

Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 82
Oct 2-8, 1984

45p

Lots of reviews of the latest releases for:
Spectrum, CBM 64, Dragon, BBC, Electron, TI-99/4A

Oric/Atmos program
How to make a spectre of yourself while rescuing ghosts and ghouls

Spectrum game
Lead your family of fleas across the road and home to tea

VIC-20 listing
Escape from Orion by bribing the pilot

Plus:
PCW show report, news, your letters, charts...



ASP fights software piracy

Much has been said and written in condemnation of software piracy, but few have taken a positive stand against it. ASP is among those few that have taken action to help curb the grave problem of home copying of commercial software. ASP has already taken steps to eliminate advertisements in our magazines which relate to tape duplication for piracy purposes. While it is appreciated that individuals may take "back-up" copies of their own programs, it should be noted that it is illegal to copy commercially available software for other than personal use. Software piracy is costing the

Continued on page 6

Musical Island

Island Logic is the name of a new software house which is making its debut with The Music System for the BBC. It's a complete music package which incorporates editor, keyboard, linker, printout and synthesizer with a price tag of £24.95. Island Logic is a sister company of Island Records, and is using the record company's resources for marketing and financial back-up. The initial launch is a music program, but future releases will not be exclusively music-orientated, although an Island Logic spokesman was cagey about the company's plans. "We'll be releasing four new products in February 1985," he said. "I'm not going to say what they'll be, but you could say they were partly educational, although not necessarily in the music line, despite our links through Island Records with the music business." "At Island Logic we're concentrating on research and development, or R&D if you like. We want to release software which is of the calibre of that released in the States. I'm thinking of the flight simulations program which has

Continued on page 6

As seen in the national press

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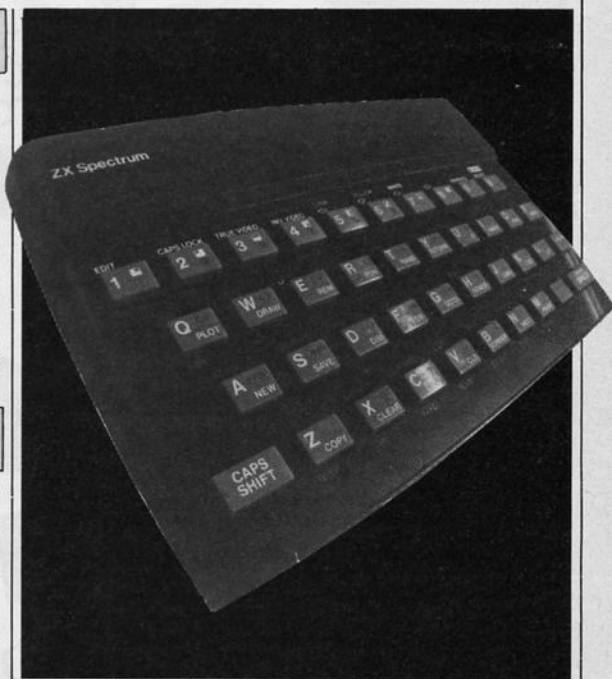
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Software houses: send your software for review to the editor at the address below. And contact him for competitions and other promotions too

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

| | |
|---|-----------|
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Readers: we welcome your programs, articles and tips.

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R&R

SOFTWARE

R&R Software Ltd. 5 Russell Street Gloucester GL1 1NE
Tel (0452) 502819

Highlights of



Olympia hosted the biggest micro show of the year — Liz Graham and Paul Liptrot bring you the highlights

Tansoft has now increased its range of software for the Oric/Atmos to 33 titles. The twelve new additions range in price from £4.95 to £14.50 and include six arcade games — Harridges, Hornet, Tartarus, Insect Insanity, Starship and Rig Runner. The Kilburn Encounter is an adventure: Alphabet, Arithmetic and Spelling Test are Tansoft's new educational additions, while Composer and Macro Assembler complete the range.

The Acorn Business Computer was previewed at the show. Scheduled for launch in January 1985, the ABC forms a family of eight models, which can be upgraded without any additional external hardware. The keyboard comes complete with its own built-in 12-inch monitor. Starting price will be under £1,000 and Acorn hopes to keep the top price below £4,000.



Get to know your ABC

Omega is a new name in cut-price software. Made up from a consortium of software houses — CRL, Silversoft and Anirog — Omega is launching a dozen games for Spectrum, ZX81, Commodore 64 and VIC-20.

Omega claims it will "cause a stir among other budget ranges with a product standard so high many software houses would have released the initial 12 programs at a much higher price."

Remember Terrahawks, the sophisticated TV puppet show? CRL has now released Terrahawks for the 48K Spectrum. It's based around the opening sequences and is a space flight simulation. The Magic Roundabout is another new CRL release for the Spectrum. Dougal has to build a sugar house whilst warding off other popular Magic Roundabout characters, who are set to hinder his progress.

Oric was launching a new modem and printer at the show. Priced at £99.95, the modem enables the Oric to be used as a Prestel terminal. Oric will be providing a database on Prestel to keep Oric users up to date with the latest news. The new printer will cost £249.95 and is an 80-column dot matrix printer with centronics interface.

Elite brings you the Fall Guy and the Dukes of Hazzard on your computer screen. Available for Spectrum (£6.95) and Commodore (£7.95 and £9.95), the games are due for release in November and star the well-known TV characters in arcade action. Kokotoni Wilf had its debut at the show and is intended to be a challenge to Jet Set Willy for the title of Best Arcade Adventure Game of 1984. It costs £5.95 for Spectrum; £6.95 and £8.95 (disc) for CBM 64. Each Elite game carries a holographic sticker, intended to discourage piracy. Elite was formerly Foundry Business Systems.



MEDL's RB2 tracker ball

Marconi Electronic Devices Limited (MEDL) was unveiling its tracker ball cursor controller. Aimed at computer hobbyists, it's initially available for the BBC B. It provides accurate, noise-free position information for cursor control. The RB2, as it is known, is capable of moving the cursor one pixel at a time, with the appropriate software in operation. It can also change direction rapidly.

Eureka! is the name of the game and £25,000 could be yours if you're the first person to solve the riddle by completing the five adventures and arcade games incorporated in the game. Domark, the manufacturer, said: "Eureka is the culmination of more than 10,000 man hours of work by Hungarians programming in secrecy behind the Iron Curtain." The game whizzes you through history and goes on sale by mail order from 31 October.

The Enterprise 64, whose promotional slogan reads: "with obscenscence built out" was unveiled but not launched at the show. The machine will finally be available in the shops at Christmas, too late to catch the pre-Christmas boom. Michael Shirley, marketing director, said: "While the models on show at PCW represent the final stage of our development, they are not yet production quality. We refuse to rush out anything other than the real thing. Within its price range (£249) it is a huge step forward in home computer

technology."

Do you fancy a holiday in Tunisia in March? That's what three winners of **Lothlorien's** competition will win. Everyone who buys the adventure Special

Operations will be eligible for entry, and the competition is organised into three sections for Spectrum, Commodore and Atmos computer owners. Lothlorien also announced the Autumn launch of Masters of Serebal, a Spectrum adventure, and Panzer Attack and Redcoats, two war games. Lifeline, Scarper! and Billy Bong are three new arcade games which complete Lothlorien's pre-Christmas line-up.

Commodore 64 owners will be interested to learn of the launch of **Compunet**. It's an interactive database from which you can download software, paid for by direct debit. You need a CBM 64 modem, which plugs into your telephone line and enables you to communicate with other modem owners. The CBM modem costs £99.99 and includes one year's free subscription to Compunet. Using the modem and Compunet you can buy telesoftware, cutting out distributors and dealers and thereby reducing the cost.

Hill MacGibbon is a new software house whose advertising slogan is "Games to stretch the mind!" Set up by Alan Hill and Hamish MacGibbon, formerly Chairman and Managing Director, respectively, of

Heinemann Educational Books, the company's intention is to entertain while educating. Gun Dogs, Aztec and King Arthur's Quest were launched at the show: Aztec and King Arthur's Quest are both Spectrum adventures, costing £7.95, which feature 360 degree scrolling. Gun Dogs is a game-shooting arcade game for the Commodore 64, at £5.95.

Ebury has added five new titles to its Good Housekeeping Mr T range. The new programs are aimed at a slightly broader age range. Each program costs £9.95 and all 11 of the Mr T range run on BBC, Spectrum and CBM 64, with the exception of Mr T Makes Music (not on the Spectrum). Each program is designed for easy use by parent and child, and comes complete with handbook.

Travel with Trashman is New Generation's follow-up to Trashman. The hero of the piece finds himself having to clear up beer bottles at the Munich beer festival, while refraining from imbibing himself; removing coconuts from the beach in Samoa and mopping up tissues at the Wailing Wall in Jerusalem. For the Spectrum, it costs £5.95. Cliffhanger is the second new release from New Generation; it's a "cartoon-style" game with Cliff stopping the evil bandit from shooting up the canyon. For the Commodore 64, it costs £7.95.

Micro Power announced a price drop of £1 for its BBC/Electron software. Games will now cost £6.95. Micro Power is planning to release 21 new titles in the next few weeks and there will be 11 for the Electron, seven for the BBC, two for the CBM 64 and one for the Amstrad. Ghouls, already on the BBC/Electron, is the new Amstrad release and costs £6.95.

Following the success of the movie Ghostbusters in the US, Activision has secured the copyright and is marketing the game of the film. Activision intends to launch the game for Atari VCS, Commodore, Spectrum and MSX by mid-November and the film will open over here on 7 December. The theme music of the film, featured in the game, is already a hit in Britain.

Pyjamarama is the new game from Mikro-Gen, starring Wally Week. Wally was at the PCW show in person to

promote his game. Also unveiled: Air Traffic Control. A Mikro-Gen spokesman said: "Computer and aviation enthusiasts alike are astounded by the accuracy and depth of this program."

Bubble Bus announced Strike Force, Cave Fighter and Barmy Builders. Strike Force is a 3D war game, while Cave Fighter is a climbing game featuring 31 different caves. Both are for the CBM 64. Hustler, Bubble Bus' pool game, has been converted for the MSX and Spectrum, with the addition of top, bottom, left and right spin.

New from Llamasoft is Ancipital, hailed as a progressive arcade game. Invented and programmed by Jeff Minter, it's "the first of a new breed of video game." It's an arcade adventure which Jeff Minter says "is faster and more difficult than most arcade-only games. Progress can be measured in terms of score and percentage completed." Ancipital features help screens for each of the 100 locations. It costs £7.50 and runs on the Commodore 64.

Acorn, Fulbourn Rd, Cherry Hinton, Cambridge

Activision, c/o Ray Hodges Assoc, 5/7 Forlease Rd, Maidenhead, Berks SL6 1RP

Bubble Bus, 87 High St, Tonbridge, Kent TN9 1RX

Commodore UK, 1 Hunters Way, Weldon, Corby, Northants NN17 1QX

CompuNet, Melford Hse, 15-18 Clipstone St, London W1P 7DF

CRL, CRL Hse, 9 Kings Yd, Carpenter's Rd, London E15 2HD

Domark, 228 Munster Rd, London SW6

Ebury, National Magazine Hse, 72 Broadwick St, London W1V 2BP

Elite, 55 Bradford St, Walsall WS1 3QD

Enterprise, 31-37 Hoxton St, London N1 6NJ

Hill MacGibbon, St Bartholomew Hse, 92 Fleet St, London EC4 1DH

Llamasoft, 49 Mt Pleasant, Tadley, Hants RG26 6BN

Lothlorien, 36a Park Lane, Poynton, Cheshire SK12 1RE

MEDL, Power Division, Carholme Rd, Lincoln LN1 1SG

Micro Power, Northwood Hse, North St, Leeds LS7 2AA

Mikro-Gen, 44 The Broadway, Bracknell, Berks

New Generation, The Brooklands, Sunnysbank, Lyncombe Vale, Bath BA2 4NA

Omega, 121 London Rd, Knebworth, Herts SG3 6EU

Oric, Coworth Park, London Rd, Ascot, Berks SL5 7SE

Tansoft, Units 1 & 2 Techno Park, Newmarket Rd, Cambridge

From front page

software industry huge sums of money which is detrimental to the future development of the industry. It is in everybody's interests to dramatically reduce the level of software piracy primarily because firms need funds raised from software sales to plough back into research and development of new products. This means that the standard of software products can only improve.

ASP hopes our action will help combat this serious problem in order to maintain and improve the high standards of the UK software industry.

We are asking you to do the same by refraining from duplicating or copying commercially available software for anything other than personal use.

Island

From front page

been top of the US charts for months. We intend that our programs should be of that level of sophistication."

"When we studied the UK market we realised that the 48K Spectrum, used for games-playing, dominates," he went on. "However, we're looking further afield and to the international market, and that's why we're principally releasing our software on disc, for the American market."

"Our first release, The Music System, is excellent value for money. It's unusual in that it incorporates the five elements in one package."

Island Logic was set up in the autumn of 1983 and The Music System was developed with the help of the Sheffield-based SYSTEM (South Yorkshire Systems for Training, Education and Management). The Music System will also be available as two cassette packages, costing £12.95 each. Island Logic plans to release the Commodore 64 version of this program in February 1985.

Simon and Schuster has agreed to take on distribution of The Music System in the United States and a significant proportion of sales are intended to be through the American market.

Island Logic, 22 St Peters Sq, London W6 9NW

Britain's best?

If you're an expert adventurer then you could win a video recorder in a competition

organized by Incentive. To qualify as Britain's best adventurer you will have to complete the Ket trilogy, attaining 100 per cent in each game. If you do, part of a secret sentence will be revealed and the first person to complete the sentence wins the prize.

Mountains of Ket and Temple of Vran, the first two parts, are already available. The third part, The Final Mission was released on 19th September. It costs £5.50 and is for the 48K Spectrum.

Incentive, 54 London St, Reading RG1 4SQ

Briefly

Are you a BMX freak? Then you'll be interested in PSS's new game, Hyper Biker, for the Commodore 64. Up to four players can act out dangerous and sophisticated manoeuvres. Wheelies, obstacles, long jumps and bunny hops — it's all there. Hyper Biker is due out at the end of September and will cost £7.95.

PSS, 452 Station Stanton Rd, Coventry CV6 5DG

Here's the solution to our Unique wordsquare competition. **Horizontal:** software, modem, joystick, computer, hex, RAM. **Vertical:** graphics, ROM, printer, keyboard, disc drive.

These are the winners, who will each receive a copy of

Bully: M England, Hull; Jonathan Clegg, Lancs; Stephen Foy, Kent; J Harvey, Derby; Mr B Palmer, Epping; David Copeland, Kent; Keith Mawson, Slough; Graham Chidwick, S'Humbs; K Chubb, Birmingham; A J Greenwood, Rochdale; Michael Nodding, Durham; Mark Tisdall, London SW19; Stephen Jones, Cleveland; Karl Marsh, Stoke-on-Trent; Mrs E Yound, Essex; Mr Paul McDonald, Glasgow; Mr K Ceaser, S Yorks; Richard Weeber, Essex; Dennis Richards, London N4; D J Twigg, Burton-on-Trent; A Collier, Leeds; Mr R J Carswell, Plymouth; Tim Prince, Cumbria; Judith McKendrick, Scotland; Ray Pearson, Sunderland; Mrs Beryl Gay, Cambs; Sean Conway, Kilkenny; Vicki Blundell, Herts; William Eccles, W Yorks; Richard Ellis, S Humbs; Peter J Newstead, Worthington; Mr C Crane, Stoke-on-Trent; Mrs G Stott, Lancs; John Roberts, Southampton; Mark Otaway, Shropshire; Michael Booth, W Yorks; R J Henthorn, Gwent; Guidi Heye, Belgium; K A Hardy, Tyne & Wear; J Alba, London SW1; Barry Winterton, Herts; A P Toller, W Mids; Darren Hepburn, N Yorks; Craig Mitchell, Geoff Wyatt, Broughton Nr Chester; R David Smith, Scotland; Mr H Collings, Aldershot; P S Bareham, W Mids; D R Matless, London SW2; D Brown, Winchester; Mr R Chowdhury, Dunstable; Paul Wilson, Cheshire; Andrew Goodson, Mids; Nigel Hurst, E Sussex; S Brodie, Hull; Andrew Farrell, London SW2; David Hills, Leicester; Gregory Wisken, Essex; Mr D S Nisbett, Leicester; A Jarney, Norfolk; Susan L Atkins, Loughton; Bhadrinder Singh, Blandford Forum; Mr R Fenton, Southend-on-Sea; Mr K W Carr, Rhyll, C F Brown, W Yorks; Matthew Tear, Wakefield; Alan Rees, Hants; Jane Stephens, Cookham, R B Banks, London SW18; James Dixon, W Lshian; Richard Taylor, Surrey; A R Joney, Coventry; Mark Pepperrell, Feltham; Mrs A Griffiths, Surrey; Mrs L E Zawistowski, Bath.

You'd have to spend over £3000 to beat our £199 Second Processor.

The BBC Micro is already one of the fastest and most powerful micros around.

But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the BBC Micro, but at a much higher speed. Which means programs can run up to 50% faster.

The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitstick, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Econet system, with Level 2-File Serving.

So to get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of

your nearest supplier, ring 01-200 0200.

If you wish to order by credit card, phone 0993 79300 during office hours.



6502 Development Programs (available seperately)

MASM: A 6502 macro-assembler. A full range of macro facilities are provided, including looping recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for de-bugging all types of program.

PRINT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 250-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502.

Integral power supply

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power in: 240v, 50Hz, 3w.

The BBC Microcomputer System.

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- The better your score, the stronger and faster you'll be.
- And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement.
- As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen together, you steadily unravel the clues and build up a secret phone number piece by piece.
- If you're first to ring it, you save the world and collect the £25,000!
- Quite a package! And to give everyone a fair chance, "Eureka!" will be released simultaneously worldwide on October 31st, 1984. No packs will be available until that date. All orders received by mail or phone by 26th OCTOBER will be despatched by post on the 31st right across the world. So order now, and be one of the first off the mark.

Spectrum 48K or Commodore 64 (TurboLoad)

Full-colour booklet, packed with cryptic clues to help you unravel the mystery — and win the £25,000 reward

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Eureka!

THEN THE RACE IS ON!!!

DEvised BY
IAN LIVINGSTONE



The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donat Kiss and Andras Csaszar. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours! They've done it...

£7 BONUS

When you order "EUREKA!" before 26 OCTOBER 1984, you receive an additional bonus: £7 voucher off the price of the TROJAN LIGHT PEN from PSL-MARKETING. Normal price is \$17.25. You buy it for just \$10.25.

Send your order now to:

"Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

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To: "Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ
Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at \$14.95 each PLUS \$5.00 post & packing. If my order is received before 26 October 1984, I will receive a free \$7 voucher towards a Trojan light pen. Please allow 14 days delivery for orders received after 26 October.

| | | |
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The race for the \$25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985.

Sorcery CBM 64 £7.95

Virgin Games, 61-63 Portobello Rd, London W11 3DD

You could say the storyline of this game is "virgin on the ridiculous" but please don't! You are the last of the great sorcerers who must free an enslaved land from evil forces.

This is done by flying over 17 screens of woods, lakes, wilds, swamps, castles and dungeons, collecting and using objects correctly, until you reach Stonehenge. Place the right object on the altar and presto! The land is freed of serfdom: but you must reach it before sunset!

Sorcery is a real arcade adventure, slightly reminiscent of Alchemist, and based on a Spectrum game. Graphics are good, smooth and fast, and screen presentation is excellent.

Sound is superb, with a constant thunder storm and banging doors.

However the ultimate appeal is dubious. Once the quest is complete, the game is pointless.

Still, it is an excellent arcade adventure and I recommend it. But I did find the fast loading system unreliable.

P.S.

| | |
|-----------------|-----|
| instructions | 90% |
| playability | 75% |
| graphics | 90% |
| value for money | 75% |



Thriller! 48K Spectrum £5.50

Amazing Games, 39 Maple Dr, Burgess Hill, W Sussex RH15 8EX

Amazing claims this is its best adventure yet. Set in a "fun-house" filled with gothic terrors, I was expecting the worst!

On loading the all-text presentation advises you that the door you see before you, complete with slot for gold and rusted lever, is the entrance to the fun-house. Your feet, however, are lodged in a revolting gutter, which leads to an even more revolting drain containing, amongst other things, gold and sticky brown substances, about which we will say nothing!

And that's as far as I got! This is an amazing game. It's the first adventure I've come across

which does not recognise North, South, East and West as legitimate commands. As a result, I've no idea how to move around. The manual didn't mention this! Help!

Another dubious feature is the incredibly slow input interpreter. Your typing must be ponderously slow in order to get your message across. Add to this the difficulty in movement, and the result is very off-putting. Did I get a copy with bugs? It sounded really good, but in this form isn't really ready for sale.

D.M.

| | |
|-----------------|-----|
| instructions | 80% |
| playability | 10% |
| graphics | N/A |
| value for money | 10% |



Fame Quest CBM 64 £7.95

Braingames, Amplicon, Richmond Rd, Brighton, Sussex BN2 3RL

Set in medieval times, Fame Quest is a strategy game in which you must get your knight as much gold and fame as possible.

Weapons and armour must be bought in order to defend yourself. Bandits and other baddies will try to rob you of your gold and, if you do not have the correct weapons, they might kill you.

When you select an action or encounter someone or something a small graphical illustration is given. This certainly adds variety to the game and is quite a nice touch.

Playing is done through a series of menus and options. A variety of possible actions are given when the need arises.

When you encounter someone you are given the option of talking to them; on doing this they might ask you a question. If you give the correct answer then your gold and fame might go up, if you give the wrong answer...

The program is self explanatory and very well set out. Loading is very fast and accurate. Incidentally the screen does not go blank when loading is taking place.

K.I.

| | |
|-----------------|-----|
| instructions | 60% |
| ease of use | 80% |
| display | 70% |
| value for money | 80% |



You're the star turn

Assume the role of a wizard, knight or American presidential candidate. You can play out all your favourite fantasies in these latest releases

Alien Break In Electron £6.99

Romik, 272 Argyll Ave, Slough, Berks

This game is yet another space shooting game, better than some, but still lacking in originality. The aim is to try to save the uranium which has been left on earth when everyone was evacuated, probably through boredom. You have your trusty laser ship and the ability to dig holes which you never fall into.

The Zargon fleet descends upon you whirling and weaving in the appropriate manner whilst you try to shoot them. At times they split into two indestructible halves but they eventually become fallible again and that's the time to start your attack. There is one completely indestructible ship, the mothership,

which true to its name constantly 'gives birth' to pods which will hatch out into rather nasty, fatal walking creatures if allowed to land. The only way to destroy these is by digging a hole, but you are only allowed five of these, so you have to be careful.

Unfortunately there is never a chance to complete a screen or jump a level. I find this rather sad and it makes the game so much less enthralling. My five-year-old likes it though.

D.C.

| | |
|-----------------|-----|
| instructions | 50% |
| playability | 60% |
| graphics | 75% |
| value for money | 70% |



Election Trail CBM 64 £7.95

Braingames, Amplicon, Richmond Rd, Brighton, Sussex BN2 3RL

This strategy game involves planning your campaign to win the US elections. There are two parties competing: you, (Republicans) and your opponent or computer (Democrats).

There are 20 periods before the election in which you should hold rallies, campaigns, press conferences and make various decisions affecting your popularity.

Election Trail is menu driven — a series of options is displayed and you must select the one which best suits your plan of action. Most screens are accompanied by graphical displays or animated pictures. A map of the states or regions is normally displayed to help you reference certain areas.

The game should be played on a colour TV. When played in black and white you can't tell the difference between red and blue (one colour per party) so you don't know whether you are winning or losing.

The instructions outline the principle but leave a lot for you to find out. Some of the options during play could do with documenting so that the player might have an idea of what to expect.

The game has educational value and is interesting.

K.I.

| | |
|-----------------|-----|
| instructions | 25% |
| ease of use | 80% |
| display | 75% |
| value for money | 75% |



Fred Commodore 64 £7.95

Quicksilver, 13 Palmerston Rd, Southampton

Fearless Fred the intrepid archaeologist is in the catacombs below the tomb of Tootiecarmoon. You must guide him round each level of the catacombs, collecting ammo for his gun. Nefertiti's potion will replenish his strength, and there's a bomb to blast a way to the next level as well as treasures scattered around.

There are the obligatory baddies — a bell-shaped ghost against which Fred's gun seems singularly ineffective, and a few skeletons. The acid dripping from the roof makes it necessary to time Fred's moves carefully.

This game loads faster than any other Commodore game I've

seen, including disc games. The instructions are concise and barely adequate, and load separately, so you can skip them once you've mastered the rules.

The graphics are attractive and well animated, but the few levels of catacombs that I reached all look much the same. The background music is irritating and irrelevant, but it can be switched off.

The cassette inlay says Commodore 64 and joystick, so I was surprised to find a keyboard option, using an unusual but workable combination of keys.

| | |
|-----------------|-----|
| instructions | 70% |
| playability | 80% |
| graphics | 75% |
| value for money | 70% |



Pin-in'ere 48K Spectrum £6

Automata, 27 Highland Rd, Portsmouth

Maybe the title should be Ton-ginch-eeek, but nevertheless it was nice to meet up with Piman again. I never did get to finish that adventure game of his.

This game finds our hero embedded in the innards of a computer. His task — to seek out the bane of all computer programmers, the Big Bug.

On the way he searches the innermost corners of RAM, looking for the treasure stashed away, thus gaining points. En route he meets up with minor bugs with varying degrees of intelligence. Occasionally he may meet up with the arch enemy of all computers, Spike, or rather the big boss, Main Spike!

The game follows a pattern of tunneling, but, as you would expect from Automata, the graphics and graphics animation are very good. Should you weary of the game, or if you would like a musical accompaniment, try the other side of the tape. This is a very pleasant musical interlude by the Just Kooks, played on electronic instruments.

As I said earlier, a well worn game pattern, and well worth playing.

B.B.

| | |
|-----------------|------|
| instructions | 100% |
| playability | 95% |
| graphics | 100% |
| value for money | 95% |



Trollie Wallie CBM 64 £7.00

Interceptor Micros, Lindon Hse, The Green, Tadley, Hants

This is the last in the "Wallie" series of games from Interceptor Micros. In Trollie Wallie you must guide Wallie through a layout of rooms and corridors, collecting items on your way and then paying for them at the checkout.

The screen display is part of a cross-section of a large mansion. The idea is similar to that used in The Son Of Blagger — only a small proportion of the full screen is seen at any one time.

The rooms include walls, which must be switched out of the way, moving floors which open and close, conveyor belts, flashing walls, ladders, slides, alien beings and various other obstacles. The game is made even harder by having to return to the checkout whenever you collect five items.

The instructions are very brief and leave much to be desired. It took some time to work out the object of the game.

Loading is fast and problem free.

The background music is excellent. Fans of Jean-Michel Jarre will recognize some of it instantly. The game is worth buying for the music, the high standard of gaming is a bonus.

K.I.

| | |
|-----------------|-----|
| instructions | 10% |
| playability | 90% |
| graphics | 90% |
| value for money | 95% |



Ancient and modern

Here's a few very famous names back to entertain you

Sinbad 32K BBC £7.59

Virgin, 2-4 Vernon Yard, Portobello Rd, London W11 2DX

In this arcade-type game you must aid Sinbad in converting enemies to a peaceful way of life.

These enemies are placed at various vertical positions on the screen, and move horizontally. Sinbad must jump on to his moving ladder and carpet and change these creatures by touching them.

Contacting any of the enemies, converted or not, knocks Sinbad to the ground, resulting in time and energy losses. This causes problems when converting the monsters at the top, and a lot of up and down movement is needed.

After converting all his enemies Sinbad must journey through space, avoiding the

asteroids. Then Sinbad arrives on the next planet, which is a harder variation of the first.

Sinbad dies when all his energy is exhausted. Often his death comes as a shock because an energy reading is not displayed.

Sinbad is a highly original game, with great 3D effects on the asteroid level, and good music which gives a terrific atmosphere. Unfortunately it lacks lasting interest and my guess is that it won't wear very well because of the sheer impossibility of later stages.

M.B.

| | |
|-----------------|-----|
| instructions | 70% |
| playability | 60% |
| graphics | 70% |
| value for money | 60% |



Hercules Commodore 64 £6.95

Interdisc, 249-251 Kensal Rd, London W10 5DD

This game sounds promising, based upon the 12 labours of Hercules. Each labour that you, Hercules, encounter is spread over several frames and there are 50 frames in all. The 12 labours are presented in random order to add variety to the game. All the frames were very acceptable in terms of high resolution and realistic animation.

The cassette inlay card gives no real instructions about the game apart from SHIFT/RUN to load. When loaded I found pressing the fire button took me into the game. Each labour is preceded by a scenario in Gothic style typeface. The text-background colours made this extremely difficult to read.

Once in a frame I died virtually instantaneously. You have about two seconds to take in the scene and decide what to do with specific instructions. The game assumes you know how to move a character around the screen.

At one stage I got a screen message to press PLAY on the tape unit and then F3. This puzzled me as the tape had run to the end. On another occasion all was revealed, it was a saving option. Not wishing to save I pressed RESTORE to take me back to frame 1, but at this stage the computer hung.

Not a game for the faint-hearted, you need the determination of Hercules to play.

L.C.

| | |
|-----------------|-----|
| instructions | 40% |
| playability | 40% |
| graphics | 70% |
| value for money | 50% |



As seen in the national press



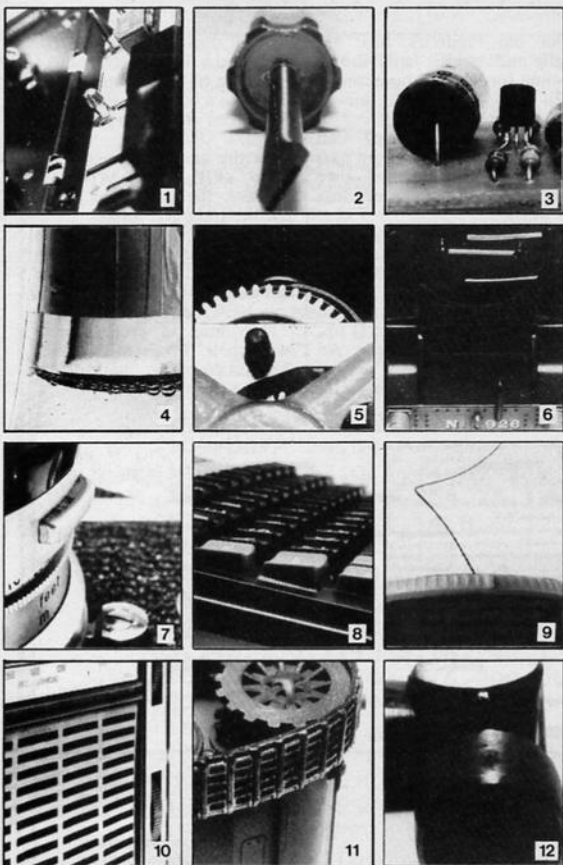
The Prizes:

You could win £2,500 to be spent on a dream holiday of your choice for you and your family!

Second prize — a complete Canon portable video outfit worth £1,300.

Third prize — a BBC Model B micro computer plus software worth £450.

Fourth prize — Minolta X700 camera with a 50mm lens and flashgun, worth £280.



How to enter:

Just identify the twelve objects pictured opposite....

HINT — the Argus Specialist Magazines listed below might give you a clue:

- Electronics Today International
- Personal Computing Today
- Movie Maker
- Your Model Railway
- Clocks
- Home Computing Weekly
- Beatbox
- Ham Radio Today
- Electronics
- 35mm Photography
- Model Cars
- Woodworker

- Games Computing
- Photoplay Movies and Video
- ZX Computing
- Military Modelling
- Hi-Fi Now!
- Winemaker
- Citizens' Band
- Model Boats
- Video Today
- Popular Crafts
- Which Video?
- Your Commodore

and write your (one-word) answers in the spaces provided on the coupon. For instance, if you think that number 9 is a record, write 'record' in the space next to 9 on the coupon and so on. Then tell us in up to 20 words why **MAGAZINES MAKE IDEAL HOLIDAY READING**. Complete the coupon in BLOCK LETTERS, and send it to: **DREAM HOLIDAY COMPETITION, Argus Specialist Publications Ltd., No 1 Golden Square, London W1R 3AB**, to reach us no later than 31st December 1984.

Competition rules

- 1 The competition is open to all UK and Eire readers except employees of Argus Specialist Publications Ltd, their printers and distributors.
- 2 As long as an original coupon from the magazine(s) of your choice is used for each entry there is no limit to the number of entries per person. Photocopied coupons will not be accepted.
- 3 All entries must be postmarked before 31st December 1984.
- 4 The prizes will be awarded to the first four entrants who identify the twelve objects correctly and whose completed sentence is judged the most apt and original.
- 5 No correspondence will be entered into about the competition results; the judges' decision is final.
- 6 Winners will be notified by post and the results will be published in a future issue of this magazine.



The 12 objects are

| | | |
|----------|----------|----------|
| 1. | 2. | 3. |
| 4. | 5. | 6. |
| 7. | 8. | 9. |
| 10. | 11. | 12. |

Magazines make ideal holiday reading because (up to 20 words)

HCW

NAME (BLOCK LETTERS)

AGE (if under 18)

ADDRESS

Send to **DREAM HOLIDAY COMPETITION, Argus Specialist Publications, No 1 Golden Square, London W1R 3AB.**

Jumping

Can you lead the family of fleas across the busy road and safely home to tea? This game by John Redhead will test your co-ordination

How it works

This game, although written largely in BASIC, moves fairly fast. The main playing loop has been placed at the beginning to increase speed, and the sub-routines which are not used as often occur later in the program after the main loop.

A new character set was defined because SCREEN \$ does not recognise user-defined graphics. This has the added bonus of making available more re-definable characters.

Some variables were used in place of line numbers to increase speed.

The game is split into two parts so that it runs on a 16K or 48K machine. Once program 1 has been run it is redundant and occupies valuable memory space.

Some joysticks read certain keys so you can alter the control keys to the ones which your joystick reads.

How it works

Program 1 DATA

1 lowers RAMTOP
10-80 routine to POKE in m/c
90-160 m/c DATA
170 checks to see if DATA was correct
180-210 find character set in ROM and transfer to RAM
230 make system variable point to 256 less than where new character set is
240-320 routine to POKE in new character set DATA
330-470 DATA for new character set
480 checks to see if DATA was correct
490 if correct proceeds to LOAD in second program

Program 2 Main Program

1 caps lock, GOTO title page, GOTO set up variables etc, GOTO instructions page
10-90 main loop
1000 crash routine
1050-1068 "flea home" routine
1998-1999 set up variables
5500-5590 print main screen routine
6010-6045 run out of lives routine
6100 all fleas home routine
6130 resets score, speed, lives etc
6500-6545 change control keys routine
6600-6608 instruction page routine
6609-6618 opening tune
7000-7120 title page routine
9000 reverts to ROM character set and change colours (suitable for listing program)
9999 reverts to new character set

Poor old Frederick flea! He really must get his family home in time for tea, but how can he with that busy road, railway and a river in the way?

Maybe you can help? Can you guide them all safely past the obstacles? Take care — we don't want any squashed fleas do we?

Oh, and by the way, fleas can't swim very far. Try hopping on to the logs halfway across the river.

These are the keys which control your movement: Q up, Z down, I left, P right. An opportunity is given to change control keys if desired — hit

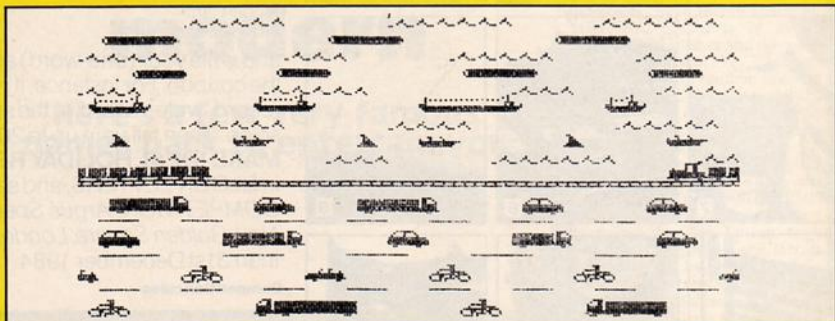
ENTER during the game.

For each flea safely home a minimum of 100 points is given as well as a bonus depending on time taken — so hurry for high scores.

As the game progresses and your skill and expertise increase, the game gets faster and the train gets longer.

Type in each program separately, saving each one in turn. Then load in program one and run it. Be careful not to type NEW or remove plug.

Next load in program two and run it. Program two uses the data from program one.



Screen dump

Hints on conversion

This type of game could be, and has been, written for other computers.

A machine code routine would have to be written specifically for other computers (BASIC is too slow to move a lot of things about at once), but the main BASIC program should not be too difficult to convert.

Variables

Z 10 (variable used instead of number to increase speed)
W 30
TI time (initially 1000)
Y vertical position of flea
X horizontal position of flea
SC score
HSC high score
L lives
XI position of fleas home
LL length of train

g fleas!

Program 1

```

1 CLEAR 31300: PRINT "PLEASE WAIT "
10 REM POKE IN MACHINE CODE
20 LET x=0: RESTORE 90: LET a=32380
30 READ b
40 IF b=500 THEN GO TO 170
50 LET x=x+b
60 POKE a,b
70 LET a=a+1
80 GO TO 30
90 DATA 33,127,64,205,237,126,33,160,64,205,210,126,3
3,160,64,205,210,126,33,255,64,205,237,126,33,32,72,205
,210,126,33,127,72,205,237,126,33,127,72,205,237,126,33
,127,72,205,237,126,33,160,72,205,210,126,33,224,72,205
,210,126,33,224,72,205,210,126,33,63,80205,237,126,33,6
3,80,205,237,126,33,127,80,205,237,126
100 DATA 24,54
110 DATA 17,0,1,14,8,6,32,183,203,30,35,16,251,6,32,43
,16,253,48,2,203,254,25,13,32,235,201
120 DATA 17,0,1,14,8,6,32,183,203,22,43,16,251,6,32,35
,16,253,48,2,203,198,25,13,32,235,201
130 DATA 33,30,0,6,15,0,17,12,0,213,197,229,205,181,3,
225,43,43,193,209,16,243,201
140 DATA 33,32,88,14,22,6,32,62,0,86,203,130,203,138,2
03,146,130,119,35,16,242,13,32,237
150 DATA 33,200,0,6,200,0,17,1,0,213,197,229,205,181,3
,225,43,193,209,16,244,201
160 DATA 500
170 IF x<>22712 THEN PRINT "ERROR IN MACHINE CODE DAT
A PLEASE CHECK": STOP
180 REM TRANSFER CHARACTER SET FROM ROM TO RAM
190 LET a=(PEEK 23606+256*PEEK 23607)+256
200 LET b=31610
210 FOR c=0 TO 767: POKE b+c,PEEK a: LET a=a+1: NEXT c
220 REM MAKE SYSTEM VARIABLE POINT TO 256 LESS THAN
WHERE NEW CHARACTER SET IS
230 POKE 23606,122: POKE 23607,122
240 REM REDEFINE NEW CHARACTER SET
250 LET x=0: LET a=31610+59*8
260 RESTORE 330
270 READ b
280 IF b=500 THEN GO TO 480
290 LET x=x+b
300 POKE a,b
310 LET a=a+1
320 GO TO 270
330 DATA 30,38,70,126,126,127,255,56,0,255,255,255,255
,255,255,28,0,255,255,255,255,255,255,0

```

```

340 DATA 31,34,66,255,255,255,255,48,192,32,16,254,255
,255,255,24
350 DATA 1,0,15,16,127,140,139,122,192,192,192,252,222
,177,209,14
360 DATA 1,1,33,127,127,127,255,24,248,48,48,48,254,25
4,255,12,0,0,254,254,254,254,255,24
370 DATA 0,0,0,24,136,255,255,127,0,0,0,128,64,255,252
,248
380 DATA 0,0,2,4,127,255,255,24,0,0,96,68,254,254,255,
12
390 DATA 120,100,98,126,126,254,255,24
400 DATA 36,24,24,189,126,90,90,129
410 DATA 255,68,255,0,0,0,0,0
420 DATA 0,32,42,32,224,255,127,63,32,160,32,120,89,25
5,254,252
430 DATA 0,0,96,48,56,60,126,255
440 DATA 0,0,0,0,3,5,5,3,0,0,0,0,255,255,255,255,0,0,0
,0,128,192,192,128
450 DATA 0,0,0,0,4,12,18,193
460 DATA 0,0,0,255,0,0,0,0
465 DATA 0,0,170,0,0,255,255,255
470 DATA 500
480 IF x<>23007 THEN PRINT "ERROR IN CHARACTER DATA PL
EASE CHECK": STOP
490 PRINT FLASH 1;"NOW LOAD IN SECOND PROGRAM AND RU
N IT"

```

Program 2

```

1 POKE 23658,8: GO SUB 7000: GO SUB 1998: GO TO 6600
10 IF y<=1 THEN PRINT PAPER 8;AT y,x;"j": PAUSE 1:
PAUSE 50: GO SUB 1050: PAUSE 100: LET LL=LL+3: GO SUB 5
500
11 IF SCREEN$(y,x)="p" AND y<6 THEN LET a$="p": GO
TO w
12 IF TI>0 THEN LET TI=TI-3
15 IF SCREEN$(y,x)=" " AND y>6 THEN LET a$=" ": GO
TO w
20 PRINT PAPER 8; INK 8;AT y,x;"j": LET a$=" ": GO S
U 1000: GO SUB 5500
30 PRINT PAPER 8; INK 8;AT y,x;"j"
35 IF INKEY#=CHR$ 13 THEN GO SUB 6500: GO SUB 5500
40 LET e=y: LET f=x
50 LET y=y-2*(INKEY#=U$ AND y>0)+2*(INKEY#=D$ AND Y<2
1)
60 LET x=x+(INKEY#=R$ AND x<31)-(INKEY#=L$ AND x>0)
70 PRINT PAPER 8; INK 8;AT e,f;a$
80 RANDOMIZE USR 32380
90 GO TO z
1000 LET l=1-1: FOR g=0 TO 2: FOR h=0 TO 7: POKE 32551,
h: RANDOMIZE USR 32543: NEXT h: NEXT g: RETURN
1050 RESTORE 1049: FOR A=0 TO 7: READ B,C: BEEP B,C: NE
XT A: DATA .2,12,.1,12,.1,12,.1,12,.2,14,.2,12,.3,14,.5
,16: LET SPEED=SPEED-2:: POKE 32524,SPEED
1051 LET e=y: LET f=x
1052 PRINT PAPER 8;AT e,f;" "
1053 LET x=x+1
1054 IF x=32 THEN GO TO 1058
1056 PRINT PAPER 8;AT y,x;"j": BEEP .01,x: GO TO 1051

```

PROGRAM

```

1058 LET x=31: LET y=0
1059 PRINT PAPER 8;AT e,f;" "
1062 IF SCREEN$(y,x)<>" " THEN GO TO 1067
1063 IF x=x1 THEN GO TO 1067
1065 BEEP .01,x: PRINT PAPER 8;AT y,x;"j": LET e=y: LET
f=x: LET x=x-1
1066 GO TO 1059
1067 PRINT PAPER 8;AT y,x;"j": LET x1=x1+5: LET sc=sc+
TI+100: LET TI=1000: IF hsc<sc THEN LET hsc=sc
1068 IF x1>29 THEN GO SUB 5500: GO SUB 6100
1069 RETURN
1998 LET z=10: LET w=30: LET TI=1000: LET y=21: LET x=1
5: LET sc=0: LET hsc=0: DIM b$(4): LET b$="jjjj": LET l
=4: DIM c$(32): LET x1=3: LET U$="Q": LET D$="Z": LET L
$="I": LET R$="P"
1999 DIM E$(23): LET E$="dddddddddddddddddddd": LET LL=
8: LET SPEED=15: POKE 32524,SPEED
2000 RETURN
5500 IF l<0 THEN LET l=0: GO SUB 5501: GO TO 6000
5501 LET y=21: LET x=15: FOR a=0 TO 31: LET c$(a+1)=SCR
EEN$(0,a): NEXT a: BRIGHT 1: PAPER 0: BORDER 0: CLS :
PRINT PAPER 4;c$: FOR a=3 TO 29 STEP 5: PRINT OVER 1;
PAPER 6;AT 0,a;" ": NEXT a
5502 PRINT AT 1,0; PAPER 4;"
"
5503 PRINT PAPER 5; INK 7;" rrrrr rrrrrr rr
rrrr "
5505 PRINT PAPER 5; INK 3;" opppq opppq oppp
q "
5510 PRINT PAPER 5; INK 7;"rrrrr rrr rrrrr
rrrrr"
5515 PRINT PAPER 5; INK 2;" oppq oppq opppq o
ppq "
5516 PRINT PAPER 5; INK 7;"rrr rrrrr rrr
rrrr"
5520 PRINT PAPER 5; INK 0;" ltm ltm lttm l
m "
5525 PRINT PAPER 5; INK 7;" rrrrr rrrr r
rrrr "
5530 PRINT PAPER 5; INK 2;" n ef n ef n
ef "
5535 PRINT PAPER 5; INK 7;" rrrrr rrr rrrrrr
rr"
5540 PRINT PAPER 4; INK 1;TAB 0;e$(1 TO LL);TAB 30;"bc
"
5545 PRINT PAPER 4; INK 0;"kkkkkkkkkkkkkkkkkkkkkkkkkkkk
kkkkk"
5550 PRINT PAPER 0; INK 3;" \jji ^_ \jji ^_
^_ "
5555 PRINT PAPER 0; INK 7;" ss ss ss ss ss ss ss
ss "
5560 PRINT PAPER 0; INK 4;"^_ \jji ^_ \ji
^_ "
5562 PRINT PAPER 0; INK 7;" sss sss sss sss ss
s s"
5565 PRINT PAPER 0; INK 6;"gh #a gh #a
#a "
5570 PRINT PAPER 0; INK 7;" ss ss ss ss ss ss ss
ss "

```

```

5575 PRINT PAPER 0; INK 5;" #a      [\]]\      #a
[\]]\      "
5576 PRINT PAPER 0;"
5577 PRINT PAPER 0; INK 7;"
"
5580 PRINT #0;"SCORE ";sc;" ";TAB 13;"HI SCORE ";hsc;"
";TAB 28;b$(1 TO 1)
5590 RETURN
6010 PRINT PAPER 7; INK 0; FLASH 1;AT 10,0;"SORRY YOU
HAVE RUN OUT OF LIVES "
6045 FOR B=0 TO 6: RESTORE 6045: FOR A=0 TO 5: READ D,N
: BEEP D,N: NEXT A: DATA .1,0,.1,4,.1,7,.1,12,.1,7,.1,4
: NEXT B: GO SUB 7000: GO SUB 6130: GO SUB 5500: GO TO
Z
6100 FOR a=0 TO 200: NEXT a: PRINT PAPER 6; FLASH 1;AT
10,0;"THANK YOU FOR HELPING FRED FLEA      AND HIS FA
MILY HOME.      ": GO TO 6045
6125 GO TO 6110
6130 LET l=4: LET sc=0: LET x1=3: LET SPEED=15: POKE 32
524,SPEED: LET LL=8: CLS : RETURN
6500 INK 1: BRIGHT 0: BORDER 6: PAPER 6: CLS : PRINT F
LASH 1;AT 0,5;"FOLLOW THE INSTRUCTIONS"
6505 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A UP": PAUSE 0: LET U$=INKEY$: PRINT AT 5,12;"UP = ";U$
: IF U$=CHR$ 13 THEN GO TO 6500
6507 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A DOWN": PAUSE 0: LET D$=INKEY$: PRINT AT 6,12;"DOWN =
";D$: IF D$=CHR$ 13 THEN GO TO 6500
6510 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A LEFT": PAUSE 0: LET L$=INKEY$: PRINT AT 7,12;"LEFT =
";L$: IF L$=CHR$ 13 THEN GO TO 6500
6512 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A RIGHT": PAUSE 0: LET R$=INKEY$: PRINT AT 8,12;"RIGHT
=";R$: IF R$=CHR$ 13 THEN GO TO 6500
6513 PRINT FLASH 1;AT 0,0;" THE KEYS YOU HAVE CHOSEN
ARE SHOWN BELOW,IF AT ANY TIME YOU WISH TO CHANGE THE
M PRESS ENTER "
6514 PRINT BRIGHT 1; INVERSE 1;AT 15,11;"PRESS A KEY"
6515 PAUSE 0
6516 IF INKEY$=CHR$ 13 THEN GO TO 6500
6545 GO SUB 6130: RETURN
6600 LET N=0: BRIGHT 0: BORDER 4: PAPER 4: INK 1: CLS :
PRINT FLASH 1;AT 0,11;"FLEA FUN"
6601 PRINT : PRINT TAB 9;"BY J.REDHEAD"
6603 PRINT : PRINT : PRINT "CAN YOU GUIDE FRED FLEA AND
HIS FAMILY ACROSS THE BUSY ROAD AND RIVER AVOIDING ALL
THE OBSTICLESBUT JUMPING 'ONTO' THE LOGS ? HURRY TI
ME TAKEN AFFECTS YOUR SCORE      ...GOOD LOOK!"
6606 PRINT : PRINT TAB 11;"Q = UP";TAB 11;"Z = DOWN";TA
B 11;"I = LEFT";TAB 11;"P = RIGHT"
6608 PRINT : PRINT : PRINT TAB 2;"PRESS 'P' TO PLAY OR
'Q' TO      SELECT NEW CONTROL KEYS "
6609 LET T=.09: RESTORE 6616
6610 READ D,P: IF D=500 THEN GO TO 6609
6611 IF INKEY$="P" THEN CLS : GO SUB 5500: GO TO Z
6612 IF INKEY$="Q" THEN CLS : GO SUB 6500: GO SUB 5500
: GO TO Z

```



```

6615 BEEP T*D,P: GO TO 6610
6616 DATA 1,11,6,2,1,4,5,7,1,4,1,6,1,9,1,4,3,6,.5,9,6,1
4,1,11,6,2,1,4,5,7,1,4,1,6,1,9,1,4,3,6,.5,9,6,14
6617 DATA 1,16,6,14,1,16,6,12,1,16,6,11,1,12,6,9,1,11,3
,9,.5,11,1,9,1,7,1,4,1,9,1,11,1,9,1,7,1,3,1,11,6,9,6,7
6618 DATA 500,0
7000 BRIGHT 0: BORDER 5: PAPER 5: CLS : PRINT AT 5,5;"j
jjjj j      jjjjj jjj"
7010 PRINT TAB 5;"j      j      j      j      j"
7020 PRINT TAB 5;"jjj    j      jjj    jjjjj"
7030 PRINT TAB 5;"j      j      j      j      j"
7040 PRINT TAB 5;"j      jjjjj  jjjjj  j      j"
7050 PRINT : PRINT TAB 8;"jjjjj j      j      j"
7060 PRINT TAB 8;"j      j      j      jj      j"
7070 PRINT TAB 8;"jjj    j      j      j      j"
7080 PRINT TAB 8;"j      j      j      j      jj"
7090 PRINT TAB 8;"j      jjj    j      j"
7091 PRINT #0;TAB 11;"PRESS A KEY"
7100 FOR a=0 TO 7: POKE 32551,a: RANDOMIZE USR 32543
7110 IF INKEY$<>"" THEN RETURN
7120 NEXT a: GO TO 7100
8000 STOP
9000 BRIGHT 0: PAPER 7: INK 0: BORDER 7: CLS : POKE 236
06,0: POKE 23607,60: STOP
9999 POKE 23606,122: POKE 23607,122
    
```

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Look Sharp Commodore 64 £7.95

Widgit from Mirrorsoft, Holborn Circus, London

This educational package consists of two separate series of games, using the same ideas differently, so as to appeal to a very wide age range.

On side one is "Old Macdonald's Farm" which starts with the menu, asking for your choice of three games... memory, snap or odd one out. This is nicely illustrated using a hill-billy farmer and nursery animals whilst a tolerable rendition of Old Macdonald's Farm is played. The games are the standard card types but are well thought out.

If there is a fault, and it is a minor one, it is that on a black and white TV some animals are difficult to see clearly. (One day

programmers will realise not all of us have colour sets and will include a black/white mode.)

This doesn't detract from the overall appeal for the younger child.

The other side holds SORT (Space Observer Recruitment Test), with the same format as side one but using space shapes. This is much more difficult. It's aim is to test your ability to be a space pilot. You can practise before taking the final test. This proved to be quite difficult.

Overall both sides of this tape give good value. **M.W.**

| | |
|-----------------|-----|
| instructions | 80% |
| ease of use | 80% |
| display | 85% |
| value for money | 85% |



My First Adventure CBM 64 £5.95

Jolly Rogers, 19 Castleton Ave, Bexleyheath, Kent DA7 6QT

As the name suggests this is a children's adventure. The object is simply to move around and discover what you can. There is no mission to complete like most adventures.

As you move around you come across various characters from nursery rhymes and the places in which they live. Certain locations have pictures. These are not too special but do make a break from the textual descriptions.

One thing that worries me is that it is based around a subject that only very young children find interesting. The problem arises when you sit little five-year-old Jimmy in front of a

VDU and realise that he cannot read, write, type or spell. Surely a beginner's adventure should be aimed at children of at least eight-years-old and be based round childrens adventure stories.

The instructions supplied give a brief description of what adventure games are all about and the basic principles involved.

Loading caused no problems, but in case it does the game has been recorded on both sides of the cassette tape. **K.I.**

| | |
|-----------------|-----|
| instructions | 40% |
| playability | 50% |
| graphics | 40% |
| value for money | 45% |



Dragon Logo Dragon 32 £39.50

Dragon Data, Kenfig Industrial Estate, Margam, Port Talbot SA13 2PE

Logo has to be one of the most talked about and least used computer languages. Yet here's another version. Meant to teach even very young people computer programming and maths, the language is very well structured and simple to understand.

This version is no different but only includes the turtle graphics from the original, (yes, there are other things in 'true' LOGO). Loading is simplicity itself. Just plug in and it doesn't affect BASIC at all. The only difficulty I found was the different modes you find yourself in; Break mode is the initial one used for loading and saving, Edit mode for creating, viewing or editing programs, Run mode to enter commands and Doodle Mode for watching a procedure during development.

I think this is unnecessarily complicated for children and could have been simplified enormously. The language works well however and really does produce good graphics on screen. The manual is very good and has many program examples to get you going.

Whilst this is an extensive and robust implementation I do think that the price is a real drawback. **D.C.**

| | |
|-----------------|-----|
| instructions | 95% |
| ease of use | 50% |
| graphics | 70% |
| value for money | 65% |



Education without pain

Learn without tears — this selection of new games teaches without resorting to rote. Adventures and arcade games are fun, especially when they have teaching value

Adventure Playground 48K Spectrum £7.95

Widgit, 48 Durham Rd, London N2 9DT

Widgit's philosophy has been "education by stealth"; rarely do you find up-front counting and spelling. Adventure Playground is no exception. It's a series of games which combine the skills found in the best arcade games (like reacting to a visual prompt) with the planning, patience and short-term recall required for adventures, and a liberal re-inforcement of sets based on colour, shape and sequencing.

Utilising stunning story-book graphics, The Crooked Adventure; based on the Crooked Man rhyme, requires your child to navigate the man through the

story of the rhyme. The child has to solve a puzzle to make a move, and the puzzles just happen to be educational! Clever input routines mean that the whole thing can be "driven" by pressing any key, so it's good for younger users. Sound is good too, though severe loading problems were experienced.

Side two features a simplified graphic adventure which has most of the features of the real thing, like genuine frustration at not having what you need to proceed. The Queen of Hearts is beautifully realised.

Together with its colour manual and careful structure, Adventure Playground is streets ahead in terms of value. **D.M.**

| | |
|-----------------|------|
| instructions | 100% |
| ease of use | 100% |
| display | 100% |
| value for money | 100% |



Castle of Dreams 48K Spectrum £7.95

Widgit, 48 Durham Rd, London N2 9DT

Castle of Dreams is a simplified adventure for children aged 11+. It follows Widgit's usual recipe of excellent graphics and carefully designed input structures in order to be especially suitable for children. Large screen lettering and simplified commands are featured. Thus a single keypress is all that is required to take, swap or leave objects.

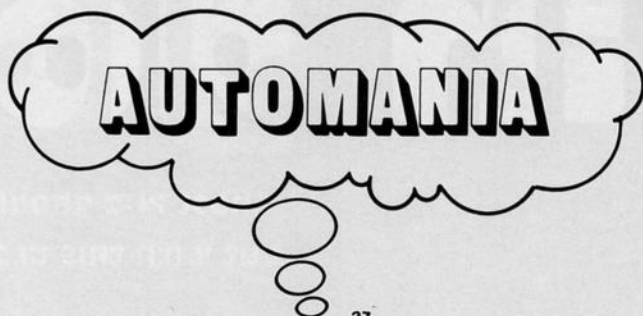
The user has to find and burn the casket of evil spells devised by the magician Klingsor. An attractive and detailed colour manual gives a map, and some help, as does Kungry, a character in the story. As in any adventure, objects must be collected, but here, you have to complete certain puzzles in order to get them. Each is an inset arcade game. Two are mazes, one features quick use of tables, and another, the Enchanted Pool, the sort of thinking necessary to solve Rubik's cube but not so hard! The graphics here are really outstanding.

As a result of using the large sized, machine code driven character set, printing to screen is noticeably slow, as is the speed at which the Spectrum is noticeably slow, as is the speed at which the Spectrum accepts your input. It's very easy to beat it. And I'm not convinced that the intended user will settle for a simplified adventure in place of the real thing. **D.M.**

| | |
|-----------------|------|
| instructions | 100% |
| playability | 95% |
| graphics | 90% |
| value for money | 90% |

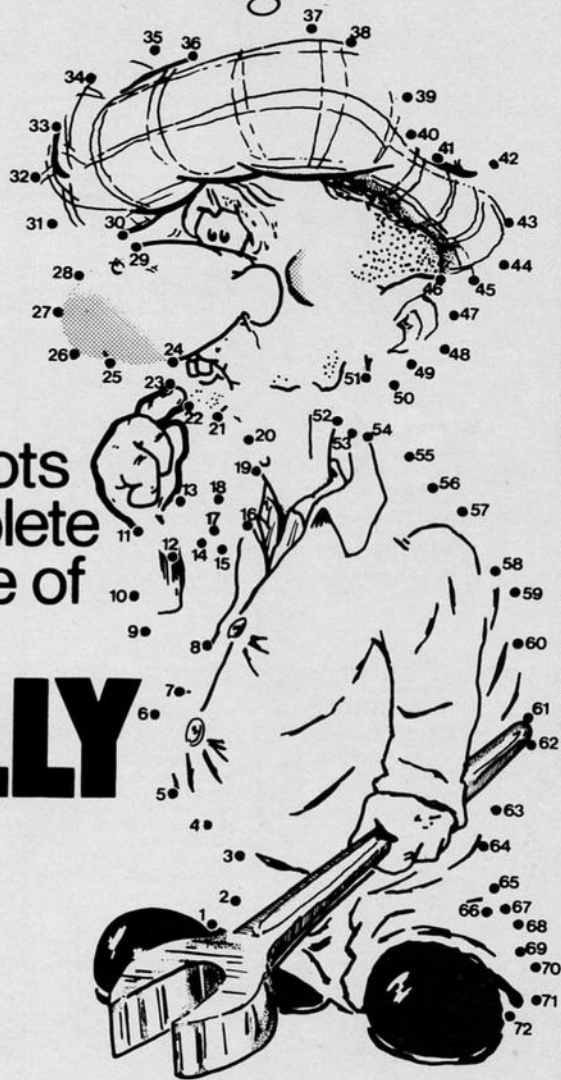


Watch out for Wally in a dream of a Program, Pyjamarama.



Join the dots
and complete
the picture of
a right....

WALLY



CRASH MICRO COMMENTS

Keyboard play: very responsive
Use of colour: very good
Graphics: superb, with excellent animation
Sound: great tune (continuous) with well used sound effects - sound may be switched off
Skill levels: 1
Lives: 3

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SOLID GOLD

(Home Computing Weekly)

| | |
|-----------------|------|
| instructions | 100% |
| playability | 100% |
| graphics | 100% |
| value for money | 100% |



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In good

Ghost and ghouls are not the usual
but with this program from Simon
a spectre

Normally, the reaction of seeing a ghoul is to run away from it at the greatest possible speed. However, with this game the idea is to rescue ghouls.

The game screen consists of a row of eight ghosts at the top, and a row of eight ghouls at the bottom. You play the part of a spectre, and your job is to rescue the ghouls by touching the ghosts and bringing them down the screen to meet a

ghoul.

At the same time, four rows of shadows are constantly trying to stop you. Each time the player hits a shadow, some skulls will appear — these are deadly and must be avoided at all costs.

The more ghouls you rescue in the smallest amount of time, the better your score will be.

All you have to do then is beat the clock, and keep your head.

```

10 REM GHOSTS and GHOULS by S.OVERY
30 GDSUB 9000
40 GDSUB 8000:GDSUB 7000:GDSUB 6000
50 GDSUB 5000:GDSUB 4000:GOTO 40
4000 REM - GAME OVER -
4001 CLS:PAPER1:INK0
4002 IFHI(1,1)>NAOR(HI(1,1)=NAANDHI(1,2)<TIME)THEN4008
4003 PRINTCHR$(4);CHR$(10);SPC(1);CHR$(27);"JCONGRATULATIONS..."
4004 FOR I=1 TO 10:MUSIC2,T1(1,1)+1,3,7:MUSIC3,T1(1,1)-1,5,7
4005 MUSIC1,T1(1,1),T1(1,2),10:PLAY7,0,0,0:WAIT1(1,3)
4006 IFI=5:THENPRINTCHR$(27);"Jand JUBILATIONS!"
4007 NLX1 I:PING:PRINT CHR$(4)
4008 IFNA<HI(5,1)OR(NA=HI(5,1)ANDTIME>HI(5,2))THEN4150
4009 PLOT 2,5,"Type your initials (4 chrs) ..."
4010 FOR I=1 TO 4
4011 GET A$:A=ASC(A$)
4012 IF A<32 OR A>89 THEN 4011
4013 NMS=NMS+A$:PLOT34+I,5,A$:NEXTI
4014 HI(6,1)=NA:HI(6,2)=TIME:HI$(6)=NMS
4015 FOR I=1 TO 6:FOR J=2 TO 6
4020 IFHI(J,1)>HI(J-1,1)THENGDSUB4200
4030 IFHI(J,1)=HI(J-1,1)ANDHI(J,2)<HI(J-1,2)THENGDSUB4200
4040 NEXT J,1
4150 FOR I=1 TO 5
4170 PLOT 10,10,CHR$(12)+"H I G H S C O R E S"
4171 PLOT 2,10+(I*2),RND(1)*4+2
4172 PLOT3,10+(I*2),STR$(1)+"":"+STR$(HI(1,1))+" GHOSTS in "+STR$(HI(1,2))
4173 PLOT 24,10+(I*2)," seconds ("HI$(1)+")"
4180 NEXT I
4185 K$=KEY$
4190 PLOT 2,24,"Press any key...":GETK$
4195 RETURN
4200 REM - SORT ROUTINE -
4210 D1=HI(J,1):D2=HI(J,2):D$=HI$(J)
4220 HI(J,1)=HI(J-1,1):HI(J,2)=HI(J-1,2):HI$(J)=HI$(J-1)
4230 HI(J-1,1)=D1:HI(J-1,2)=D2:HI$(J-1)=D$
4240 RETURN

```

Spirits

things you would try and rescue,
 every you have the chance to make
 of yourself

Variables

H1 (I,J) previous performances
NA number of ghouls saved
TIME in seconds
XS/YS position of spectre
DX/DY direction of spectre
SHS(I) formation of shadows
SD (I) direction of shadows
T1 (I,J)/T2(I,J) arrays holding tunes

How it works

4000 end routine
4200 sort high scores
5000 main game loop
5200 move shadows
5400 test for collision
5600 move spectre
5800 tune
6000 display screen
7000 set variables
8000 instructions
9000 user defined graphics/
 initialisation

```

5000 REM ---- GAME IN ACTION ----
5010 DOKE 630,50000
5020 REPEAT
5030 K#=#KEY#:IF K#<>" THEN GOSUB5600
5040 SH=INT(RND(1)*20)
5050 IF SH>12 THEN GOSUB 5200
5060 PLOT XS,YS,16:XS=XS+DX:YS=YS+DY
5070 IF SCRNI(XS,YS)<>16THEN GOSUB5400
5075 IF XS=20R XS=38THENXS=XS-DX:DX=-DX
5076 IFYS=0DRYS=25THENYS=YS-DY:DY=-DY
5080 PLOT XS,YS,93
5090 UNTIL NA=9 OR CP=1
5100 TIME=INT((50000-DEEK(630))/100)
5102 PLAY1,0,0,0
5105 FDR1=200T0400: SOUND1,1,12:NEXT I
5110 MUSIC1,0,1,0:PLAY1,0,1,1:RETURN
5200 REM - MOVE ROW OF SHADOWS -
5210 WS=INT(SH/2)-5
5220 IFSD(WS)=1THENS#(WS)=CHR$(16)+LEFT$(SH$(WS),37):
GOTO5250
5230 SH$(WS)=RIGHT$(SH$(WS),37)+CHR$(16)
5240 IFLEFT$(SH$(WS),1)<>CHR$(16) THENSD(WS)=1:GOTO5260
5250 IFRIGHT$(SH$(WS),1)<>CHR$(16) THENSD(WS)=-1
5260 PLOT 2,WS*5,SH$(WS)
5270 RETURN
5400 REM - TEST COLLISION -
5410 SS=SCRN(XS,YS)
5420 IF SS<>125 THEN 5480
5430 PLAY7,0,0,0:SOUND1,100,10:SOUND2,500,10:SOUND3,10
00,10
5435 FOR I=1 TO RND(1)*NA+4
5440 X=INT(RND(1)*37)+2:Y=INT(RND(1)*20)+3
5445 IFY=5DRY=10DRY=15DRY=20THENS440
5470 PLOT X,Y,90:NEXT I
5475 YB=YS-DY:YD=YS-DY:XS=XS-DX:DX=-DX
5476 PLAY0,0,0,0:RETURN
5480 IF SS<>125 THEN 5510
5490 IF NH<>1 THEN RETURN
5500 NH=0:NA=NA+1:PLOT XS-2,YS," [\ ":PLOT XS,YS+1,"
"
5505 T=DEEK(630):GOSUBTUNE:DOKE630,T:RETURN
5510 IF SS<>91 AND SS<>92 THEN 5550
  
```

ORIC/ATMOS PROGRAM

```

5520 IF NH<0 OR YS>20 THEN RETURN
5530 NH=1:PLOT XS=2,Y5,"
5540 SOUND1,50,0:PLAY0,1,0,500:RETURN
5550 IF SS<90 THEN RETURN
5560 CF=1:RETURN
5600 REM - MOVE SPECTRE -
5605 K=ASC(K$)
5620 IF K=8 THEN DX=-1:DY=0:RETURN
5630 IF K=9 THEN DX=1:DY=0:RETURN
5640 IF K=10 THEN DX=0:DY=1:RETURN
5650 IF K=11 THEN DX=0:DY=-1:RETURN
5660 RETURN
5800 REM - THE 'GHOST IS SAVED TUNE-
5810 I=RND(1)*4+3:PLAY7,0,0,0
5820 FOR J=1 TO 5
5840 MUSIC1,I,T2(J,1),10:MUSIC2,I-1,T2(J,1),10:MUSIC3,
I-2,T2(J,1),10
5850 WAITT2(J,2):NEXTJ
5860 SOUND 1,1,0:PLAY 1,0,1,1:RETURN
6000 REM ---- DISPLAY SCREEN ----
6010 CLS:LORES 0:INK 2
6020 FOR I=5TO20STEP5:PLOT1,I,1:NEXTI
6025 PLOT 1,0,4:PLOT1,25,4:PLOT1,26,3
6030 FORI=5TO55STEP4:PLOT1,0," \":PLOT1-1,25,"-x-":
PLOT 1,26,"^":NEXTI
6040 FOR I=1 TO 4
6045 SH$(I)="" :C=0
6050 SP=RND(1)*3:C=C+SP
6060 FORJ=1TOSP:SH$(I)=SH$(I)+CHR$(16):NEXTJ
6070 SL=RND(1)*6:IF C=SL>36 THEN 6100
6075 C=C+SL
6080 FORJ=1TOSL:SH$(I)=SH$(I)+"":NEXTJ
6090 GOTO 6050
6100 FORJ=1TOSP-C:SH$(I)=SH$(I)+CHR$(16):NEXTJ
6110 NEXT I
6120 FOR I=5 TO 20 STEP 5:PLOT 2,I,SH$(I/5):NEXT I
6130 RETURN
7000 REM ---- SET VARIABLES ----
7010 XS=18:YS=13:NA=0:NH=0:DX=0:DY=0:NM$="" :CP=0
7020 FORI=1TO4:SD(I)=SGN(RND(1)-0.5):NEXTI
7030 RETURN
8000 REM ---- TITLE/INSTRUCTIONS ----
8010 TEXT:CLS:PAPER5:INK0
8020 PRINTCHR$(130):CHR$(148):"GHOSTS and GHOULS by
SIMON QUERY":SPC(40)
8030 PRINT"You are a SPECTRE":CHR$(130):CHR$(140):"J";
8040 PRINTCHR$(128):CHR$(136):"and must rescue"
8050 PRINT"the GHOULS":CHR$(131):CHR$(140):"":CHR$(
128):CHR$(136):
8055 PRINT"at the bottom of the":CHR$(16):"screen by"
8060 PRINT"touching the GHOSTS":CHR$(132):CHR$(140):"I"
\ :CHR$(136):"
8070 PRINT"You take each ghost down to a target"
8080 PRINT"x",avoiding the SHADOWS":CHR$(140):
8090 PRINT")":CHR$(136):"as you go."
8100 PRINT"Jump into a shadow, and some SKULLS":CHR$(1
30):CHR$(140):"Z"
8110 PRINT"will appear - you must avoid these."
8120 PRINT SPC(44):"The more GHOULS you rescue and"
8130 PRINT "the faster your time, the better your"
8140 PRINT "score will be.":CHR$(10)
8150 PRINT "ARROW KEYS to move...any key to start."
8500 GET A$:RETURN
9000 REM ---- INITIALISATION ----
9010 REM - Cursor/Click/CAPS off -
9020 POKE #26A,10:POKE 48035,0
9030 REM - User Defined Graphics -
9040 FOR I=46800 TO 46840 STEP 8
9050 FOR J=0 TO 7:READ K:POKE I+J,K
9070 NEXT J,I
9080 FOR I=47064 TO 47080 STEP 8
9090 FOR J=0 TO 7:READ K:POKE I+J,K
9110 NEXT J,I
9120 DATA 30,63,45,63,18,12,18,12
9125 DATA 31,57,57,31,7,1,1,7,62,39,39,62,56,32,48,32
9133 DATA 30,30,53,53,63,59,30,12
9135 DATA 16,25,15,7,3,1,0,0,36,36,63,45,51,63,30,0,34
,54,60,56,48,32,0,0
9140 DATA 36,36,63,63,51,45,30,0
9150 DATA 0,12,30,18,63,30,30,18
9160 FOR I=1 TO 10:FOR J=1 TO 3
9170 READ K:T1(I,J)=K
9180 NEXT J,I
9190 DATA 3,8,50,3,10,50,3,12,50,4,1,80,3,8,100
9200 DATA 4,1,40,3,12,40,4,1,40,4,3,60,3,10,70
9210 FOR I=1 TO 5:FOR J=1 TO 2
9220 READ K:T2(I,J)=K
9230 NEXT J,I
9240 DATA 2,15,4,15,6,15,4,7,2,25
9250 TUNE=5800
9260 FOR I=1 TO 5:H1$(I)="" :NEXTI
9270 RETURN
    
```

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Stranded on a hostile planet, you must collect metal alloys to bribe the pilot who's going to get you out of here.

By Craig Ford

In this game for the VIC-20 with 16K expansion you take on the role of Andrew, stranded on the planet Orion since the end of the war against Earth. Orion suffered heavy casualties in the combat, and many Earthlings were expelled from the planet.

However, Andrew was unable to board the starfleet in time to return to Earth and has been abandoned on this hostile planet ever since.

Eventually, Orion made a deal with Earth's council to ferry out all injured parties. A spaceship was due to leave, carrying wounded prisoners back to planet Earth — but no additional passengers were permitted.

Andrew convened a meeting with the General Council but was unable to persuade them to take him on board. His only solution was to bribe the pilot — by now he was getting

desperate. Orion's currency is metal alloys, and Andrew held a trump card — he knew where he could get hold of some. Your task is to gather together all the metal bars you can find so that you can escape.

But of course it's not that simple. Level 1 is guarded by the warlords of Orion, and level 2 is only accessible by lifts. Once you have picked up all the

Listing 2

How it works

1-120 start up page
125-370 draw first screen
410-460 check if warlord got you
490-540 move warlord
550-700 move your man
710-800 falling off ladder routine
810-820 sound for got metal
830-840 sound for jump
880-960 move warlord 1
970-980 warlord got you
990-1440 move warlords 2-6
1450-1540 move spaceship away
1565-1716 print out screen 2
1800-1840 move lift
1850-1852 sound for got metal
1860-1866 jump sound
1870-1875 fallen off and died
1900-1950 on lift?
2000-2090 check for keys, if dead
2100-2170 move spaceship off
2175-2310 collect total time taken and report, update high score

Listing 1

How it works

70-180 title page
190-360 define characters
450-500 routine for flashing message at foot of screen
510-1090 instructions
1100 chain next part

Variables

HS lowest time game completed
NS lowest time scorer's name
MA top left hand corner of screen memory
PO position of your man, facing left/right/forward
CO top left hand corner of colour memory
X position of man across screen
Y position of man down screen
LE level of mine, screen 1
M1,M2,M3,M4,M5,M6 monsters
T1 first time taken
JM is man jumping? 1 = yes
AS input from keyboard
GC count for number of pieces of metal you have
L1 position of lift 1
L2 position of lift 2
KK,AA variables used to show you falling down
T2 second time taken
W total time taken in seconds

bars from screen 1, return to the ship. You will be taken to the next level where you must do the same.

Type in listing 1 followed by listing 2 and save them. Now rewind your tape and type in the POKE command. This chain loads and resets the memory.

You have the facility to pause on both screens. However this won't stop the clock.

Controls used are A up, Z down, O left, P right and space to jump.



Escape from Orion

PROGRAM

Listing 1

```
10 REM** E.F. ORION **
20 REM** PART ONE **
30 REM** THE CHAIR **
40 REM** BY C.T. FORD **
50 REM*****
60 IFEEK(640/3) AND PEEK(642/3) THEN POKE648,30:POKE642,32:SYS64824
70 POKE6879,110:POKE36897,160:POKE626,120:POKE36878,15
79 REM CLR[10] [I] [R] [O] [N] [I] [R] [O] [F]
80 PRINT "GO"
90 PRINT "GO"
99 REM [O] [R] [O] [N] [I] [R] [O] [F]
100 PRINT "GO"
109 REM [O] [R] [O] [N] [I] [R] [O] [F]
110 PRINT "GO"
119 REM [O] [R] [O] [N] [I] [R] [O] [F]
120 PRINT "GO"
129 REM [O] [R] [O] [N] [I] [R] [O] [F]
130 PRINT "GO" (C) 1984 C.T. FORD
139 REM [O] [R] [O] [N] [I] [R] [O] [F]
140 PRINT "GO"
149 REM [O] [R] [O] [N] [I] [R] [O] [F]
150 PRINT "GO"
159 REM [O] [R] [O] [N] [I] [R] [O] [F]
160 PRINT "GO"
169 REM [O] [R] [O] [N] [I] [R] [O] [F]
170 PRINT "GO"
180 FOR I=100 TO 300 STEP 2:POKE36897,0:FOR I=1050 TO NEXT:0
190 REM DATA FOR CHAIRS
200 REM
210 DATA 56,56,16,30,16,40,68,130
220 DATA 20,20,120,8,20,34,45
230 DATA 56,56,84,124,16,40,68,68
240 DATA 126,126,165,129,126,24,126,165
250 DATA 3,4,4,31,32,63,32
260 DATA 156,32,16,248,4,4,252,4
270 DATA 165,36,36,60,36,36,36,102
280 DATA 126,129,165,129,126,36,66,129
290 DATA 255,129,255,129,255,129,255,129
300 DATA 0,0,66,189,66,0,0,0
310 DATA 255,255,255,255,255,255,255,255
320 DATA -1
330 I=0
340 REM** IFR=1 THEN 360
350 POKE7168+I,R:IF I=1 GOTO340
360 IF I=255 TO 0:POKE7168+I,0:NEXT I
370 FOR I=1 TO 10:FOR I=100 TO 300 STEP 2
380 POKE36879,42
390 POKE36875,6
400 FOR I=1 TO 10: NEXT I
410 POKE36876,0
420 POKE36879,110
430 FOR I=1 TO 100: NEXT I
440 REM** [O] [R] [O] [N] [I] [R] [O] [F]
450 PRINT "*****"
460 FOR I=1 TO 100
470 IFEEK(197/3) < 64 THEN RETURN
480 NEXT I
490 PRINT "*****"
500 FOR I=1 TO 100: NEXT I
510 POKE36879,25:PRINT CHR$(14)
520 PRINT "YOU PLAY ANDREW AND MARS ONCE PART OF A MOVIE TO THE PLANET"
530 PRINT "BUT THINGS DID NOT WORK OUT AND HIS BROKE OUT YOU HERE"
540 PRINT "STUCK ON THE PLANET"
550 GOSUB450
560 PRINT "WHEN THE WAR FINALLY FINISHED (EARTH NON) ANDREW FOUND HE WAS"
570 PRINT "STUCK WITH NO WAY OFF AND THE COUNCIL ON WOULD NOT HELP"
580 PRINT "MIND"
590 GOSUB450
600 PRINT "HE HEN THAT IF HE WANTS TO ESCAPE HE WOULD HAVE TO DO IT BY HIM"
610 PRINT "SELF, A SHIP WITH THOSE MINORED IN THE WAR AND LEAVING TO DO IT"
620 PRINT "HE HEN HE WAS HIS ONLY"
630 PRINT "HOP, LIVING HAD TO BE PERFECT"
640 GOSUB450
650 PRINT "HE ONLY PROBLEM WAS WHAT HE WOULD NEED TO REPAIR THE PILOT"
660 PRINT "METAL AND SO HE NEEDED SOME CREDIT, HE CURRENCY ON F-17"
670 PRINT "METAL ALLOYS AND ANDREW HEN WHERE THERE WAS SOME"
680 GOSUB450
690 PRINT "BUT THESE WERE A SMALL PROBLEM, IT WOULD NEED A LOT OF METAL AND THE"
700 PRINT "ONLY PLACES HE COULD GET SOME WERE THE MINES, PART OF WHICH"
710 PRINT "WAS GUARDED BY THE MINEY GET YOU YOU WILL BE"
720 GOSUB450
730 PRINT "THE WARDLORD WILL GUARD EACH LEVEL AND IF YOU ARE NOT ON HIS LEVEL"
740 PRINT "THE WARDLORD WILL FALL BACK TO SLEEP AS IT IS YOUR FOOTSTEPS WHICH"
750 PRINT "WAKE HIM AWAKE"
760 PRINT "YOU MUST MOVE AROUND, AVOIDING THE WARDLORDS AND JUMPING TO REACH"
770 PRINT "THE METAL HANGING FROM THE CEILING, SINCE YOU HAVE COLLECTED THEM"
780 PRINT "THE PILOT WILL ALLOW YOU ON FOR A PART OF THE JOURNEY"
790 GOSUB450
800 PRINT "YOU MUST THEN RETURN TO THE SHIP AND YOU WILL BE TAKEN TO THE"
810 PRINT "OTHER MINES WHICH ARE ONLY ACCESSIBLE BY LIFTS WHICH ARE ALWAYS"
820 PRINT "MOVING, UP OR DOWN COLLECTING THE METAL FROM EACH LAYER"
830 GOSUB450
840 PRINT "SINCE YOU HAVE GOT THEM ALL YOU WILL BE ALLOWED TO ENTER THE SHIP"
850 PRINT "AND TAKE YOU HOME"
860 PRINT "DON'T BE TOO LONG IF YOU HOLD UP THE WEIGHT THE PILOT MAY"
870 GOSUB450
880 PRINT "DECIDE TO DROP YOU OFF WHILE YOU ARE IN MID-AIR"
890 GOSUB450
900 REM CLR[10] [O] [R] [O] [N] [I] [R] [O] [F]
910 PRINT "*****"
920 PRINT "*****"
930 PRINT "*****"
940 PRINT "*****"
950 PRINT "*****"
960 PRINT "*****"
970 PRINT "*****"
980 GOSUB450
990 PRINT "CHR$(142):POKE36869,255:POKE36879,110
1000 PRINT "*****"
1010 PRINT "MARS AND ANDREW (YOU)"
1020 PRINT "BE YOUR ONLY MEANS OF ESCAPE"
1030 PRINT "MARS"
1040 PRINT "MARS"
1050 PRINT "I AM THE METAL YOU NEED TO ESCAPE"
1060 PRINT "MARS"
1070 POKE196,0:PRINT "MARS"
1080 POKE36879,255:POKE36869,240
1090 PRINT "PLEASE WAIT"
1100 POKE196,1:POKE631,131
```

Listing 2

```
1 REM** E.F. ORION **
2 REM** PART TWO **
3 REM** MAIN GAME **
4 REM** THE VIC-20 COMPUTER **
10 POKE36878,15
20 POKE36879,27:POKE36869,240:POKE196,0
30 PRINT "MARS"
40 PRINT "MARS"
50 PRINT "MARS"
60 IFEEK(36878/3) THEN PRINT "*****"
70 GETEE IFEEL=CHR$(13) THEN 30
80 IFEEL="Y" THEN POKE36878,15
90 IFEEL="N" THEN POKE36878,0
100 IFEEK(36878/3) THEN PRINT "*****"
110 IFEEK(36878/3) THEN PRINT "*****"
120 GOTO70
130 REM** SHEET ONE **
130 POKE36869,255:POKE36879,110
140 PRINT "MARS"
150 PRINT "MARS"
160 PRINT "MARS"
170 PRINT "MARS"
180 PRINT "MARS"
190 PRINT "MARS"
200 PRINT "MARS"
210 PRINT "MARS"
220 PRINT "MARS"
230 PRINT "MARS"
240 PRINT "MARS"
250 PRINT "MARS"
260 PRINT "MARS"
270 PRINT "MARS"
280 PRINT "MARS"
290 PRINT "MARS"
300 PRINT "MARS"
310 FOR I=240 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
320 PRINT "MARS"
330 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
340 PRINT "MARS"
350 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
360 PRINT "MARS"
370 FOR I=1490 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0:POKE36875,0
380 MARS=60:FOR I=0 TO 300:V=2:G=0:LE=1:FOR I=0 TO 300
390 MARS=MARS+I:G=I:G=I:G=I:G=I
400 T=1
410 POKE36875+V*22,0:POKE36875+V*22,5
420 IF 7724+MARS=1:POKE36875+V*22,0
430 IF 7812+MARS=1:POKE36875+V*22,0
440 IF 7900+MARS=1:POKE36875+V*22,0
450 IF 7988+MARS=1:POKE36875+V*22,0
460 IF 8076+MARS=1:POKE36875+V*22,0
470 IF 8164+MARS=1:POKE36875+V*22,0
480 IFEEK(CHR$(V+1)*22/3) < 64 THEN GOTO710
490 IFEEL=I THEN GOSUB800
500 IFEEL=I THEN GOSUB800
510 IFEEL=I THEN GOSUB800
520 IFEEL=I THEN GOSUB800
530 IFEEL=I THEN GOSUB800
540 IFEEL=I THEN GOSUB800
550 GETR
560 IFC=1 AND MARS=V*22+7725 THEN I=1450
570 IFR=0 THEN POKE36875+V*22,32:V=V+1:FOR I=0 TO 300
580 IFC=1 AND LE=1 THEN 600
590 IFEEL=I THEN GOTO2
600 IFR=0 THEN GOTO2
610 IFR="P" THEN POKE36875+V*22,32:V=V+1:FOR I=0 TO 300
620 IFC=1 THEN GOTO2
630 IFR="R" THEN POKE36875+V*22,32:V=V+1:FOR I=0 TO 300
640 IFR=0 THEN GOTO2
650 IFR="L" THEN GOTO2
660 IFR="H" THEN GOTO2
670 IFR="M" THEN GOTO2
680 IFR="A" THEN GOTO2
690 IFR="S" THEN GOTO2
700 IFR="D" THEN GOTO2
710 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
720 IF MARS=1:POKE36875+V*22,32:POKE36875+V*22,2:POKE36875,240:FOR I=0 TO 300
730 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
740 POKE36879,255:POKE36869,240:POKE196,0
750 PRINT "MARS"
760 PRINT "MARS"
770 PRINT "MARS"
780 PRINT "MARS"
790 PRINT "MARS"
800 PRINT "MARS"
810 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
820 PRINT "MARS"
830 FOR I=1050 TO 300 STEP 2:POKE36875,1:FOR I=1050 TO NEXT:0
840 POKE36875,0:POKE36876,0:POKE36877,0:POKE36878,0:POKE36879,0:POKE36880,0
850 IFEEL(CHR$(V+1)*22/3) < 64 THEN GOTO710
860 IFEEL=I THEN GOTO2
870 RETURN
880 IFR=1:GOTO930
890 IFR=1:GOTO930
900 IFR=1:GOTO930
910 IFR=1:GOTO930
920 IFR=1:GOTO930
930 IFR=1:GOTO930
940 IFR=1:GOTO930
950 IFR=1:GOTO930
960 IFR=1:GOTO930
970 POKE36869,240:POKE36879,110
980 PRINT "MARS"
990 IFR=1:GOTO930
1000 IFR=1:GOTO930
1010 IFR=1:GOTO930
1020 IFR=1:GOTO930
1030 IFR=1:GOTO930
1040 IFR=1:GOTO930
1050 IFR=1:GOTO930
1060 IFR=1:GOTO930
1070 IFR=1:GOTO930
1080 IFR=1:GOTO930
1090 IFR=1:GOTO930
1100 IFR=1:GOTO930
1110 IFR=1:GOTO930
1120 IFR=1:GOTO930
1130 IFR=1:GOTO930
1140 IFR=1:GOTO930
1150 IFR=1:GOTO930
1160 IFR=1:GOTO930
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| 6 Match Point | Sinclair | Spectrum (5) |
| 7 Monty Mole | Gremiln | Spectrum (-) |
| 8 Trashman | Quicksilva | Spectrum (6) |
| 9 Daley Thompson Decathlon | Ocean | CBM 64 (7) |
| 10 Decathlon | Activision | CBM 64 (8) |

NON-ARCADE

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|---------------------|----------------|---------------|
| 1 Scrabble | Leisure Genius | CBM 64 (1) |
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| 9 Fall of Rome | Argus | CBM 64 (5) |
| 10 The Inferno | R. Shepherd | Spectrum (10) |

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SPECTRUM

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| 1 Daley Thompson Decathlon | Ocean (-) |
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| 3 Tornado Low Level | Vortex (4) |
| 4 Jet Set Willy | S. Projects (1) |
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| 7 Match Point | Psion (7) |
| 8 Sabre Wulf | Ultimate (-) |
| 9 Cavalon | Ocean (-) |
| 10 Full Throttle | Micromega (5) |

COMMODORE 64

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| 1 Scrabble | Leisure Genius (1) |
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DRAGON 32

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| 1 Up Periscope | Beyond (1) |
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| 10 Hungry Horace | Melbourne Hse (6) |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

| | |
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| 3 Charlot Race | Micro Antics (3) |
| 4 New York Blitz | Mastertronic (2) |
| 5 Snooker | Visions (5) |
| 6 Sub Hunt | Mastertronic (7) |
| 7 Undermine | Mastertronic (8) |
| 8 Mower Mania | Voyager (9) |
| 9 Crazy Kong | Interceptor (6) |
| 10 Bridgeman | Voyager (10) |

BBC

| | |
|---------------------|--------------------|
| 1 Scrabble | Leisure Genius (1) |
| 2 Star Maze | Mastertronic (2) |
| 3 Kensington | Leisure Genius (4) |
| 4 Demolitor | Visions (10) |
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ZX81

| | |
|---------------------|-----------------|
| 1 Alien Rain | CRL (1) |
| 2 Planet Raider | Novus (2) |
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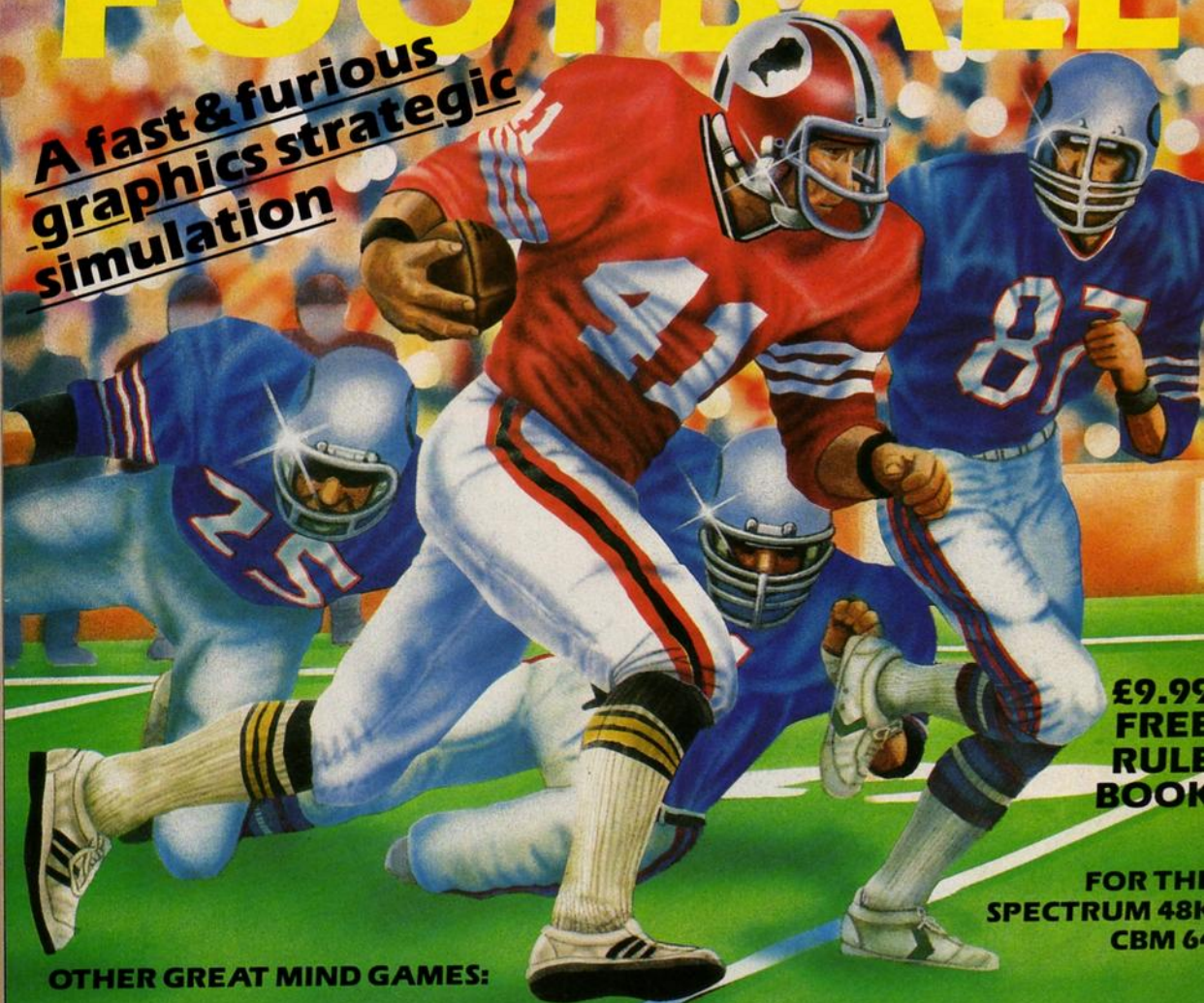
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Smash & Grab 32K BBC £7.95

Superior, Regent Hse, Skinner Lane, Leeds

What a super game! This one has had me laughing since it arrived. I've had to steal myself away from it just to get the review written.

Fancy robbing a bank? Then this is just the game for you.

The story is that you have kicked a brick through the bank's window and all the nice gold filled money bags come tumbling out all around the neighbourhood.

You then wander about catching them and adding them to your secret store, easy as stealing candy from a baby... until the local constabulary start to chase you. This is, to me, the finest feature of the game, the range of movement that the

policeman displays is truly fantastic. He will jump on you, jump up at you, hit you, stab at you and even lie down to poke you, if you're beneath him.

There is a way to stun him but not for long enough, I think. Added to this are flying police cones, which you can only kick, traffic lights, alarm bells, flying dustbin lids and you have a truly addictive game. Well done Superior. **D.C.**

| | |
|-----------------|------|
| instructions | 100% |
| playability | 100% |
| graphics | 100% |
| value for money | 100% |



Greedy Green Grabbers TI-99/4A £5

Stainless, 10 Alstone Rd, Stockport, Cheshire

I wonder about the title of this game when the only grabbers I could see were blue.

They inhabit a series of mazes. In the first you start with two grabbers. They will pursue as you travel round the maze collecting spots. If you manage to trap them in one of the dead ends, a good score will be obtained, but your ultimate task is to reach the single asterisk. This not only awards you points to the value of 50 times the screen number, but will take you onto the next screen. Subsequent screens are more difficult, however, as the number of pursuers increase.

The instructions say it is not a fast game "but it can become difficult". I found it can become impossible. As a new maze is set up your man can be superimposed on a grabber, bringing the game to an unsporting and rather abrupt end. He might also find himself in a dead end with his exit barred by a grabber. Now that's not fair is it? **J.W.**

| | |
|-----------------|-----|
| instructions | 90% |
| playability | 50% |
| graphics | 40% |
| value for money | 60% |



Advance To Mayfair 48K Spectrum £5.00

Amazing Games, 39 Maple Drive, Burgess Hill, West Sussex, RH15 8EX

Advance To Mayfair is a computer game which has similarities to the board game Monopoly.

You take on the computer, and as you move around the board you can buy property. If you land on the computer's property you must pay rent — and vice versa. If you own a complete set of properties you can build houses or hotels which increase the rent.

However, this isn't a complete implementation — you can't trade or auction property with the computer and you can't sell back houses or hotels.

Advance To Mayfair seems poorly written — the screen display is dreary, no part of the board is shown, the program is slow, when you want to buy houses or hotels you aren't reminded which sets you have. If you mortgage property you aren't told which property you have, and the names must be typed in full. Not all inputs are properly error trapped.

The computer seemed to buy up all property in sight — my usual policy although I tended to buy houses gradually.

Amazing Games have transformed an excellent board game into a very boring computer game — not recommended. **S.E.**

| | |
|-----------------|-----|
| instructions | 88% |
| playability | 30% |
| graphics | 10% |
| value for money | 30% |



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program

Walaby 32K BBC £7.95

Superior, Regent Hse, Skinner Lane, Leeds

Walaby is all about motherly love.

You have to play the anti-podean mother who is trying desperately to get to her poor baby, at the top of the screen. Making life difficult are the 'evil' monkeys who scramble about the screen killing you, if they touch you.

You can punch them, if you are close enough, or jump over them but they are full of nasty habits, they eat apples and then throw them at you. These too cause fatal injuries and have the most interesting flight patterns which are difficult to avoid.

Add to this the fruit that you can collect on the way and the bell to ring for more fruit and the

whole game is revealed.

In essence it's like Crazy Kong, but there is sufficient variation to make it interesting. Although the screens are well laid out, they lack colour and flair. In fact the whole game is likely to pale after a few days and lacks that vital extra quality to make it great. Good fun though. **D.C.**

| | |
|-----------------|-----|
| instructions | 75% |
| playability | 80% |
| graphics | 65% |
| value for money | 70% |



Data Plot 48K Spectrum £5.95

S.A.S. 31 Delmar Rd, Knutsford, Cheshire WA16 8BG

This serious application is designed to help in the recording and analysis of any data which occurs regularly over a period of time, and displays it in the form of a table or an automatically scaled and plotted graph.

Output from the program is either to the screen, or to a ZX Printer, but herein lies a snag! Sinclair have discontinued it!

There are other similar printers, but I suspect that many "grown up" Spectrums will be used to drive full size jobs, which means separate interface software, for which this program doesn't cater because it uses the COPY command.

Options to drive other interfaces would have been very useful.

In the same way, when you've entered all your data, efficiently error trapped, the only way to save it is along with the program. Even in standard form, the Spectrum allows discrete blocks of data to be SAVED, and this could have been built in.

Indeed, transfer to Microdrive, and use of this excellent piece of hardware for data storage would really improve this program.

Too critical? No! This is a clever and worthwhile piece of software which deserves further development. There should be more like it. **D.M.**

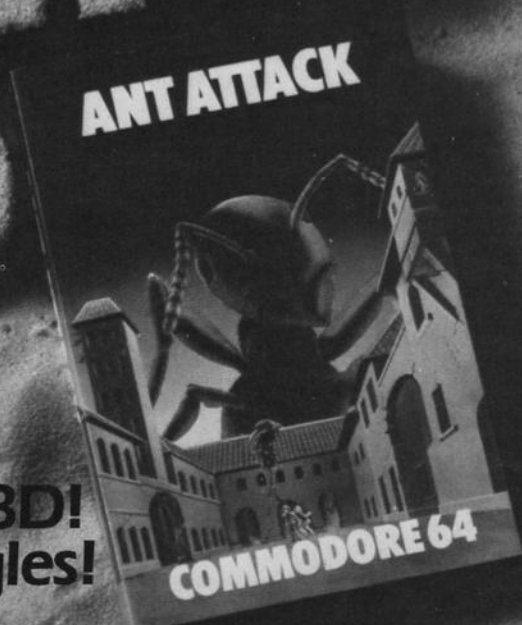
| | |
|-----------------|-----|
| instructions | 50% |
| ease of use | 75% |
| display | 80% |
| value for money | 90% |



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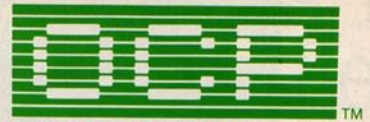


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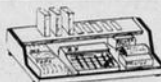
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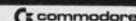
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
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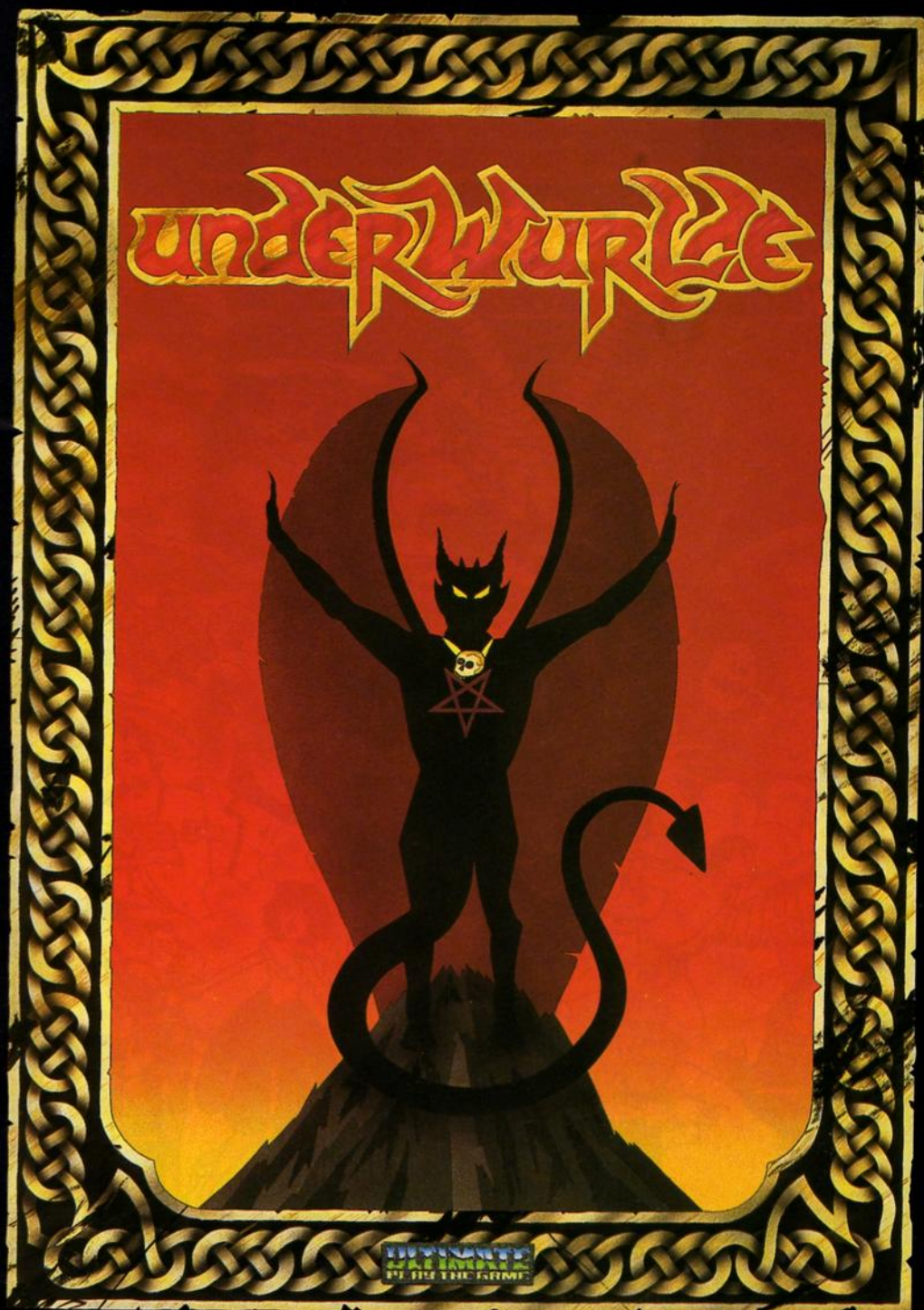
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Then, if an advertisement bothers you, you'll be justified in bothering us. 
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