH and BIG GAME SAFARI.

CONTACT YOUR LOCAL DEALER OR ORDER DIRECT FROM

All this for the incredible price of only

£29.95

including V.A.T.

STACK
Computer Services Limited
290/298 Derby Road, Bootle, Merseyside L20 8LN.
Tel: Sales **051-933 5511** Service **051-933 3355**
Telex: **627026** (Stack-G)

FREE COMPETITION
£200 FIRST PRIZE FOR
TOP SCORE ON CYLON ATTACK



Exciting Cylon Attack

AVAILABLE FROM W.H. SMITH

Enemy Cylons on your long-range, off screen radar. Fire the high energy laser bolts when they come into range. Protective shields against their missiles. Back to the mothership to refuel then into Cylon action again.

£7.90

BBC

PAINTER £8 ARCADE GAME* One of the best. Paint your grids and score before the fizzers get you.

BOUNCER £8 ARCADE GAME Thank your lucky stars for the anti-matter scoop to catch the BEEBOIDS before they drain the universe into oblivion.

HOWSZAT £6.90 1—2 PLAYER CRICKET Be a cricket star and enjoy all the hazards of cricket to beat your equally keen opponent.

HORROR CASTLE £8 ADVENTURE GAME A beautiful princess waits for you to save her. But how can you get into the castle? The clues lead you to the hidden guarded prison.

SHRINKING PROFESSOR £8 ADVENTURE GAME You're only an inch high how are you going to survive in the garden with all those monstrous spiders, ants and other giant horrors. The crystals do it.

ONE HUNDRED AND EIGHTY £6.90 TWO PLAYER DARTS Be a top darts champion and enjoy the hazards of 501, Shanghai and other games to beat your equally keen opponent.

PLANES £8 ARCADE GAME* Fast or slow, skill and speed are needed to beat the enemy aircraft attack.

- ☐ PAINTER ARCADE GAME
- ☐ BOUNCER ARCADE GAME
- ☐ HOWSZAT 1-2 PLAYER CRICKET
- ☐ HORROR CASTLE ADVENTURE GAME
- ☐ SHRINKING PROFESSOR ADVENTURE GAME
- ☐ ONE HUNDRED AND EIGHTY TWO PLAYER DARTS
- ☐ PLANES ARCADE GAME

AVAILABLE FROM YOUR LOCAL DEALER AND MOST COMPUTER BOOK SHOPS ALSO AT: JOHN MENZIES, *W.H. SMITH (STARRED ITEMS ONLY)

DIRECT FROM MAIL ORDER DEPT. TEL: 061 223 6206.

FREEPOST AND PACKING. PLEASE SEND ME A COPY OF CYLON ATTACK

TOTAL CHEQUE/P.O. ENCLOSED OR CREDIT CARD NUMBER _____

NAME _____

ADDRESS _____

_____

Buy it with Access | BARCLAYCARD VISA

A&F software

830 Hyde Road, Manchester, M18 7JD.

ANIROG

24 HR. CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE, P.O., ACCESS/VISA
HIGH STREET HORLEY, SURREY

COMMODORE 64

KONG

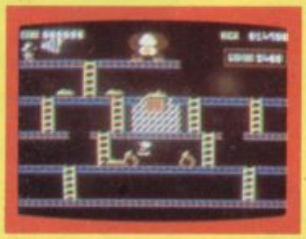
KB / JS

£7.95

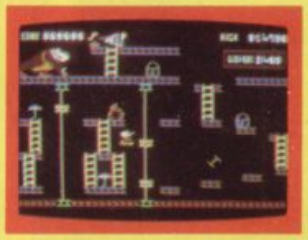
A 31 K ALL M/C PROGRAM WITH BRILLIANT ANIMATED GRAPHICS



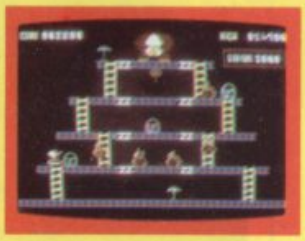
1. CHASING FIREBALLS AND BARRELS. CAN BE SMASHED BY THE MALLET IF YOU CAN JUMP UP AND GET IT.



2. JUMP OVER THE PIES AS YOU RUN ALONG THE CONVEYOR BELT MAKE SURE YOU DONT END UP INSIDE THE COOKER.



3. THE ONLY WAY UP IS BY THE LIFT WHICH IS UNDER A CONSTANT BARRAGE OF GIRDERS.



4. KNOCK OUT ALL THE SUPPORTS BY RUNNING OVER THEM AND WITNESS THE SPECTACULAR COLLAPSE OF KONGS LAIR.

SKRAMBLE

J.S.

£7.95

PILOT YOUR SPACE CRAFT THROUGH THE SIX DEFENCE SECTORS AND DESTROY THE COMMAND MODULE OF THE **COBRON** EMPIRE. A 32 K ALL M/C BLOCKBUSTER.



1. RAMMING MISSILES HURTLE TOWARDS YOU.



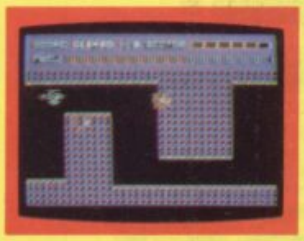
2. FIGHT COBRON QUASER ION SHIPS.



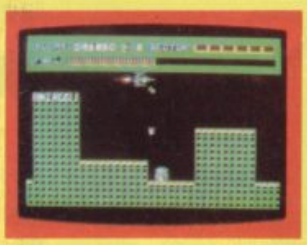
3. DODGE THE FIREBALLS, BECAUSE YOU CAN'T SHOOT THEM DOWN.



4. CITY WITH HIGH RISE BUILDINGS.



5. GUIDE YOUR SHIP WITH DEXTERITY THROUGH THE MAZE.



6. DESTROY THE BASE BEFORE YOU RUN OUT OF FUEL.

HEXPERT

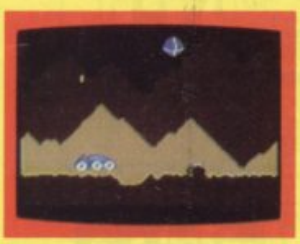
J.S.

£7.95

THE EVIL WITCH ZOGANAAR HAS FORCED BERT TO PLAY ON HER 3D HEXAGONAL PYRAMID. AS HE JUMPS FROM STEP TO STEP OF THE PYRAMID. MASSIVE RUBBER BALLS BOUNCE DOWN THE PYRAMID TO CRUSH HIM. HER PET SNAKE, **COILY**, MOVES UP AND DOWN THE PYRAMID CHASING BERT. YOU HAVE TWO SPINNING DISC'S TO JUMP ON TO AND LURE **COILY** TO HIS DEATH. CAN YOU MAKE BERT THE HEXPERT?
A SUPERB ALL M/C GAME WITH EXCELLENT 3D GRAPHICS.



MOON BUGGY



EXPERIENCE ALL THE THRILLS OF THE ARCADE GAME AS YOUR PATROL CRAFT MANOEUVRES OVER THE GIANT POT HOLES.

J.S. £7.95

3D TIME TREK



A 3D STAR TREK GAME WITH REAL ARCADE ACTION BATTLE WITH THE ALIENS.

K.B. / J.S. £5.95

DUNGEONS



ENTER THE REALMS OF FANTASY WITH SUPERB USE OF SPRITE GRAPHICS BATTLE WITH THE FEARFUL FIRE BREATHING RED DRAGON

K.B. £6.95

FROG RUN



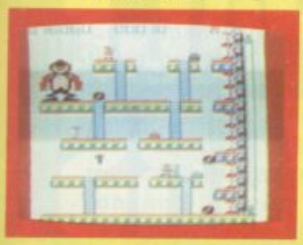
A POPULAR ARCADE GAME BROUGHT TO LIFE WITH BRILLIANT ANIMATED GRAPHICS

K.B. / J.S. £5.95

SOFTWARE

TRADE ENQUIRIES WELCOME 29, West Hill, Dartford, Kent. Dartford (0322) 92513/8

KRAZY KONG



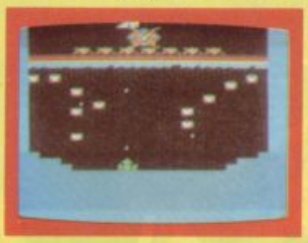
GALACTIC ABDUCTORS



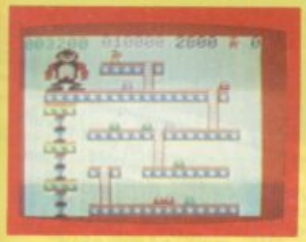
3D TIME TREK



XENO II



MINI KONG



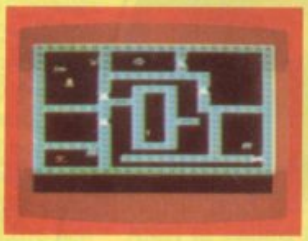
FROG RUN



PHARAOH'S TOMB



DRACULA/LOST IN THE DARK



ADVENTURE GAMES

THE DUNGEONS K.B. 16K EXP.

Enter the realms of fantasy with this superb high resolution, multi-colour graphic adventure on the VIC 20. Battle with the fearful fire breathing Red Dragon and many other monsters to see if you can find the magic key to escape. Choose your role as Magician or Fighter. The dungeons comprise one hundred chambers. Avoid the traps, gain experience points and collect treasure provided you do not get starved in the process. You can save the adventure and solve it over months or quit and have a new adventure. Text and graphical adventure that will entertain, frustrate and reward you.

£5.95

DARK DUNGEONS K.B. 16K

2nd in the series of four. Definitely **NOT** for the faint hearted.

£5.95

ZOK'S KINGDOM K.B./J.S. 16K

In the year 2973, your starcruiser; badly damaged in a meteor storm, is forced to crash land on the planet, ruled by ZOK, a time-space generated image of Count Dracula. ZOK is evil, cunning and cruel. Your chances of rescue are nil as all the galactic patrols give this planet a wide berth. You are hungry, frightened and know that ZOK is watching and setting traps.

£5.95

PHAROAH'S TOMB K.B. 16K

The Pharoah's tomb was desecrated by the tomb robbers and now abounds with evil. Only by entering the chamber with TRIANGLE OF GOD can you remove this evil. The key to the chamber was smashed into pieces which you must find. Beware of the traps set by the ancient Egyptians to punish all those who enter the sacred tomb.

£5.95

DRACULA/LOST IN THE DARK K.B. UNEXP.

Two superb graphic adventures for the unexpanded VIC.

£5.95

VIC 20 16K EXP.

KRAZY KONG K.B./J.S. 16K EXP.

A very popular arcade game has been brought to life in this all machine code presentation with four screens, multi-colour graphics plus features like hi-score table. A game to enthral the whole family.

£7.95

GALACTIC ABDUCTORS J.S. 16K EXP.

Experience the terrifying, relentless sound of the approach of the Cybernetic space hawks. While you try to protect yourself from the awesome contents of their pods, they feed greedily on the helpless humanoids. All machine code program that fills the whole of the screen with stunning graphics while it tests your skills to the ultimate.

£7.95

3D TIME TREK J.S. 16K EXP.

A brilliant Star Trek game with a difference. Spectacular 3D graphics, real arcade action plus a game of strategy against marauding space pirates.

£5.95

XENO II J.S. 16K EXP.

This all m/c game is for true arcadians with super-fast reactions and nerves of steel under pressure. The fourth screen will test you to the limit as the power source guardians bombard you while your shots are blocked by whirling suicide space ships.

£7.95

SKRAMBLE J.S. 16K EXP.

An all m/c game with six sectors and similar to the 64 version.

£7.95

VIC 20 UNEXP GAMES

MINI KONG K.B./J.S.

Mini version of our famous Krazy Kong. Rolling barrels, lift, handbags, running score, hi-score plus expanded screen and brilliant multi-colour graphics.

£5.95

SLAP DAB K.B./J.S.

A fast moving comical game involving skill and strategy. Sam, the painter man, is chased by woodworms he uncovers while painting a large area. He must now paint with skill and planning to isolate them and make frequent trips to fill up the paint pot.

£5.95

FROG RUN K.B./J.S.

All m/c game inviting you to guide your frogs across a very busy highway, a grassy bank populated by snakes and then a stream full of turtles, logs and ferocious crocodiles.

£5.95

DOTMAN K.B./J.S.

Ghosts chase you as you try to eat the dots. Based on the famous arcade game but with a big difference — the ghosts have been given intelligence and will try to corner you.

£5.95

SPACE PEDE K.B. / J.S.

A multi screen and multi skill level game with fast and furious action.

£5.95

CAVERN FIGHTER K.B./J.S.

Pilot your ship through the tortuous tunnels and caverns destroying enemy missiles, fuel dumps and airborne fire saucers. 10 skill levels.

£5.95

CRAWLER J.S.

All m/c version of Centipede with homing spiders and mushroom laying fleas. A fast and furious game with 10 skill levels.

£5.95

TINY TOTS SEVEN K.B.

Super games pack for young children with games like Santa, Simon, O's and X's Super Snap, Bomber etc.

£5.95

SEVEN PROGRAMS (VOL. 1) & (VOL. 2) K.B.

HI-RES games for the whole family with games like OTHELLO, SLALOM, BREAKOUT etc.

£5.95

HEWSON CONSULTANTS



You have assumed complete control of your world's last fighter-killer class spacecraft. It is only you who can prevent the ultimate disaster . . . the destruction of your civilisation by the SEIDDAB, an unscrupulous race of murderers, intent on total control of your star system. Locate the enemy fleet on your Radar. Chase the SEIDDAB craft across space against a background of stars. Fire your laser bolts when you have them in your sight. Refuel and go on the offensive again.

The game gets progressively harder. Fleet after fleet of SEIDDAB ships attack. Control your movement with the Spectrum keyboard, AGF joystick or Kempston joystick. Fast machine code action.

For the 16K or 48K Spectrum

only £5.95





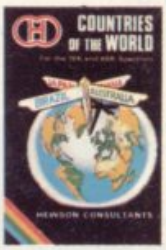


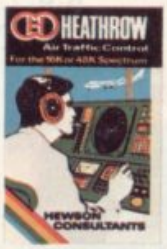


More from the HEWSON range

Items from this advertisement *are available through W.H. Smith,* larger branches of Boots and all leading micro computer retailers.













URGENT!

We require high quality Spectrum and Dragon software. Good royalties paid. Send your samples today for fast evaluation.



Please rush me

(Tick boxes as required)

- ☐ QUEST ADVENTURE £5.95
- ☐ NIGHTFLITE £5.95
- ☐ HEATHROW A.T.C. £7.95
- ☐ SPECTRAL PANIC £5.95
- ☐ MAZECHASE £4.95
- ☐ SPECVADERS £4.95
- ☐ BACKGAMMON £5.95
- ☐ COUNTRIES OF THE WORLD £5.95
- ☐ DRAGONFLY (For Dragon 32) £6.95
- ☐ 20 BEST PROGRAMS £5.95
- ☐ 40 BEST MACHINE CODE ROUTINES £5.95
- ☐ 3D SPACE-WARS £5.95

NAME _____
Block Capitals please

ADDRESS _____

_____ POSTCODE _____

Post to HEWSON CONSULTANTS 60A St Mary's Street, Wallingford. Oxon. OX10 0EL.

* I ENCLOSE MY REMITTANCE OF _____

* MY CREDIT CARD NUMBER IS _____

* (Delete as appropriate) SIGNED _____

Make cheques/PO's payable to Hewson Consultants

Telephone (0491) 36307

N·E·X·T ▫ M·O·N·T·H · N·E·X·T ▫

SUDDENLY IT'S CHRISTMAS!

Christmas is probably the last thing on your minds right now. But here at the *Computer and Video Games* office we like to think ahead. That's why our next issue will be packed with festive fun and games — it is our December issue after all!

Mind you, it is a bit strange sitting in the office surrounded by decorations when people are still out sunbathing in the park! But by the time the next issue reaches you winter will have set in with a vengeance the nights will be drawing in and all you'll want to do is sit next to a cosy computer and read your favourite magazine. No, not Smash Hits stupid! *Computer and Video Games* — get it right!

What have we got for you in our astounding Christmas issue? To kick off there's a bumper bundle of prizes to be won in our grand competition extra. We've got no less than three Coleco ADAM Family Computer Systems to give away, plus Philips G7000 video games consoles, plus six copies of a brand new Snooker game from brand new software company Visions — all signed by the master of the game Steve Davis. Plus a couple of other competitions that we'll throw in at the last minute. What I mean really is that we've not had time to think about them!

We'll also be featuring a games players guide to all the new — and not so new — micro-computers. You'll be able to wave this at your parents if you are angling for a new micro this Christmas. Plus our review of the best software for each machine.

We'll also be starting a new feature on the listings we print in each issue — picking out the good points and perhaps telling you how to modify them. We'll be chatting to the authors of our games listings too and asking them how they went about creating their games, including how they got the idea in the first place!

We are also expanding our Reviews section to give you an even better run-down on the best games around for your micro. Plus all our regular features — with an extra added festive flavour.

And there will be games listings too! We've got a 1k wonder for the Sinclair ZX81 called Space Patrol, and our offering for the Atari is called Crash Landing, a game that packs a punch.

There's a maze game for Dragon owners and a war game for the Texas simply called Tank. There is a robotic feel to our Sharp game for Christmas — it's called Cyborg, and that's all we're telling you.

BBC owners can get lost in space with Lunar Rescue, but we come right down to earth with an odd offering for the Vic-20 called Turnip Turmoil.

We return to the arcades for our Spectrum spectacular with Brickout, one for all of you out there who own a 48k machine.

There will be some surprises along the way too — as always in the only reader friendly computer magazine . . .



Me 'n my newsagent are real close. His name's Bill or Fred or something . . . Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

So none of the other punks on the street can get hold of my copy. And that's important to me. Mebbe its important to you too. So go n' see your newsagent with that coupon below all filled out. If he's like Harry here, you're gonna like him.

To my newsagent: Please deliver/reserve me a copy of Computer and Video Games every month. Price 85p.

Name .....

Address .....

.....

.....

.....

.....

▫ M·O·N·T·H ▫ N·E·X·T · M·O·N·T·H · N·E·X·T ▫

To all purchasers of Sinclair Small Business Accounts for ZX Spectrum

It has come to our attention that there is an error in some copies of the above program. We are anxious to minimise the inconvenience to purchasers and are therefore taking prompt action to inform you and offer a replacement free of charge.

If you have a copy of this program and it bears the code B6/S on the box spine please store any data on a separate cassette and then return the product with its packaging and user manual **and your name and address** to:

Sinclair Research Ltd,
Stanhope Road,
Camberley,
Surrey, GU15 3PS.

We will send you a replacement copy.

WHICH MICRO?

NEWS · FEATURES
HARDWARE REVIEWS · OPINIONS
SILICON TIPS · PROBLEMS
SOFTWARE REVIEWS
BUYERS GUIDE



IN FACT EVERYTHING YOU NEED TO KNOW ABOUT MICRO'S!

WHICH MICRO? & SOFTWARE REVIEW

AT YOUR NEWSAGENTS

Be Spoilt For Choice...



Why not be spoilt for choice this Christmas and avoid all the usual rush, hassle and frustration of present buying. By visiting the first Your Computer Christmas Fair (December 15-18) you can be sure of seeing a truly vast range of microcomputer products, all under one roof at the Wembley Conference Centre, the most modern and comfortable exhibition venue in the country.

Whether you're interested in choosing a micro for home management, child education or games playing, you can see everything demonstrated at the show, with all your questions answered by expert sales staff from the manufacturers, dealers and software houses. Huge amounts of software and hardware, add-ons like joysticks and printers, plus a special Sinclair Village, will be at the show.

There's never been a better way to shop for micro computer presents. So wrap up your Christmas gift worries at the Your Computer Christmas Fair.

Wembley Conference Centre December 15-18, 1983

Opening times are from 10 am to 6 pm every day except Friday – Special late night 8 pm closing.

Admission Price
£2·50 Adults £1·50 Children

Sponsored by YOUR COMPUTER

Organised by Reed Exhibitions Surrey House
1 Throwley Way Sutton Surrey SM1 4QQ
Tel: 01 643-8040

WE HAVE SOUND . . . COLOUR . . . ACTION . . .
. . . WE HAVE R&R SOFTWARE



Whether you have an Oric, Spectrum or ZX81 you can play golf in the comfort of your home.
ZX81 16K (Not illustrated) All the excitement of the professional circuit. For 1 or 2 players. You can select either 9 or 18 hole course. Try and overcome obstacles such as trees, bunkers, water – even the rough can be tricky! Full on screen instructions. ONLY £3.75
Spectrum Golf 16K Similar to ZX81 Golf but utilizing the Spectrum colour graphics and sound. ONLY £3.75
Oric Golf 48K A Further development of Spectrum Golf utilizing 48K of memory and the Oric graphics. For 1 to 6 players. ONLY £7.95
If golf isn't your game try the other games in our range.

FOR SPECTRUM

Star Trek 48K See if you can rid the galaxy of the evil Klingons, save the Federation from the treacherous Romulans, race to protect your star-bases from attack. Are you star-ship commander material? ONLY £4.95
Spectipede 16K See how long you can keep the Spectipede at bay as they decend upon you. You'll have the help of poison mushrooms and your gun which both kill the Spectipedes but look out for the spider – he will try to jump on you. For 1 or 2 players. Operates with most leading Joysticks or the Keyboard. ONLY £5.50
Gnasher 16K The ultimate maze game. Eat the dots but look out for the ghosts they could eat you! If you eat an energy pill you can eat the ghost. Full colour graphics and sound. Operates with most leading Joysticks or the Keyboard. £4.95

NEW FOR THE ORIC

Oric Quizzmaster 48K A menu! driven quiz game utilizing sound and colour. Instructions are also given to substitute your own questions and answers. Great fun for all the family and ideal for education i.e. revision.
Quizzmaster 1 – General knowledge, sports and pastimes.
Quizzmaster 2 – General knowledge, rock and pop.
Quizzmaster 3 – Out soon.
ONLY £7.95 each which includes a £2.00 discount voucher for your next Quizzmaster.
Further Quizzmasters to follow.

R&R SOFTWARE

Dept.CVG11 34 Bourton Road, Tuffley, Gloucester, GL4 0LE
Tel: (0452) 502819

SPECTRUM GOLF available from WH SMITH

ADMAN ELECTRONICS



Add on the Adman way

The Vic 20 really can speak...but only if you use an ADMAN SPEECH SYNTHESISER It's word power is endless as there is no set vocabulary. Yet operation is simple. The 64 elements of English speech are pre-programmed to let you put your own words together as soon as you switch on. Just imagine...program adventure games with characters that can actually talk!

Also for your Vic 20 there are 8K and 16K RAM PACKS and the ADMAN 3 PORT EXPANSION MOTHER BOARD. With proven designs of the highest quality they are the best value for money around.

The Vic 20 speaks out!

Available from Spectrum, Dixons and other major computer accessory shops

Prices around:

8k Ram Pack	£39.95
16k Ram Pack	£49.95
Motherboard	£19.95
Speech Synthesiser	£49.95

To find out more about these products, why not take a lead from our speech synthesiser...go to your local dealer and ask for it! Or post the coupon.

Dept. C, Adman Electronics Ltd., Ripon Way, Harrogate, N.Yorks, HG1 2AU. Tel. 0621 740972

Adman Electronics Ltd. is a member of the Adam Leisure Group PLC

Please send me information on Adman Vic 20 Accessories

Name _____

Address _____

_____

CVG/11/83



YAHTCEE....This traditional dice is for one or more players and features superb graphics to enhance your enjoyment.

YAHTCEE is Fascinating, Absorbing & Challenging.

SPECIAL OFFER

Order YAHTCEE Today for only £7.95 incl and get a ten game cassette FREE

ANIK

**30 KINGSCROFT COURT
BELLINGE, NORTHAMPTON**

TICK BOX FOR YOUR REQUIREMENT.

	COM64	SPECTRUM 48	DRAGON 32
YAHTCEE			

NAME

ADDRESS

TOTAL SUM ENCLOSED

CVG11

sinclair special 5



Inside... New Interface 2 and ROM cartridges! New Software!

TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children.

In the field of micro theory, we've programs like Beyond BASIC and Make-a-Chip, which take you from the creation of simple ZX® assembler subsets to simulated circuit design projects.

There's Musicmaster, to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try Chess Tutor 1, the first program in a complete chess masterclass.

Coming soon...

In the pipeline are many new releases, some of which break completely new ground. LOGO and micro-PROLOG for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top selling Science Horizons Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

New ROM software too!

You may well have heard news of ZX Interface 2® and ROM cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

Alison Maguire

Alison Maguire
Applications Software Manager

SOFTWARE UPDATE

The latest cassette software for ZX® Computers



Chess Tutor 1

For 48K RAM Spectrum. **£9.95.**

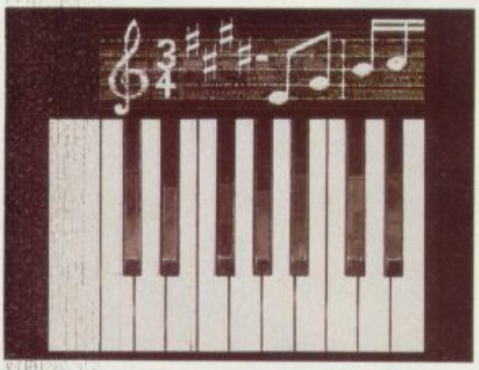
Chess Tutor is a new way of learning all about chess – using your ZX Spectrum.®

It starts from the beginning by teaching you about the chess pieces and the way they move – including castling, en passant, promotion, check, checkmate, stalemate and perpetual check.

Then it teaches you the basic tactics – pins, forks, double attacks and skewers.

There are over 120 exercises and over 200 questions for you to answer – with demonstrations and hints from your ZX Spectrum when you want them.

You can choose which parts of the course you want – and even experienced players may be surprised at what they can learn from Chess Tutor.



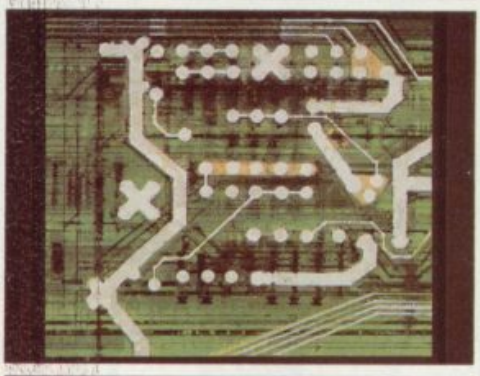
Musicmaster

For 48K RAM Spectrum. **£9.95.**

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

You can write your own tunes – in any key – play them over and over again, save them on tape, modify them.

You can either write your music on a stave, or place a simple overlay on your Spectrum for a 17-note keyboard.



Make-a-Chip

For 48K RAM Spectrum. **£9.95.**

Make-a-Chip teaches you the basic elements of circuit design, shows you how they fit together, and then lets you design and test your own circuits.

When you have designed a circuit, you can give it inputs and outputs and your ZX Spectrum will check it for you. Then it will run it, or tell you what's wrong so that you can modify it.

Make-a-Chip is a fascinating way of finding out how computer logic works.

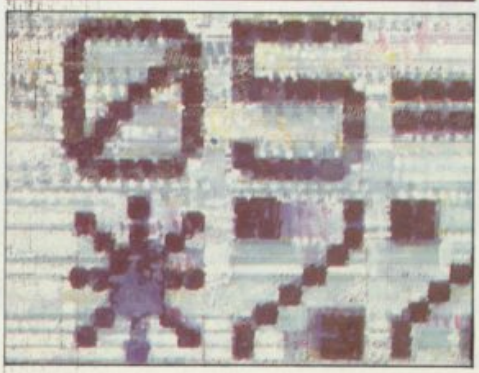


Print Utilities

For 16K and 48K RAM Spectrum. **£9.95.**

Increase the printing and display facilities of your ZX Spectrum with the Print Utilities program.

Print Utilities enables you to enhance your programs by generating characters of eight different sizes which you can place anywhere on your screen.



Beyond BASIC

For 48K RAM Spectrum. **£9.95.**

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

A major feature of Beyond BASIC is that it enables you to write your own Z80 assembler programs – then you can actually see on your screen how they affect the ZX Spectrum memory and registers.

ZX INTERFACE 2®

The New ROM Cartridge/Joystick Interface

Loads programs instantly! Takes two joysticks! Just plug-in and play!

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum® system. It enables you to use new ZX® ROM cartridge software: plug-in programs that load instantly. It allows you to use two standard joysticks, without the need for separate, special interfaces.

To use new ZX ROM cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. The program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with ZX ROM cartridge or Sinclair cassette programs – or with dozens of other Spectrum-compatible programs!



SEE BACK PAGE FOR ZX INTERFACE 2 AND ROM CARTRIDGE ORDER FORM!

...AND BRAND NEW ROM CARTRIDGE SOFTWARE!

There's already plenty of choice of ZX ROM cartridge programs for your Spectrum. Some are old favourites, in an exciting new form. Others are new.

And now, thanks to ROM cartridge technology, you can run them *all* on a 16K RAM Spectrum, even if they were originally written only for 48K machines!

Every ROM cartridge program loads fast and faultlessly. No wires, no waiting, no worries about loading errors! All of them are affordably priced too, at £14.95.

Backgammon



Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike – full rules are included.

Space Raiders



Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base to attack. Shelter behind buildings... move out and blast the passing alien spaceship!

Full-colour high-resolution graphics with sound.

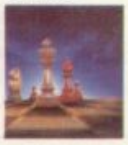
New! PSSST



Robbie the Robot sits in his garden. Help him fetch compost to cultivate his prize Thyrgodian Megga Chrysanthodil. Help him make the right choice of pesticide, to ward off devilish insects. Stop the insects breeding to overwhelming numbers before Robbie's plant has bloomed. PSSST is horticulture with a horrendous twist!

One and two player option, with a host of features including sound effects.

Chess



This sophisticated program does everything you'd expect at board game level, and much more besides.

The high-resolution chessboard and pieces are arranged in a row and column system, so it's easy to key in your moves.

At any stage of the game you can request the computer to suggest a move, reverse roles or change the level of skill.

Full-colour high-resolution graphics.

Planetoids



Dodge and swerve using your thrust button, turn on a planetoid... fire! But beware – the alien ship moves fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

Hungry Horace



Horace is forever being chased around the park by guards.

He steals their lunch, eats pathway flowers and creates chaos in the park by ringing the alarm!

You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

New! Tranz Am



Set in a future time ruled by cars and trophies, in a land where petrol replaces gold, and status is possession of the 8 Great Cups of Ultimate.

Driving your Super Blown Red Racer, use your skill to outwit and crash the Deadly Black Turbos. Use your instruments to locate and collect the trophies – before you overheat or run out of fuel.

A program with outstanding multi-directional movement, graphic features, and a playing area equivalent to more than 600 times actual screen area.

Horace and the Spiders



Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot... and jump on it! The spiders will be in a frenzy – scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears... with even more spiders to catch.

Full-colour high-resolution graphics.

New! Cookie



You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs, and knock them into the mixing bowl. Stop them getting into the dustbin, at all costs! And beware of Nasties that get into the mixing bowl!

Cookie is fast-moving panic in the pantry, with a cast of real characters. A program to make you smile – and sweat!

New! Jet Pac



As Chief Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship kits. On your way round the galaxy, you're free to collect precious stones and gold.

The catch? Rocket fuel is precious and scarce. And the aliens don't take kindly to the theft of their valuables. You'll need your wits and your lasers!

With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

ZX MICRODRIVE





NOW ON RELEASE

The ZX Microdrive® System – as you'd expect from Sinclair – is unique to the world of computing. It's a compact, expandable add-on system which provides high-speed access to massive data storage. With just one Microdrive alone (and Interface 1), you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in mere seconds, the beginnings of a local area network of up to 64 Spectrums, *and* a built-in RS232 interface! The cost? Less than £50 for each Microdrive.

How to get ZX Microdrive

Spectrum owners who bought direct from us, by mail order, have been sent full details. Order forms are being mailed in strict rotation, so if you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, don't worry. Send us the form from the bottom of this page. We'll add your name to the mailing list, and send you details by return.

Each Microdrive costs £49.95. Interface 1 costs £49.95, but just £29.95 if purchased with a ZX Microdrive. Extra ZX Microdrive cartridges: £4.95.

How to order

Simply fill in the relevant sections on the order form below. Note that there is no postage or packing to pay on some purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. 14-day money-back option, of course. Please allow 28 days for delivery.

®ZX, ZX Spectrum, ZX Interface and ZX Microdrive are all registered trade marks of Sinclair Research Ltd.

sinclair®

Sinclair Research Ltd, Stanhope Road, Camberley, Surrey, GU15 3PS. Telephone: (0276) 685311.

To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU15 3BR. **ORDER FORM**

Section A: Hardware

Qty	Item	Code	Item Price £	Total £
	ZX Interface 2	8501	19.95	
	ZX Spectrum – 48K	3000	129.95	
	ZX Spectrum – 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
	orders over £90	0029	4.95	
			TOTAL £	

Section B: Software **ROM CARTRIDGE PROGRAMS**

G12/R	Planetoids	5302	14.95
G9/R	Space Raiders	5300	14.95
G13/R	Hungry Horace	5303	14.95
G24/R	Horace and the Spiders	5305	14.95
G28/R	PSSST	5307	14.95
G30/R	Cookie	5309	14.95
G29/R	Tranz Am	5308	14.95
G27/R	Jet Pac	5306	14.95
G22/R	Backgammon	5304	14.95
G10/R	Chess	5301	14.95

CASSETTE PROGRAMS for ZX Spectrum

E9/S	Chess Tutor 1	4308	9.95
E7/S	Musicmaster	4306	9.95
E8/S	Beyond BASIC	4307	9.95
E6/S	Make-a-Chip	4305	9.95
L5/S	Print Utilities	4404	9.95
			TOTAL £

*I enclose a cheque/postal order made payable to Sinclair Research Ltd for £

*Please charge to my Access/Barclaycard/Trustcard account no:

*Delete/complete as applicable.

Signature

Mr/Mrs/Miss

Address

CVG 911

(Please print)

ZX Microdrive information request

Please add my name to the Microdrive Mailing List, *and* send me a colour brochure with full specifications of ZX Microdrive/Interface 1 ☐ *(tick here)*. You can use the above form to send us your name and address.

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: .....

Machine make: ..... Model .....

Other models it should run on: ..... Number of K needed to run it: .....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: .....

Author's Christian name: ..... Sur-name: .....

Address: .....

.....

..... Tel: ..... Date: .....

Type of game: (If original please say so) .....

Loading instructions: .....

Game instructions: (If not included in the listing) .....

.....

.....

Office use only

Date received: .....

Acknowledgement sent: ☐

Name of evaluator: .....

Date sent out: .....

Date due back: .....

Needs to be returned to author for alterations: ☐ Date sent: .....

Due to be published in ..... issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

SOFTWARE LIBRARY
FOR
SPECTRUM

Low cost weekly hire of the best arcade games, adventures, utilities, languages and business programs.

- Membership only £6.00 for 12 months.
- Program hiring from only 80p (plus 25p p&p).
- Free fully descriptive catalogue for members.
- New titles constantly being added.
- Purchase new programs at discount prices.
- Return of post service.
- All tapes despatched using first class post.
- We have full permission and licences from the leading software publishers, to whom royalties are paid.

Compare these features with our competitors and you will see why more Spectrum owners are joining the Kernow Software Library. Join today by clipping the coupon below or send a S.A.E. for further details.

☐ YES, please send me my free catalogue and selection sheet. I enclose my £6 cheque/Postal Order.

NAME .....

ADDRESS .....

.....

..... TEL .....

Send to:

KERNOW SOFTWARE LIBRARY
(Dept. CVG)
55 ELIOT DRIVE, ST GERMANS
SALTASH, CORNWALL PL12 5NL

GAMER

NEW ATARI RANGE

Atari 600 XL (16k)	£159
Atari 800 XL (48k)	£249
1050 Disc drive	£249
1010 Recorder	£48
1020 4-colour Plotter/Printer	£199
1025 Dot Matrix Printer	£349
1027 Letter quality Printer	£299

(printers plug direct into 400/600/800)

DRAGON 32 — £169

SPECTRUM	FROM £99	CBM 64	£199
ORIC 1 (48K)	£139	SHARP MZ80A	£399
AQUARIUS	£79.95	SHARP MZ80B	£799
EPSON HX-20	£462	SORD M5	£149
EPSON QX-10	£1,995	MIRACLE	£2,046
VIC 20 PACK	£139		

ALL PRICES ***INCLUDE*** VAT

24 GLOUCESTER ROAD
BRIGHTON 698424

VISION STORE
South London's Largest Software Centre

For all your software requirements
Come to Vision Store



We stock over **1,000** programs on cassette, cartridge and disk for all these Micro's.

Atari. VIC-20. Commodore. BBC. Sinclair Spectrum. ZX-81. Dragon. ORIC. Texas. Epson. New Brain.

1st



Come in and look around. We have continuous demonstrations in our computer showroom.

We stock South London's largest ranges of computers, printers and disk drives.

We have software for all applications: Arcade Games, Adventures, Educational, Business, Utilities, Computer Languages etc.

Try us first. We are always the first to get the latest releases.

Mail Order/Export — send for our comprehensive list.

Ask about our credit facilities.

VISION STORE
3 Eden Walk Precinct, Kingston-on-Thames, Surrey.
Tel: 01-546 8974

New Super Store
JUST OPENED
96-98 North End, Croydon, Surrey
Tel 01-681 7539

BOOK A TEST FIGHT TODAY!



You'll have a REAL fight on your hands when you tackle our new games.

They're all-action games designed to push your senses to new limits. Take "Brain Damage"; trapped in your computer's micro-circuits you'll need all your resources to defeat the CPU's electron panzers ... and if they don't get you, the Rogue Programs will.

When you get your breath back you'll be running for your life again in "Exterminator". Transported into the future you'll find that earth is a very different place. Robots rule the world and the human race is almost extinct, there's only one family left. You have to save them ... but hurry you don't have much time.

Sitting in defense command, your hands poised at the controls, you scan the sky for activity knowing that it will shortly erupt. "Armageddon" is about to begin ... only YOU can save the last six cities.

If you're still in control of your senses you can try your hand at rescuing the miners trapped on Titan ... easy you think! Ride your ship through the mini-meteor storm and pick up the men. But you didn't reckon on the corporation spaceships making this "Mission Impossible".

Book your test flight today. Buy any of Silversoft's new games and find out if you're really in control.

To: Silversoft Ltd. London House, 271/273 King St, London W6

Please send me .....

.....

I enclose a cheque/postal order for: .....

Please debit my ACCESS No .....

Name .....

Address .....

.....

.....

All games run on any ZX-SPECTRUM and cost £5.95, write today for full details of our complete range of software.

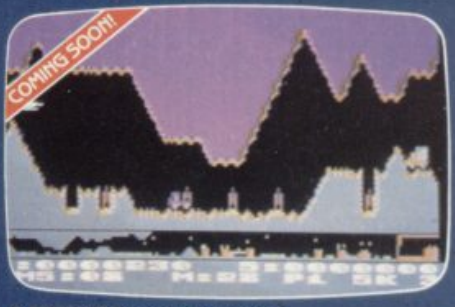
Selected titles are available at W.H. SMITHS, BOOTS, JOHN MENZIES, and at all good computer stores.



HYPERBLAST 16K by John Brierley
Simply the best arcade-action game ever written in 16K! Defend your Atari against 10 waves of the most awesome creatures ever to inhabit your TV screen!



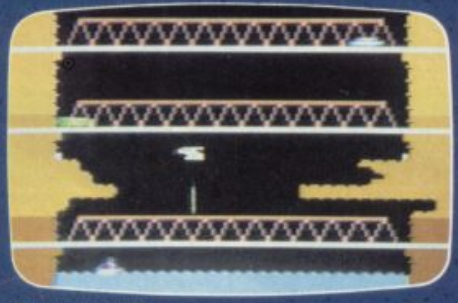
CAVERUNNER 32K by Martin Cawley
It's a leap and a bound through dangerous waterfalls, across exploding volcanoes, braving sticks and stones after the prizes of a lifetime!



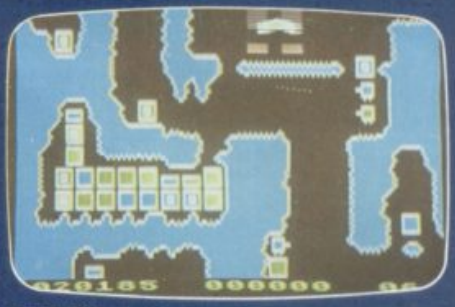
AIRSTRIKE 2 16K by Steve Riding
The new version with incredible graphics and joystick bomb control! English Software's best scrolling game ever!
AIRSTRIKE 1 STILL AVAILABLE



JET BOOT JACK 16K by Jon Williams
You are our intrepid hero, jetting along infested caverns, climbing moving elevators and more...much more! Ten screens to conquer, you'll need the will to survive.



KRAZY KOPTER 16K by Tim Huntington
Fleeing secret agents, enemy ships and blasting cannon make Krazy Kopter the wildest game you'll ever play!



FIREFLEET 32K by Manuel D. Caballero
Pilot your space cruiser through the corridors of the unknown – avoiding cannon, forcefields and nasty little tanks! BEAUTIFUL vertical scrolling graphics!



VENUS VOYAGER 2 16K by Christopher Daniel
Multiple screen lander simulation – choose your sites, avoid all the hazards and rescue your stranded comrades.

ATARI COMPUTER OWNERS... TAKE THE ULTIMATE SCREEN TEST

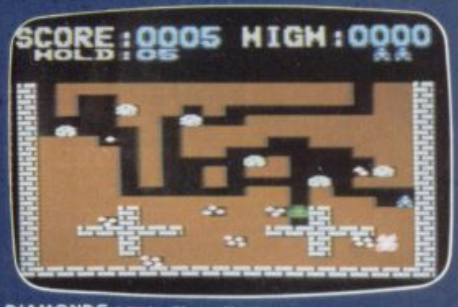
Games to excite you. Games to stretch your skills to the limit, and beyond. English Software programs will always put you to the ultimate test.
But first, put us to the test. See the quality of all our screens for yourself at your English Software dealer, including leading Spectrum shops – or order any program direct from us.
You'll find that we'll pass your screen test not just once, but every time!



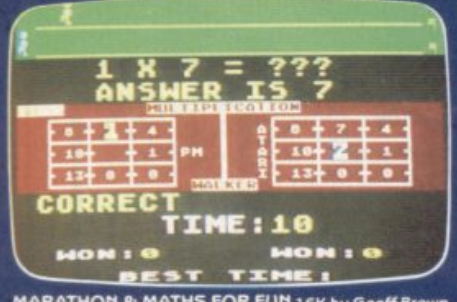
CAPTAIN STICKY'S GOLD 16K by Steve Riding
Steve's latest game sends you to the bottom of the ocean in search of lost gold, with only your harpoon to help you!



XENON RAID 32K by John Brierley
Super speed superb graphics! John's first Atari classic! Use your scout ship to attack, dock with the drone and re-energise! It's you vs. The Xenons.



DIAMONDS 16K by Simon Hunt
Join the hunt for the Great White Diamond through 16 levels to win a real diamond – full details of the Diamonds Competition with every copy!



MARATHON & MATHS FOR FUN 16K by Geoff Brown
Brilliantly conceived educational games for children/adults of all ages – see how quickly YOU can solve the problems and win the race!

JUST OUT! JUST OUT! JUST OUT!
Word Olympics 32K – Steeple Jack 16K

ENGLISH SOFTWARE™

THE POWER OF EXCITEMENT
The English Software Company,
Box 43, Manchester M60 1BW.
TELEPHONE 061-835 1358

ALL CASSETTE & DISK GAMES
£14.95
CARTRIDGES £29.95
POST-FREE

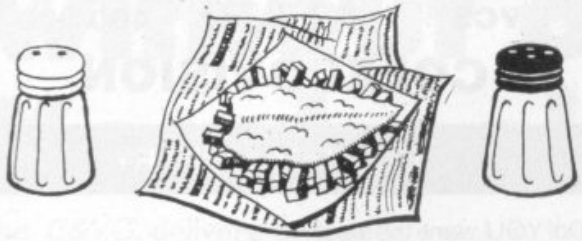
TRADE DISTRIBUTION: CALISTO, CENTRE SOFT, SOFTSEL C.P. LIGHTNING, SOFTSHOP, P.C.S., TIGER.

NEW FOR THE COMMODORE 64
SUPERFONT 4.0 Cassette Our new character generator lets you re-define and shape your own character sets. Full editing facilities and documentation. £6.95
SPRITE MAKER 64 Cassette Design and save beautiful multicoloured sprites, and use them in your own programs! Full editing facilities and documentation. £6.95

NEW! NEW!
A.C.E., THE ATARI CASSETTE ENHANCER
by Jon Williams
Cassette features include: Names cassette-saved programs. Searches and loads named program. Displays contents of cassette on screen. Verify facility. Lists variables. Automatic line numbering. Renumbers any basic program quickly. Creates binary files on tape. Plus many, many more features. Uses only 4K of memory maximum! £7.95

PROGRAMMERS: CAN YOU PASS OUR SCREEN TEST?
We're always on the lookout for new programmers. If you can work to the English Software standard of quality, we'll reward you by marketing your programs across Europe and the USA! Contact us today.

The Plaice for ATARI® Users



More than just a computer take away, we can supply most of your requirements from the widest range of hardware and software for your ATARI in the Mid-West. Computers, Disk Drives, Printers, even Modems.
Get to know your Atari with the following books:
Your Atari Computer User Guide £12.95
Mapping the Atari £14.95, De Re Atari £17.00
Compute's 1st Book £12.95, Compute's 2nd Book £12.95
Compute's Atari Graphics £12.95

MINER 2049er
Cartridge for Atari 400/800
only £25.95

All prices quoted include p&p for UK sales only. Export p&p extra.

Send Cheque or phone your Access or Visa Number.

Within easy reach from the M4 we're

efficient chips

40 THE MARKET PLACE, CHIPPENHAM, WILTSHIRE
Telephone (0249) 657744

WILTSHIRE'S BEST for VIC 20/64 & ORIC

TI 99/4A
Home Computer
only £99.50

TEXAS INSTRUMENTS

TI 99/4A Solid State Software

Some of our Crazy Prices:

EXTENDED BASIC	£52.25
MINI MEMORY	£52.25
BLASTO	£10.50
CHISHOLM TRAIL	£16.80
TUNNELS OF DOOM	£20.80
SOCCER	£12.50

Post & Packing Free - VAT included
Send S.A.E. for full price list
Please make cheques payable to

PARCO ELECTRICS

4 Dorset Place, New Street, Honiton,
Devon, EX14 8GS.
Tel: Honiton (0404) 44425

MIKRO-GEN

presents TWO great games from Saturn Developments

The chart-hitting

Mad Martha



Poor little Henry is the hen-pecked hero of this domestic tale. One night Henry can take no more. He steals his wages from his wife's purse, and sneaks out of the house being careful not to wake the baby or trip over the cat, and heads for the bright lights to have some fun. Trouble is he runs out of money. His only way to raise some cash is to gamble his few remaining pounds on the spinning wheel of the roulette table.
Just as Henry is getting in to his evening at the tables his wife – Mad Martha – has noticed his absence. Realising Henry has absconded with the housekeeping she sets out after him with an axe.
Guess what part you play in this happy tale? That's right, you're Henry. Watch out for that axe!

And now –

Mad Martha II

Time for the annual holiday and Martha decides to visit her half-cousin Manuel, who is a waiter in a plush hotel in Barcelona.
One afternoon, Martha sets out on a bus tour with her son, young Arbuthnot, leaving orders for Manuel to keep an eye on Henry. Unbeknown to Martha, crafty Henry has a Spanish pen-pal, and has planned a secret rendezvous. Henry leaves the hotel, brimming with enthusiasm and Manuel (who is totally wacky!) is hot on his trail. The adventure takes us through the thrills and spills of a madcap chase, taking in amongst other delights, a bull fight in which poor Henry is forced to play the leading role. Guaranteed laughs and fun for all the family!



FOR 48K SPECTRUM ONLY £6.95 *Post & Packing 40p*

A game to invest in . . . funny, genuinely original, and the graphics are great . . . hit the key to begin, the Spectrum plays a real Hollywood-style movie theme tune, and the hunt is on!
Personal Computer News

Marvellous adventure, really dotty . . . a refreshing change from some of the doomladen programs encountered nowadays . . . a game where you won't get to the next stage without solving the present conundrum.
Popular Computing Weekly

- ★ Full adventure format – accepts multiple commands at one entry, in plain English
- ★ Witty, intelligent replies to commands
- ★ Skill level select for beginners
- ★ Every location in full screen, high-res, colour graphics
- ★ Three exciting arcade-type games as an integral part of the adventure
- ★ Full help facility and save game command

Available from retail outlets or direct from:
MIKRO-GEN, 1 Devonshire Cottages, London Rd, Bracknell RG12 2TQ

OR PHONE YOUR ACCESS/VISA NUMBER: (0344) 27317 (9am-6pm)

NOW! THE BEST RANGE of SOFTWARE for HOME MICROS

EXTENSIVE COMPUTER DEPARTMENT for Games, Education, Business and Utilities Programs.

NOW IN STOCK:

Vast Number of Titles for

ATARI 400/800 · SPECTRUM
ZX 81 · BBC MICRO · VIC 20
DRAGON · COMMODORE 64
APPLE · ORIC · TEXAS TI99
LYNX

Expert staff will advise.

GAMES CENTRE

THE LARGEST SELECTION OF GAMES IN THE WORLD

Send NOW for **FREE** MAIL ORDER CATALOGUE *and FREE* **£1 Voucher** towards your next purchase at Games Centre

Main Computer & Mail Order Branch:

22D Oxford St. London W1A 2LS

Tel: 01-637 7911

Branches:

BIRMINGHAM	141 New Street
BOURNEMOUTH	60 Commercial Road
BRIGHTON	52 Western Road
NOTTINGHAM	31 Lister Gate

HIRE **VIC 20** HIRE

INTELLIVISION

VCS ATARI 400/800

COLECOVISION

CARTRIDGE LIBRARY

Do YOU want the best?

Then get it with **M.D.M.** the fastest growing cartridge library in the country — now read on.

★ Hire charges from 17½p per day.
★ Latest arcade-type games from America.
★ New titles added regularly.
★ Fast reliable service.
★ Life membership now **£10.**
★ Members eligible for generous discounts (hardware and software).
★ Hire what and when you like.
★ High score charts.
★ No cartridge is unobtainable.

JOIN NOW on money back approval send S.A.E. or ring 0282 697305 to:

MDM Home Computer Services, Dept. 4, 20 Napier St., Nelson, Lancs. BB9 0SN.

VIDEO CITY COMPUTERS

45-47 FISHERS GREEN RD., STEVENAGE, HERTS. TEL: (0438) 353808

SOFTWARE FOR ATARI 400/800

ATLANTIS	R 16	£29.95	GRIDRUNNER	C 16	£7.50	O'RILEY'S MINE	C 16	£21.95
AZTEC CHALLENGE	C 16	£12.50	SHAMUS I	C 16	£26.50	PACMAN	R 16	£29.95
ALPHA SHIELD	R 16	£27.95	SHAMUS II	C 32	£24.95	DEFENDER	R 16	£29.95
CAVERNS OF MARS	R 16.	£29.95	SHADOW WORLD	C 32	£24.95	SERPENTINE	R 16	£29.95
CAVERNS OF KHAFKA	C 16	£14.95	MINER 2049er	R 16	£29.95	SLINKY	C 16	£14.95
MR COOL	R 16	£27.95	NIGHT STRIKE	R 16	£29.95	SEA DRAGON	D 32	£25.49
E-FACTOR	C 16	£11.95	SPIDER CITY	R 16	£27.95	SEA DRAGON	C 16	£25.49
BLUE MAX	C 32	£24.95	SQUISH 'EM	R 16	£27.95	POOYAN	C/D 32	£21.95
FORT APOCALYPSE	C 32	£24.95	SURVIVOR	C 16	£29.95	DIAMONDS	C 16	£14.95
FINAL ORBIT	R 16	£27.95	PREPPIE II	C 16	£24.95	KRAZY KOPTER	C 16	£14.95
CANYON CLIMBER	C 16	£26.50	PREPPIE II	D 32	£24.95	AIR STRIKE	C 16	£14.95
GORF	R 16	£29.95	BANDITS	D 48	£24.95	ZAXXON	C 16	£27.95
DONKEY KONG	R 16	£29.95	DARK CRYSTAL	D 48	£27.95	FAST EDDIE	R 16	£26.50
ELIMINATOR	C 16	£17.99	LUNAR SHUTTLE	C 16	£21.95	GALAXION	R 16	£29.95

ALL PRICES ARE INCLUSIVE OF VAT AND POST AND PACKING

TO: VIDEO CITY COMPUTERS, 45-47 FISHERS GREEN RD., STEVENAGE, HERTS. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS:

1. _____
2. _____
3. _____
4. _____
5. _____

Cheque No. _____ **for £** _____ **enclosed**

Please debit my credit card ACCESS/VISA No. _____

Signed _____

VIDEO CITY COMPUTERS

Despatch to:

Name _____

Address _____

_____

_____

FOR ALL ENQUIRIES ON MICROCOMPUTERS AND SOFTWARE PLEASE PHONE VIDEO CITY COMPUTERS (0438) 353808.

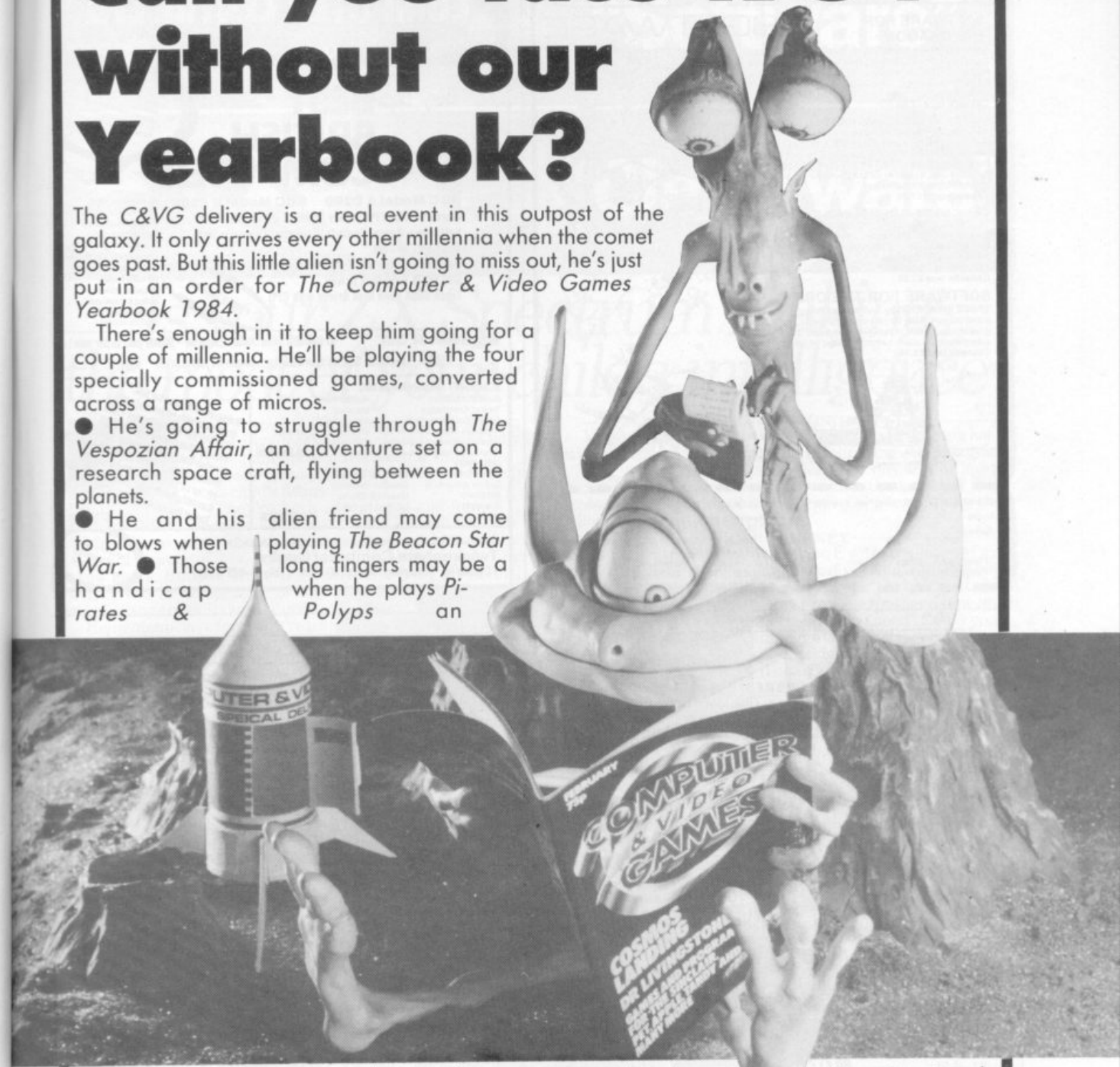
Can you face 1984 without our Yearbook?

The *C&VG* delivery is a real event in this outpost of the galaxy. It only arrives every other millennia when the comet goes past. But this little alien isn't going to miss out, he's just put in an order for *The Computer & Video Games Yearbook 1984*.

There's enough in it to keep him going for a couple of millennia. He'll be playing the four specially commissioned games, converted across a range of micros.

● He's going to struggle through *The Vespozian Affair*, an adventure set on a research space craft, flying between the planets.

● He and his alien friend may come to blows when playing *The Beacon Star War*. ● Those long fingers may be a handicap when he plays *Pirates & Polyps* an arcade style game set on a planet surface as a research station tries to track down the valuable polyps before the pirates carry them away. ● Who can he trust when he plays *Interstellar Intrigue*, a game of strategy and diplomacy for up to five players. ● He'll be laughing at a whole load of new Bugs cartoons, Puzzling with Trevor Truran, improving his games writing skills and learning about arcade and video games in a whole range of sparkling features . . . No wonder there's a glint in his eye!



ON SALE NOW! PRICE £2.25

DIAND SOFTWARE

SOFTWARE FOR THE DRAGON

SNAKEBITE (by David Elliott). A colourful, tuneful and gripping keyboard oriented game. Your snake grows longer by eating numbers, so watch out for obstacles and sharp turns while manouvering it, or it will die! Seven screens of increasing difficulty. Can you reach the seventh screen? We haven't yet!
Cassette tape £7.95

SKETCH-A-PUZZLE (by David Elliot). Your computer sketch pad enabling you to draw and 'paint' four-colour pictures AND there's a twist! Turn your picture into a sliding block puzzle. Shuffle the blocks, then use your skill to re-arrange them into the correct positions. NOT EASY!! Save your pictures on tape for future use. 5 pictures included with the program for the less artistic. Hours of creative fun!
Cassette tape £7.95

CAT 'N' MOUSE AND SPACE MAZE (By David Elliott). Terrific value, two exciting maze games on one tape!
CAT 'N' MOUSE. Don't let the cat get you! Confuse it by darting through one of the randomly placed mouseholes!
SPACE MAZE. Featured in 3D. You find yourself in a vast Labyrinth on the planet ZYGON. Can you find your way out?
Cassette tape £7.95



SOFTWARE FOR THE ORIC

SPACE INVADERS (by Andrew and Roger Thomas). A super version of the traditional arcade game, highlighting the graphic capabilities of the ORIC computer. Can you exterminate the aliens before they land? 4 levels of skill!
Cassette tape £5.95



DIAND SOFTWARE, Well Park, Knelston, Reynoldston, Swansea, West Glamorgan, SA3 1AR.

Name .....
Address .....

* Please allow 28 days for delivery
* Postage and package is included (for U.K. only)

Please send me
☐ SNAKEBITE ☐ SKETCH-A-PUZZLE
☐ CAT 'N' MOUSE AND SPACE MAZE
☐ SPACE INVADERS
I enclose a cheque/postal order value £ .....
payable to DIAND SOFTWARE

TWICKENHAM COMPUTER CENTRE LTD

ACORN commodore apple

Buy the **BEST BRITISH COMPUTER**

As supplied to schools, local authorities and government departments by the leading BBC/Acorn dealer & service centre

BBC Model A £299 BBC Model B £399
Wordwise Word Processor (needs 1.0 System)
Software – Acorn, Bugbyte, Computer Concepts (logo 2)
Acornsoft on Disk
Joysticks for the BBC – 100K Single Disk Drives
BBC 800K Twin Disk Drives
Torch 800K Twin Disk Drives with CPN

ALL PRICES INCLUDE VAT!

We stock all the extras:
Floppy disk interface
Econet network interface
Voice synthesis circuits
Cartridge ROM pack interface
Alternative high-level languages
Cassette recorders
Dot matrix printers
Daisywheel printers
Teletext & Prestel units
Monitors + Disk drives
(subject to availability)

***Commodore 64: £229** ***Coming soon: Acorn Electron – phone your order now!**

Apple IIE 64K on special offer – phone for latest price

ACORNSOFT Software for the BBC

Business Games	*Rocket Raid*	
Tree of Knowledge	*Meteors*	
Peeko-Computer Pack	*Arcadians*	
Algebraic Manipulation Pack	*Sliding Block Puzzles*	
Creative Graphics Cassette	*Cube Master*	
Graphs & Charts Cassette	*Chess*	**£9.95 EACH**
Desk Diary		
Philosopher's Quest	**Books for the BBC:**	
Sphinx Adventure	*Creative Graphics*	
Monsters	*Graphs & Charts*	
Snapper	*LISP on the BBC*	
Planetoid	*FORTH on the BBC*	**£7.50 EACH**

Daisywheel Printer for BBC (complete with interface) £425
Star 510 Dot Matrix Printer £325
Star 515 Dot Matrix Printer £425
Brother Daisywheel Printer £550
Black & White TV with Monitor conversion 12" or 14": £50 (this month only!)
Cassette Deck (BBC compatible): £30
Tantel Prestel Adapters: £100

Post & Packing EXTRA

Plus software, peripherals, games, books and much more always available from:
Twickenham Computer Centre
72 Heath Rd Twickenham Middx TW1 4BW (Tel: 01-891 4991)

Delivery extra – nationwide by Securicor

Quality programs wanted for most micros. Generous dealer discounts



SABRE – An exciting machine code game. Challenge the computer or a friend as you zoom around the screen. 18 skill levels – fast and addictive. Author: C. Newcombe £5.50



BOUNCE – Bounce around the screen collecting energy pods – but beware of the pylons. 31 skill levels – fast – fun – addictive – hall of fame.
Author: Keith Wilkins £6.95

FROGGEE – Guide Froggee across the road and river. Machine code action – high res graphics. 10 speed levels. Super fun!
Author: Andrew Hampson. £5.95

NEW

GRAPHICS PACKAGE – A massive program to aid YOUR programming: draws 3D shapes – draws parallelograms rectangles, circles etc.–designs custom graphics – many more features. A must for any programmer.

When ordering please state machine.
Author: Cliff Conway £5.95



ESCAPE
Adventure number 1 by ROBERT TOONE
You, Bertie Bond, have been captured by SPECTRE. Can you escape and survive?!!
£5.95



OTHERS:–
SPECTRUM 48K Tootie Fruity – A fruit machine simulation with spectacular graphics. The ultimate in computer gambling. S. Hillyer. £5.95
JUPITER ACE (All for 3K upwards) Utilities – Monitor, Character Generator, Graphic Toolkit, all on one tape! A must! A. Cranston £6.50
Gamespack 1 – Grand Prix, Insect Catcher, Surround A. Cranston £5.95
Gamespack 2 – Defence, Codebreaker, Sketch, Racer. A. Hinkley £5.95
Gamespack 3 – Pic Man, Breakout, Life. A. Hinkley £5.95
(Prices include–VAT, P&P, same day despatch)

DREAM Software

P.O. BOX 64, BASINGSTOKE, HANTS. RG21 2LB TEL (0256) 25107





Is your ZX Spectrum making the most of your child's intelligence?



Will your child be taking an 'O' level in Space Invaders? Of course not. That's why Heinemann have *introduced a range of computer games* specially designed to help your child's future.

They're both educational and fun, because as all good teachers will tell you children learn more effectively when they are having fun.

So the beauty of it is, your child will think he's mastering a new game. But you know he's really improving his Maths, or English, or Geography or any one of a range of skills and subjects.

Heinemann have for many years been publishing the books your children are using at school.

Now Heinemann are bringing the same expertise and experience to the development of educational computer games for your children to use at home.



With each of these special educational games, designed for 8-12 year olds, you don't just receive a computer program on a cassette. You also get an absorbing, fully illustrated, 16 page book which is packed with facts and information which extends the program and provides ideas for further exciting and educational activities.

The four programs are:

SPECIAL AGENT

As you chase the enemy agent around Europe, you will need to consult travel timetables, respond to intelligence reports, some in code even, and plan your international route. With only a limited amount of money to spend in tracking him down, careful budgeting and a knowledge of Europe are quickly learnt.

BALLOONING

You are flying high above an unknown landscape in a hot air balloon. Will you have enough fuel to climb over the mountain?

Can you master the principles (and physics) of lighter-than-air flight and land safely, avoiding the hazards? Enjoy exploring the science of such flight as you learn to fly the balloon on a series of adventures.

CAR JOURNEY

How quickly could you drive from Exeter to Glasgow, without getting caught for speeding and without running out of petrol? What is the best route from Dover to Liverpool and how much petrol will you need? Could you manage the necessary calculations and decisions to run a successful delivery service? Travel the roads of Britain and enjoy finding out!

PUNCTUATION PETE

Your program to make the acquisition and practice of language skills a real joy! 'Pete' is your guide through a carefully structured series of passages which need punctuating.

Available direct from Heinemann Educational Books, FREEPOST, 22 Bedford Square, London WC1 3BR at only £9.95 including postage and VAT.

Also available from Boots, Dixons, Menzies, W. H. Smiths and other leading retailers. These games will bring a new and worthwhile dimension to your home computer.



NB Run only on 48K Spectrums.

HEINEMANN FIVE WAYS SOFTWARE



Because there's more to life than dead aliens.

To: Heinemann Educational Books, FREEPOST, 22 Bedford Square, London WC1 3BR. (No stamp needed).

Yes I would like to improve my child's education. Please send me the program(s) indicated at £9.95 each inc. VAT & postage.

Tick box(es):

Special Agent ☐ Ballooning ☐ Car Journey ☐ Punctuation Pete ☐

I enclose a cheque/postal order payable to Heinemann Educational Books Ltd., for £_____ Or please debit my Access/Barclaycard/American Express aCVG11

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signature_____

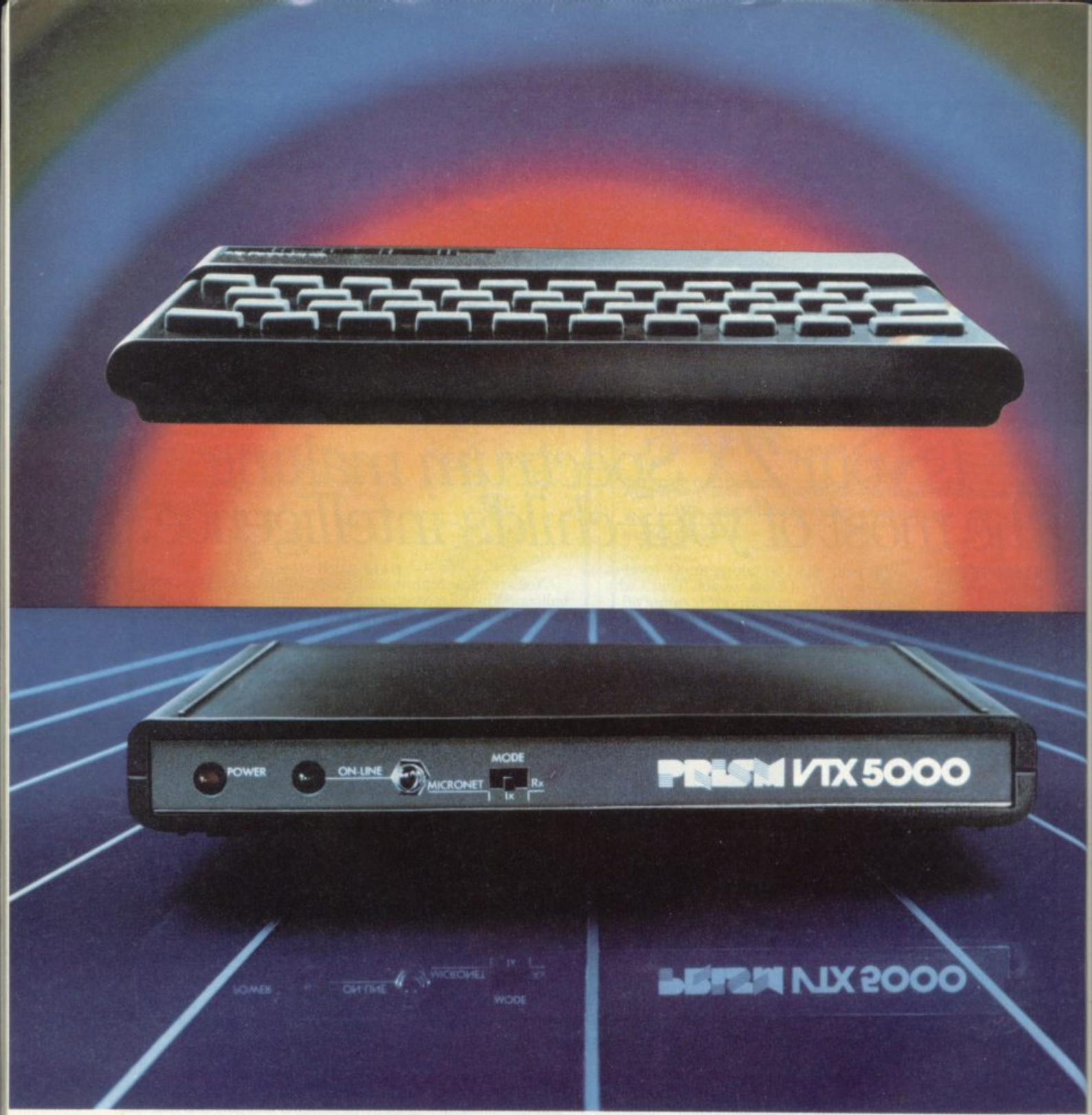
Name (BLOCK CAPITALS PLEASE)_____

Address_____

_____

_____ Postcode_____

Reg in England No. 677944 Prices apply to U.K. only.



offers the most sp
under the Spe

™Prestel and the Prestel symbol are trademarks of British Telecommunications.
**Subscribers are responsible for quarterly Micronet 800 and Prestel subscription charges.*

Micronet 800. The spectacular service that gives micro-users access to a huge database of information, hundreds of software programs, and communication with other users.

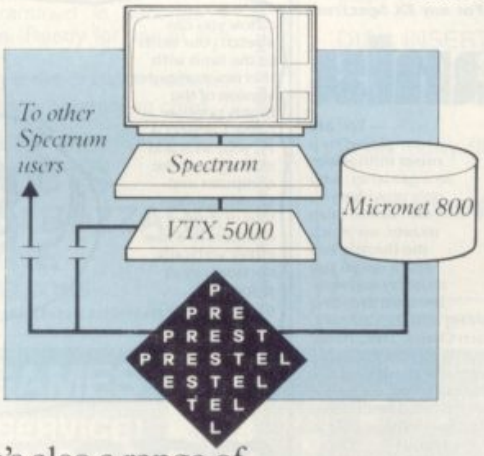
Sinclair ZX Spectrum. The home computer that's out-shone all its rivals.

Bring the two together and it's a combination that opens up a breathtaking new world of microcomputing possibilities.

Suitable for either the 16K or 48K versions, the Prism VTX 5000 modem was designed specifically for the Spectrum and fits neatly under the micro.

Plug the other end into the outside world via your telephone and your system will give you more than you ever dreamed possible.

Micronet 800 is fun, friendly and inexpensive to run. Choose from hundreds of free games, download and use them on your Spectrum whenever you like, play on-screen games (as easy – and inexpensive – as a local phone call), and compete in Big Prize games and quizzes. There's also a range of downloadable games you can buy for less than over-the-counter prices.



Learn through up-to-date education packages, and help run the household with simple business packages.

And if you need fast facts about the world of computers, Micronet 800 provides constantly up-dated product comparisons, reviews, prices, dealership and 'best-buy' information – 24-hours a day, 7-days a week.

You can access over 250,000 pages of Prestel™ information covering news, travel, holidays and entertainment, together with an electronic booking service.

Keep in touch – you can send electronic mail to any other Micronet 800 or Prestel user.

The VTX 5000 provides a full Prestel screen with graphics, and an off-line message composition facility for speedy transmission when you go on-line.

You can use the Sinclair printer to print frames and messages, or save them on tape for future use.

All this – and even more as the service grows – retails at the low price of £99.95 inc VAT.

Plus, as a special offer to early users, we will provide you with a jack-socket installation (should you need one) completely free of charge.

So don't delay – send the coupon today.

micronet 800

Micronet 800 .... pectacular add-on ctrum.

☐ Please send me a complete Micronet 800 information pack containing details of Micronet 800 and the VTX 5000, and including a Micronet subscriber's application form.
☐ Please send me ____ (No.) VTX 5000 modem(s) at £74.95 each inc. VAT: CVG 11/83
☐ I enclose a cheque made payable to Telemap Ltd. for £
☐ I wish to pay by credit card: Visa, Access, Diners Club, American Express.
(Delete as applicable) Amount £
My credit card No. is Signed
Name Address
Tel:

Micronet 800, Scriptor Court, 155 Farringdon Road, London EC1R 3AD. Tel: 01-278 3143.

One of the many faces on Prestel

The response from our first advert was so great that we just had to advertise some of our other games

Practically impossible



Can you steer your Silly Cyclops through the Barrier and then through five other mind-boggling games? Only one thing you can be sure of, it's going to be Practically Impossible. In some of the games Silly Cyclops closes his eye so you can't even see him. How on earth do you help a guy when you can't see him? As I've said, it's Practically Impossible . . .

– For any ZX Spectrum

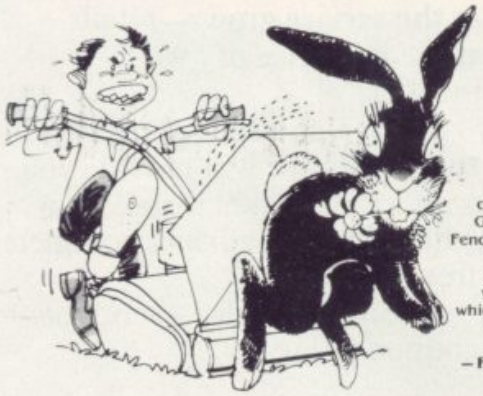
ALTAIR 4



– To avoid an asteroid storm your star-cruiser was forced to make an emergency landing on the planet Altair 4. You have to make some makeshift repairs before take off. Altair 4 is an inhospitable planet, it has no atmosphere and countless galactic travellers have met their fate here. One or two creatures inhabit the planet and they don't like humans . . . except to eat . . .

– An adventure for the Commodore 64

mower mania



– You are employed by a miser millionaire as a gardener, who only provides you with an old lawn mower, on which the throttle has stuck open. You must try and mow the lawn avoiding crashing into the Gnomes, Garden Chairs, Tree, Pond, Fence and at all cost avoid the vegetable garden, as the millionaire has sprayed it with a harmful insecticide which has had strange effects on the rabbits . . . Phew! What a job . . .

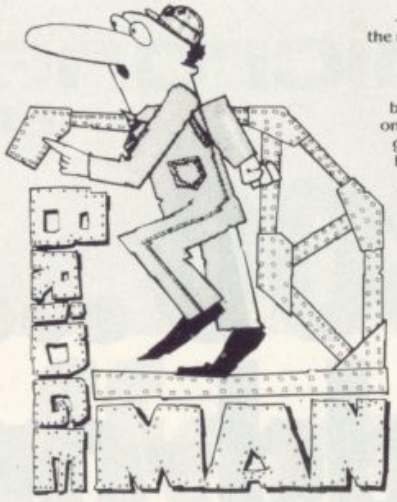
– For the VIC 8k Expanded

CONNECT 4

– Now you can stretch your skills to the limit with this new computer version of the highly popular game Connect 4. Pit your wits and skill against the computer and simply connect four of your counters in a row, either vertically, horizontally or diagonally . . . did I say simply?

– For the Lynx

BRIDGEMAN



– You built the bridge and the responsibility is all yours. As bridges go it's not a bad job. Only one snag, due to a shortage of building materials there is only one section left and six gaps to fill. The Boss is on his way to inspect the job, can you juggle the single section around quickly enough so that he won't notice the gaps? It ain't going to be easy.

– For the Commodore VIC-20

MEGA VAULT



– Poor Fred! Locked away in the vault with no food . . . can you help? Collect the food and make your way to the key and back to release poor Fred . . . easy, but what about the guardians and traps that are lurking in the Mega Vault that are intent on stopping you . . .

– For the Commodore VIC-20

Any of these games for just

£5.00 EACH

If you're a dealer — phone Alan Maton now!!

051-236 8062

Phone in your order on our 24 hour Ansaphone Service 051-236 8062

ACME

Please supply the following titles at £5 each.

	No. of copies		No. of copies
Bridgeman	☐	Mega Vault	☐
Practically Impossible	☐	Altair 4	☐
Connect 4	☐	Mower Mania	☐

In enclose Cheque/Postal Order No.....
made payable to ACME SOFTWARE LIMITED.
for the amount of £ 5.00
Goods to be despatched by return of post.

NAME .....
ADDRESS DOWNLANDS
BEACHY HEAD ROAD
EASTBOURNE POSTCODE .....

ACME SOFTWARE LIMITED, 49/51 The Albany, Old Hall St., Liverpool, Merseyside, L3 9EJ. Tel: 051-236 8062 CVG2

Acme Software Limited, 49/51 The Albany, Old Hall Street, Liverpool, Merseyside, L3 9EJ. Telephone: 051-236 8062.

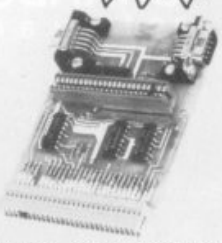
Spectrum PROGRAMMABLE JOYSTICK INTERFACE

★ REVOLUTIONARY NEW CONCEPT
★ PHYSICALLY MICRO DRIVE COMPATIBLE
★ UNIQUE "WIZARD" PROGRAM CARD

ONLY **£26.35** + £1.00 p&p

SPECIAL FEATURES:

- **NO** software involved
- **NO** trailing wires
- **NO** crocodile clips
- **8** directions + fire
- **2** players
- Take any **ATARI** type joystick, ie: competition pro-Commodore — Starfighter — Quick Shot — Joy Sensor, etc . . .
- **TOTALLY** compatible with **ALL** software this interface brings **ARCADE ACTION** in seconds!



To add joystick action to ALL your GAMES simply plug the interface on to your Spectrum edge connector, set its unique "plug-in" program card and you are ready to bring full life out of your software.
Once easily set for your favourite game, using the quick programming chart, the card (reprogrammed in seconds if required) can be kept with your software. Ready for use at any time.
No reprogramming, messing around with wires or clips needed.
Supplied with: Program Cards and quick programming chart

PLEASE MAKE CHEQUES/POs PAYABLE TO:

WIZARD PRODUCTS
PO BOX 25, LEIGHTON BUZZARD, BEDS LU7 7NE

DEALER ENQUIRIES WELCOME

☆ ATARI OWNERS ☆

PAGE 6 Magazine is just for you. Programs, utilities, articles on the special features of the Atari, beginners hints & tips — it's all in **PAGE 6** and it's all for Atari 400/600/800 computers.

PAGE 6 is published bi-monthly. The subscription is £6.00 per annum U.K./£8.75 Europe/£15 U.S.A./£16 Elsewhere (Air Mail rates).

Subscribe today — don't miss out — or send £1 for a sample issue.

ALSO — FOR ALL COMPUTERS

Keep track of your programs and keep them neat and tidy. Specially designed for Computer users.

CASSETTE INLAY CARDS — Plenty of space for lots of programs on each tape. Pack of 25 — 80p plus 20p p&p.

DISK INSERT CARDS — No need for messy labels when you change filenames. Use a specially designed insert. Pack of 25 — 80p plus 20p p.&p.

Send today (make cheque payable to ABACUS) to:

PAGE 6 MAGAZINE
18 UNDERWOOD CLOSE, PARKSIDE
STAFFORD
Tel. 0785 41153

☆ ☆

170 + SPECTRUM GAMES

*** FREEPOST SERVICE!**
*** FREE CATALOGUE WITH FIRST ORDER!**

Please tick the titles you wish to purchase

Quest: ☐ BLACK HOLE 16K £5.50 ☐ VIOLENT UNIVERSE 16K £5.50 ****** Boss: ☐ TURBO DRIVER 16K £5.95 Elfin: ☐ JAWZ 16K £4.95 ☐ ROAD TOAD 16K £4.95 **** Abersoft: ☐ THE WIZARD'S WARRIORS 48K £4.95 ** DJL: ☐ FROGGY 16K £5.95 ** C-Tech: ☐ KRAZY KONG 48K £5.50 ☐ SUPER CENTIPEDE 16K £5.50 ☐ ROCKET RAIDER 16K £5.95 ☐ FROGGER 16K £5.50 ** Lothlorien: ☐ JOHNNY REB 48K £5.50 ☐ REDWEED 48K £5.50 ☐ PRIVATEER 48K £4.50 *** Quicksilva: ☐ TRADER 48K £9.95 ☐ THE CHESS PLAYER 48K £4.95 ☐ FRENZY 16K £4.95 *** Imagine: ☐ ZZOOM 48K £5.50 ☐ MOLAR MAUL 16K £5.50 ☐ ZIP ZAP 48K £5.50 ☐ AH DIDDUMS 16K £5.50 ☐ JUMPING JACK 16K £5.50 ☐ ARCADIA 16K £5.50 *** Silversoft: ☐ ORBITER 16K £5.95 ☐ GROUND ATTACK 16K £5.95 ☐ STARSHIP ENTERPRISE 48K £5.95 *** Workforce: ☐ WINGED AVENGER 16K £5.00 ☐ JAWS REVENGE 16K £5.95 ☐ DO NOT PASS GO 48K £6.95 *** Lasersound: ☐ HUMMER HOUSE OF HORROR 48K £7.00 ** Arcade: ☐ RAIDER OF THE CURSED MINE 48K £5.50 ☐ GRIDRUN 16K £5.50 *** Postern: ☐ SHADOWFAX 16K £7.99 ********** Bytewell: ☐ HIDDEN CITY 16K £5.95 *** CCS: ☐ DALLAS 48K £6.00 ☐ CORN CROPPER 48K £6.00 CP Software: ☐ SUPER CHESS II 48K £7.95 ☐ ZX DRAUGHTS 48K £5.95 ** CDS: ☐ BOZY BOA 16K £5.95 ☐ 3D PAINTER 16K £5.95 ☐ CATERPILLAR 16K £5.95 ** New Generation: ☐ ESCAPE 16K £4.95 ☐ 3D TUNNEL 16K £5.95 ☐ KNOT IN 3D 48K £5.95 *** Spectrum: ☐ FRENZY 16K £5.90 ☐ ROAD FROG 16K £5.90 *** Titan: ☐ GROUND FORCE ZERO 16K £5.00 **********

Ultimate: ☐ JETPAC 16K £5.50 ☐ PSSST 16K £5.50 ☐ COOKIE 16K £5.50 *** Virgin: ☐ GOLF 48K £7.95 ☐ STARFIRE 48K £7.95 ☐ YOMP 16K £7.95 ****** Blaby: ☐ CHOPPER RESCUE 48K £5.95 ☐ SHUTTLE 48K £5.95 ☐ DODO 48K £5.95 ☐ KILLER KONG 48K £5.95 *** Melb'ne Hse: ☐ TERROR DAKTIL 4D 48K £6.95 ☐ PENETRATOR 48K £6.95 *** Protek: ☐ AIRLINER 48K £5.95 ☐ ROAD-RUNNER 16K £5.95 *** Mikrogen: ☐ MAD MARTHA 48K £6.95 ☐ COSMIC RAIDERS 16K £5.95 *** Rushton: ☐ SPECTRUM SAFARI 48K £5.95 *** P.S.S: ☐ LIGHT-CYCLE 16K £5.95 ☐ GHOST HUNT 16K £4.95 ☐ MAZE DEATH RACE 16K £4.95 *** Shepherd: ☐ EVEREST ASCENT 48K £6.50 ** Neptune: ☐ STAR TREK 48K £5.50 ☐ VELNOR'S LAIR 48K £6.50 *** Sunshine: ☐ ANDROIDS 48K £5.95 and also ☐ CRUISING ON BROADWAY 16K £4.95 ** Softek: ☐ FIREBIRDS 16K £5.95 ☐ JOUST 16K £5.95 ** Pasesoft: ☐ PASEMAN 48K £4.99 ********** DK Tronics: ☐ DICTATOR 48K £4.95 ☐ 3D TANX 16K £4.95 **** ☐ GOLDMINE 16K £4.95 ********** Hewson: ☐ HEATHROW - AIR TRAFFIC CONTROL ** Procom: ☐ BREAKAWAY... 16K £5.95 *** Artic: ☐ GALAXIANS.. 16K £4.95 ☐ COSMIC DEBRIS 48K £4.95 ☐ 3D COMBAT ZONE 48K £5.95 and also ☐ VOICE CHESS 48K £9.95 AND LOADS MORE.....

CRASH MICRO GAMES ACTION

SPECIAL INTRODUCTORY OFFER!
(only with this coupon)
£1 off purchase price for 2 cassettes
£2 off purchase price for 3 cassettes
(subtract from the total on the order form)

Please send me your catalog only I enclose 50p (stamps or P.O.) ☐ which I understand will be refunded with my first purchase

No stamps needed! Just use the FREEPOST address below.

*TOTAL ENCLOSED £ _____

(Remember to subtract offer amount)

All prices shown include VAT & postage.

*Please make checks & postal orders payable to CRASH MICRO.

Name _____ Address _____

CRASH MICRO, FREEPOST (No stamps), LUDLOW, SHROPSHIRE SY8 1BR ☎ 0584 5620 CVG

SOFTWARE 2000

'WE ARE LOOKING FOR ALL TYPES OF HIGH QUALITY, HI-RES GRAPHICS, MACHINE CODE PROGRAMS, FOR ALL POPULAR HOME MICROS.

WE OFFER:

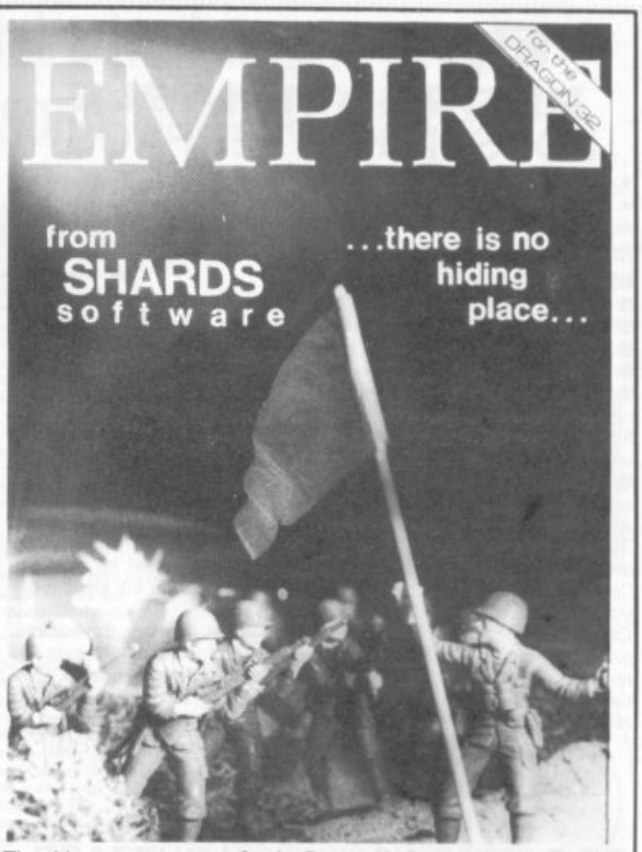
1. HONEST, FRIENDLY BUSINESS RELATIONSHIP.
2. SUPERB DISTRIBUTION/MARKETING.
3. TOP MONEY PAID FOR OUTRIGHT PURCHASE.
4. PROGRAM WRITING CONTRACTS.

ACT NOW!
SEND A COPY OF YOUR PROGRAM OR DETAILS OF UNFINISHED PROGRAMS FOR A **FAST** EVALUATION.

(Please enclose full name, address and telephone no. with full operating instructions).

SOFTWARE 2000

**27A MARKET STREET,
TAMWORTH,
STAFFS B79 7LR.
TEL: (0827) 51480**



The ultimate strategy game for the Dragon 32. Destroy the evil Dragon Empire before it conquers the world. For one player (no joystick). Includes 7 world maps and 8 levels of difficulty. With 100% hi-res. Only £6.95 at Boots and all good stockists or send cheque/PO to **SHARDS SOFTWARE, 189 Eton Rd, Ilford, Essex IG1 2UQ.**

MICROSPOT

COMPUTER TRADE ASSOCIATION MEMBER

MERSEYSIDE'S MAJOR SOFTWARE STOCKISTS
15 MOORFIELDS, LIVERPOOL L2 2BQ. TEL: 051-236 6628

CBM 64

Over 20 programs for the 64 including: Zork, Suspended, Jumpman, Deadline, Frogger, Motor Mania, Fire Fighter, Grand Master, Trax, Fort Apocalypse, Jawbreaker II (ROM), Scramble 64, Crazy Kong, Sprite Man, Super Skramble, Gridrunner, Panic 64, Superfont 4.0, Sprite Maker, Attack of Mutant Camels, Neutral Zone, Star Trek, Matrix, Gridder, Lazer Zone, Curse of Ra, Temple of Apshai, Sword of Fargoal Renaissance.

VIC 20

Over 40 programs from Imagine: Bug Byte, Romik, Rabbit, Soft Joe's Commodore.

Special offers this month

Atari 400	**£149.99** inc Basic
Atari 800	**£299.99** inc Basic
Atari 810	**£289**
Frogger	**£19.95**
Stratos	**£19.95**
Sea Dragon	**£19.95**
Clowns & Balloons	**£17.95**
Canyon Climber	**£17.95**
Baja Buggies	**£17.95**

There are many other software bargains in our shop. Call in and look around or ring for our latest price list.

New stock arrives every week. Ring for the latest software.

ATARI 400/800

Software from 40 different manufacturers inc: Starcade, English Software, Datasoft Synapse, Sirius, Broderbund, Advent Int, Micro Prose, Infocom.

DRAGON 32

Over 50 programs from: Microdeal, Salamander, Abacus, Romik, Dragon Data.

MICROSPOT

**15 Moorfields,
Liverpool L2 2BQ
Tel: 051-236 6628**

CARTRIDGE CITY

CARTRIDGE RENTALS FOR ATARI 400/800

— Choose from a wide and growing range.
— Descriptive catalogues
— Regular free newsletter
— Yearly membership only £5
— Hire rate only 20p per day
— First hire Free.
— Big discounts on software and hardware

Full details from: CARTRIDGE CITY, 25 GAITSIDE DRIVE, ABERDEEN AB1 7BH. or 'phone (0224) 37348.

TI99/4A SOFTWARE

PILOT **£5.95**
A great new flight simulation game for the unexpanded TI99/4A. Graphics display of landing strip and terrain map, plus updated instrument panel. Options for take-off, landing or in flight. Full instructions included. Graphics and sound.

TEXAS PROGRAM BOOK **£5.95**
35 programs for the unexpanded TI99/4A, including 3-D Maze, Lunar Lander, Caterpillar, Horse Race, Invader, Morse Code, Arithmetic, Alien Attack, Organ, Evasion and many more.

Send cheque or P.O. or telephone with Access, Barclaycard for immediate despatch. Please add 50p p&p to orders under £7. Orders over £7 post free.

APEX SOFTWARE
Swiss Cottage, Hastings Road, St. Leonards-on-Sea, TN38 8EA
Tel. Hastings (0424) 51175

VISA

DEALER ENQUIRIES J. BLUNDEN - 0438 316561



MERLIN SOFTWARE

£6·50 EACH INCL.

CRAZY CAVEMAN - Journey back to prehistoric times! A tribe of cave dwellers sends out a hunting party, but the men are scattered when they are ambushed by a huge sabre-toothed tiger! You are one of these hunters: separated from your companions and a long way from shelter, you begin the hazardous trek home. On the way there are many dangers, like ROLLING ROCKS, DINOSAURS, DODOS AND PREHISTORIC BIRDS.





For the 64

BLUE MOON - You are the pilot of an intergalactic spacecraft. Your mission is to rescue a sister-ship and her crew who are trapped on a hostile planet and to return with them to the safety of the Blue Moon. However, journeying across the vastness of space there are many hazards to negotiate, such as the deadly BLUE BOUNCERS, COMETS, BELL BIRDS, DROIDS and TECOM ALIENS.

Please make cheques payable to: MERLIN SOFTWARE
Send to: Business & Technology Centre, Bessemer Drive, Stevenage, Herts SG1 2DX

I ENCLOSE CHEQUE/P.O. for £ _____

NAME _____

ADDRESS _____

_____

TICK REQUIRED TITLE(S).

☐ BLUE MOON ☐ CRAZY CAVEMAN

GAMES MACHINE LTD.

2 new original Commodore 64 games at £7.95 each, fully inclusive.

EGBERT — A FAST ARCADE GAME 100% machine code. Egbert was on the production line at **LEYSPACE**. It was a comfortable life until the invasion of the **TEBBITES** from the planet **TOR**. Egbert's union has been exterminated and the Tebbites have left their deadly **PETS** running wild in the work place.
As if that wasn't enough, the evil invaders have forced Egbert to take care of an egg — damaging the egg will have fatal consequences for poor Egbert.
Egbert is now on piecework — can he earn a decent wage? Can he even survive? You may get an ulcer by playing this game. Requires joystick import 2.

THE FABULOUS WONDER & THE SECRET OF LIFE, THE UNIVERSE AND EVERYTHING.
An adult fantasy game with arcade action.
You are travelling far from home looking for good times around the Universe, when you are intercepted by the evil Brutus of the Federation. Brutus forces you to go and seek the Secret of Life, the Universe and Everything — known only to the Fabulous Wonder, a hostess in the Space-Out Inn in Highsville on the planet **Copus**. You are teleported down to Highsville where the Customs Man demands money for Teleport Tax.
There is a video game in the Terminal with 3 credits left. Now you are on your own and you must decide how to proceed to Highsville Main Street to find the various establishments to enter . . .

New original 48k Spectrum at £5.95 incl.

BARREL DROP — ARCADE ACTION AND FUN FOR ALL THE FAMILY.
Poor Gordon! His drainpipes are blocked again and the only way to clear them is to drop barrels down them. Gordon stands on the top of his roof with five barrels. When the game starts he'll roll one down the roof. Press SPACE to drop it through the roof accurately into the centre of a drainpipe and you'll score a number of points in the pipe which will start to flash and Gordon will get the barrel back for another go. The barrel will be lost if the drop is inaccurate or enters a pipe already filled. But — Flash the dog! If you know you're going to lose the barrel and you can see Flash peeping out from the bottom right hand corner, press D and Flash will save you! Once you clean all 5 pipes, you will get a bonus, but there's a surprise in store before you get to the next set of pipes to fill . . .

Add 50p P&P.

Send cheques/PO or Access/Visa card no. together with name and address and titles required to:
DAVID BRAYBROOK. TEL: (0438) 316561

Games Machine Ltd.

Business and Technology Centre, Bessemer Rd, Stevenage, Herts. SG1 2DX

DEALERS & DISTRIBUTORS REQUIRED.

Games and educational programs for any home computer wanted.

W-A-N-T-E-D

STAR PROGRAMMERS for SOFT HITS

MACHINE CODE GAMES
PROGRAMS FOR
ALL POPULAR MACHINES

HIGH ROYALTIES AND
FEES PAID

SEND YOUR TAPES TO:
ALFRED ROLINGTON
SOFT HITS
SCRIPTOR COURT
155 FARRINGDON ROAD
LONDON EC1R 3AD

LOTHLORIEN

WARMASTER SERIES

THE WINNING NAME IN WAR GAMES

3 NEW STRATEGY GAMES FROM THE FAMOUS WARMASTER SERIES

Johnny Reb (1861)

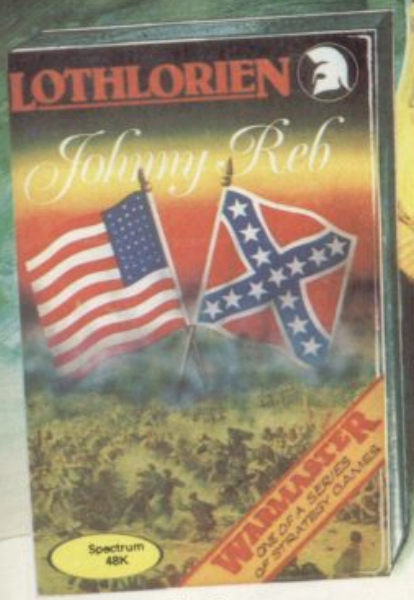
There's still plenty of fight left in the Confederate South as each side selects forces to manoeuvre on a full-graphics battle field. Use the 'save game' facility to perfect your tactics and re-write American History. 1 or 2 players.

PARAS (1944)

Dramatic all-graphics reconstruction of a famous World War II Campaign. Your hand-picked force has dropped behind enemy lines to capture a strategic river crossing. 2 versions of the game with ten levels of play.

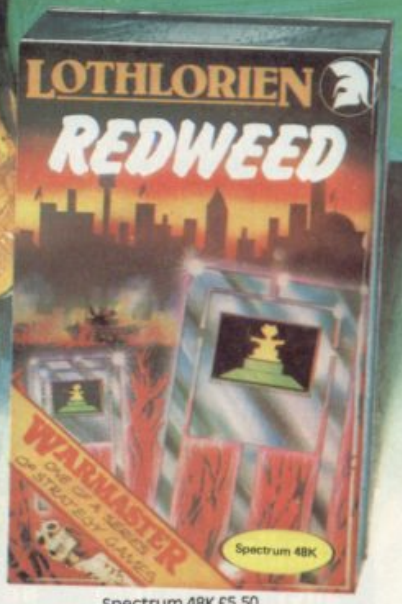
REDWEED (1995)

The Martians are coming in this superb all-graphics battle. You're in command of land forces defending London when an outbreak of semi-sentient Redweed threatens to immobilize your forces. Fifteen levels of play.





BBC-B £6.95 New-Spectrum 48K £5.95.



Spectrum 48K £5.50.

Johnny Reb
Spectrum 48K (£5.50)
NOW AT LAST for BBC-B and Oric 48K (£6.95) this best-selling game.
COMING SOON—Dragon 32K version.

MORE SUPERB STRATEGY GAMES FROM LOTHLORIEN

WARMASTER TITLES

Warlord	48K Spectrum/Dragon 32 Tandy Color 32K/ZX 81 16K
Roman Empire	16K Spectrum/BBC-B/Dragon 32 Tandy Color 32K/ZX 81 16K Atari 400/800 48K
Peloponnesian War	ZX 81 16K
Battlezone 2000	BBC-B

OTHER GAMES

Tyrant of Athens	16K Spectrum/Dragon 32/Tandy Color 32K/ZX 81 16K
Samurai Warrior	16K Spectrum/Dragon 32/ZX 81 16K
Privateer	48K Spectrum/ZX 81 16K combined cassette £4.50

Prices: ZX 81 £4.50; Spectrum (except Paras) £5.50; Spectrum Paras £5.95; Dragon 32, BBC-B £6.95; Tandy £7.95; Atari £12.50

Lothlorien games are available from most leading software specialists or direct by post at no extra cost. Why not really put your computer through its paces today?

LOTHLORIEN
the mind stretcher

Please send me: (Tick box)
REDWEED Spectrum 48K £5.50 ☐
PARAS Spectrum 48K £5.95 ☐ BBC-B £6.95 ☐
JOHNNY REB Spectrum 48K £5.50 ☐ BBC-B £6.95 ☐ Oric 48K £6.95 ☐

Others (please specify) _____

I enclose a cheque/PO for £_____ made payable to M. C. Lothlorien

Please debit my Access A/C No. ____ /____ /____ /____

SIGNED _____

ADDRESS _____

Send to: M. C. Lothlorien, Dept. CV/ 11/83, 56a Park Lane, Poynton, Cheshire SK12 1AE. Tel: Poynton 876642

ADVERTISEMENT INDEX

Aardvark Software	106
Acme	188
Acornsoft	38/39
Activision	100
Adman Electronics	171
A&F Software	165
AGF Hardware	74
Anik	20, 172
Anirog	166/167
Apex Trading	191
Atari	22/23
Audiogenic	9
Beyond Software	69
Blaby Computer Games	28
Blue Chip Computers	94
Bubble Bus	104
Cartridge City	191
Cascade	144
Centresoft	78/79
Chromasonic	142/143
Colecovision	10/11
Commodore	46/47
Computer Games	43, 88, 138
Computer Supplies	130
Consumer Electronics	4
Crash	189
Curragh	97
Datel Electronics	148
Diand	184
Discount Software Supplies	50
DJL Software	130
Doctorsoft	130
Dream	184
Efficient Chips	181
English Software	180
Fantasy	113
Fashionsoft	164
Felix Computers	148
Galactic	128
Gamer	178
Games Centre	182
Games Machine	191
Games Workshop	57
Heinemann	185
Hewson	168
Imagic	OBC
Imagine	134/135
Incentive Software	66
Interceptor Micros	64
Kernow	178
Llamasoft	157
Maplin	122/123
Martech Games	102
Mattel	105, 107
MC Lothlorien	80, 193
MDM Home Computer Services	182
Merlin	191
Micromania	66
Micronet	186/187
Microspot	190
Microstyle	16
Microtronics	190
Midland Games Library	164
Mikrogen	181
Mr Chip	56
Mr Micro	29
Ocean	195
Oric	117/119
Page 6	189
Parco Electronics	181
Postern	18, 152
Protek	70/71
PSS	120, 145
Quicksilva	2
Ram Electronics	28
Reed Exhibitions	170
RH Electronics	24
Richard Shepherd Software	158/159
Romik	160
R&R Software	28
Severn Software	42
Shards	190
Sharp	90/91
Sharpsoft	104
Shiva Publishing	112
Silica Shop	19
Silversoft	179
Sinclair Research	170, 173/176
Smiths W H	6/7
Softek	98/99
Solar	102
South Wales Software	148
Spectrum	32/35
Stack	164
Superior Systems	84
Taskset	14
Temptation Software	89
Terminal	17
Texas Instruments	61/63
Thorn EMI	150/151
Twickenham Computer Centre	184
Ultimate Play The Game	126/127
Video City	182
Visions	54/55
Vision Store	178
Wizard Electronics	189

This has to be the most cost-effective advertising *anywhere*, short of taking a sandwich-board to one of the crowd scenes in 'Gandhi'! For only 25p a word you reach the largest gaming audience known to man, and it's as simple as filling in this form and sending it off . . . advertisements received in the next month will be placed in our January issue or whichever issues you specify. DO IT TODAY AND IT COULD GET INTO THE DECEMBER ISSUE.

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

Please write your advertisement in the box provided and continue on a separate sheet where necessary.

I enclose an ad. to be placed in the following issues: (state which months);

A TOTAL OF ..... WORDS @ 25p EACH = £ .....

Name ..... Tel. no. .....

Address .....

.....

"MICROSELL",.C&VG, 8 HERBAL HILL, LONDON EC1R 5JB.

CONDITIONS

1. All advertisements must be pre-paid (cheques/PO's made payable to COMPUTER & VIDEO GAMES).
2. This section is for PRIVATE advertisers only
3. Minimum of 15 words, maximum of 40 words allowed.
4. COMPUTER & VIDEO GAMES reserve the right not to accept an advertisement.

N.B. Anyone wishing to advertise in the SUPERMARKET section (cost £11 per column cm.) should contact LOUISE FLOCKHART on 01-278 6552.

ocean

NUMBER 1 IN GAMES SOFTWARE

PRESENTS

OUR LATEST BEST SELLER



DEALERS!

Ocean's dynamite selling range is available from all major distributors.
Phone: 061-832 7049

Officially Licenced by CENTURY ELECTRONICS

Available now for the ZX Spectrum, Commodore 64 and Oric 1 and soon for Dragon 32, Acorn Electron, Atari 400/800

MORE FUN • MORE CHALLENGE • MORE EXCITEMENT

ocean

Ralli Buildings, Stanley Street
Manchester M3 5FD

Ocean software is available from **WOOLWORTH**, W H SMITH, Boots, **John Menzies**, selected branches of **LASKYS**, Major Department Stores and all good software dealers. For your nearest stockist phone: 061-832 9143.

GOT A FEW LIGHT YEARS TO KILL?



You are going to need all the light years you can muster if you are to conquer the latest mindwarping cartridges from Imagic.

For instance there's . . . .



SOLAR STORM
Fragments from an exploded sun shower your planet. Alien spacecraft bombard you. Pulverize them or your planet will overheat and blow up!



FATHOM
As a seagull, flap your wings and fly for shore. Touch the clouds and they'll disappear! But beware of blackbirds. Search the shoreline, but don't get seared by the volcanoes.



MOONSWEEPER
Miners are trapped on Jupiter's moons — U.S.S. Moonsweeper to the rescue! Meteors hurtle past. Choose a moon and land if you can — or dare.



QUICK STEP
Become a Kangaroo in this latest wild and wacky game. Bounce from trampoline to trampoline in pursuit of points, but you'd better hop to it.



LASER GATES
It's bad news. Computers have taken over the earth, you've got to stop them! Battle with their Lasers, rock hurling aliens, and flying demons.

These cartridges will tie you in hyperspatial knots. Beam down to your local video game stockist and check out these exciting new titles but be warned, you could be playing from here to eternity.

IMAGIC®

Imagic Distribution Centre, P.O. Box 33,
Harrowbrook Road, Hinckley, Leicester.
Telephone: 0455 610770