Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 83
Oct 9-15, 1984

45p

Latest software reviews for:
Commodore 64, Spectrum, BBC, Electron, Amstrad, VIC-20

Atari maze game
Addictive and absorbing

Spectrum adventure
Find your way out of the jungle

TI-99/4A program
Gold rush fever

Plus:
lots of news, letters, charts, U.S. Scene . . .

The BASIC problem

Working with a computer at school isn't always an advantage if you're going on to study computing at college, according to a professor of cybernetics at Reading University. In some cases it can be a drawback — slapdash habits picked up when programming in BASIC will have to be unlearnt before students can achieve anything of real difficulty.

Professor Peter Fellgett recently aired his views in a letter to the Daily Telegraph. "It was a real cri de coeur," he

Continued on page 5

Labour on-line

The Labour Party has started its own scheme to take full advantage of the facilities available on Micronet 800. The scheme will set up a 100-page area on the 30,000 pages of information available through Micronet.

Dr Jeremy Bray, shadow spokesman for information technology, said "Micronet is a very good way for us to establish a grass-roots computer network. We can link together a great number of people who are micro buffs and who are interested in local community work."

He went on: "Micronet will help us with our election organisation and policy-orientated work. MPs will also be able to benefit from the system, both from the notice-board side and also in finding

Continued on page 5

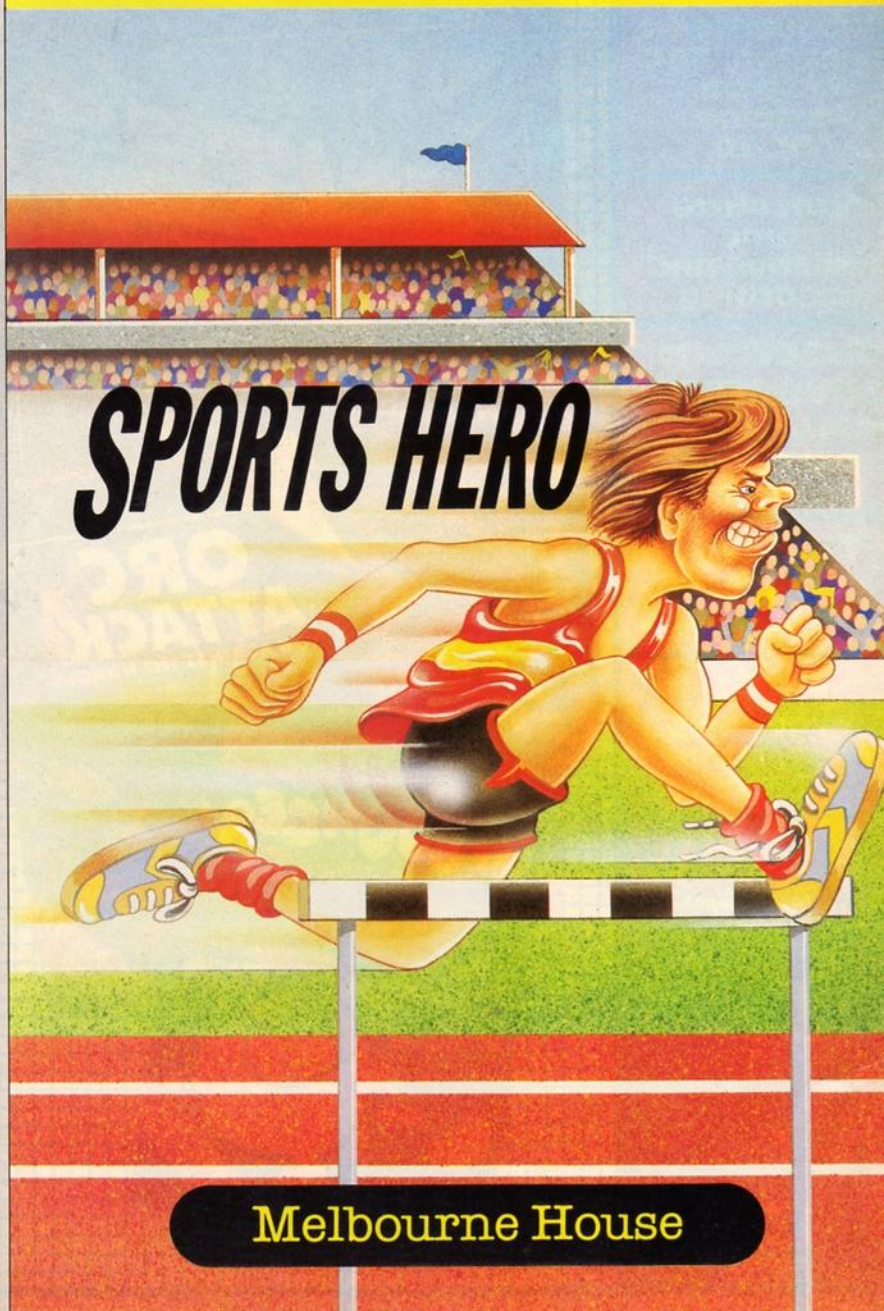
Work your way through the most challenging track and field events. As you gain experience and confidence you begin to excel in the four exciting events: 100 metre sprint, 110 metre hurdles, long jump and pole vault.

Here's your chance to be part of the winning team. Pit yourself against the clock and beat the record.

Sports Hero includes:

- ★ Multi level competition
- ★ Spectacular graphics
- ★ Smooth animation
- ★ Real time action

Can you surpass your personal best!



Orders to:
Melbourne House Publishers
39 Milton Trading Estate
Abingdon, Oxon OX14 4TD

Correspondence to:
Church Yard
Tring
Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Trade enquiries welcome.

☐ Please send me your free catalogue.
Please send me:

SPECTRUM 48K SOFTWARE

☐ Spectrum Sports Hero 48K	£6.95
☐ Spectrum Sherlock 48K	£14.95
☐ Spectrum Hampstead 48K	£9.95
☐ Spectrum Mugsy 48K	£6.95
☐ Spectrum Penetrator 48K	£6.95
☐ Spectrum The Hobbit 48K	£14.95
☐ H.U.R.G. 48K	£14.95
☐ Spectrum Classic Adventure 48K	£6.95
☐ Melbourne Draw 48K	£8.95
☐ Abersoft FORTH 48K	£14.95

COMMODORE 64 SOFTWARE

☐ Castle of Terror	£9.95
☐ Commodore 64 Sherlock	£14.95
☐ Commodore 64 Hampstead	£9.95
☐ Commodore 64 The Hobbit	£14.95
☐ Zim Sala Bim	£9.95
☐ Commodore 64 Classic Adventure	£6.95
☐ Commodore 64 Hungry Horace	£5.95
☐ Commodore 64 Horace Goes Skiing	£5.95
☐ Commodore 64 FORTH	£14.95
☐ A.C.O.S. +	£8.95

BBC SOFTWARE

☐ BBC The Hobbit, Model B	£14.95
☐ BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the adventure program.
Due to memory limitations, BBC cassette version does not include graphics.

£ .....

Please add 80p for post & pack £ 80

TOTAL £ .....

I enclose my ☐ cheque
☐ money order for £ .....

Please debit my Access card No .....

.....

Expiry Date .....

Signature .....

Name .....

Address .....

.....

.....

..... Postcode .....

Access orders can be telephoned through on our 24-hour ansafone (0235) 83 5001.

HCW 2/10A

He is a WALLY in AUTOMANIA

Home Computing WEEKLY

Now he's a dream of a WALLY in PYJAMARAMA 0344 427317

REGULARS

News 5,6,7

Letters 10
Give vent to your feelings and let the world know what you think

Competition 15
Win the holiday of a lifetime in our special competition

U.S. Scene 21
Home thoughts from abroad

Software charts 23
Chart-toppers for arcade and non-arcade games

Classified ads start on 28

SOFTWARE REVIEWS

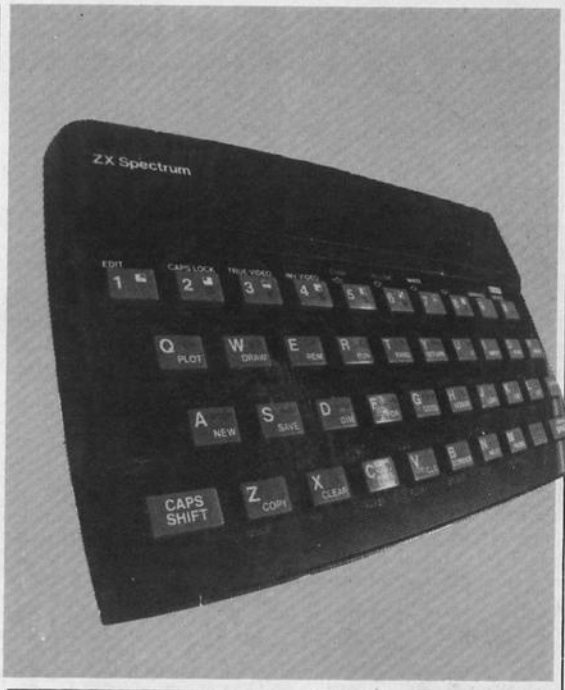
Business and pleasure 8
Utilities which take you from the stock market to your address book

Galaxy of stars 14
They're out of this world

Adventure on your micro 20
Read out reviews to find out what you can expect for your money

Thrilling and chilling 22
A whole page of adventures for you to savour

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

Atari 11
Simple but addictive, this is an infuriating maze game

TI-99/4A 16
There's gold in them thar hills

Spectrum 24
Show me the way to go home — and to avoid the creepy-crawlies

Readers: we welcome your programs, articles and tips.

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

Editor: Paul Liptrot
Assistant Editor: Liz Graham
Editorial Assistant: Marie Curry
Designer: Bryan Pitchford

Group Editor Elspeth Joiner

Advertisement Manager: John Quinn

Divisional Advertisement Manager: Chris Northam
Classified Advertising: Becki Wilson
Chairman: Jim Connell

Argus Specialist Publications Ltd.
No.1 Golden Square, London W1R 3AB. 01-437 0626

Home Computing Weekly is published on Tuesdays. Subscriptions and back issues: Infonet Ltd, 10-13 Times House, 179 Marlowes, Hemel Hempstead, Herts HP1 1BB. 0442 48432. Trade distribution: Argus Press Sales and Distribution Ltd, 12-14 Paul Street, London EC2A 4JS. 01-247 8233. Printed by Alabaster Passmore & Sons, Ltd, of London and Maidstone, Kent. Design and origination: MM Design, Circus House, 26 Little Portland Street, London W1N 5AF

PARCO Electrics

Software for the TI-99/4A

SOLID STATE SOFTWARE
TEXAS INSTRUMENTS

Extended Basic	69.25
Minimemory	69.25
Personal Record Keeping	22.50
Home Budget Management	17.50
Adventure/Pirate	22.00
Buck Rogers	27.50
Burgertime	27.50
Hopper	21.75
Jawbreaker II	17.50
M.A.S.H.	17.50
Moon Mine	21.75
Munchmobile	15.50
Parsec	17.50
Return to Pirate Isle	27.50
Sneggit	15.50
Star Trek	21.75

ATARISOFT for TI-99/4A

Donkey Kong	20.00
Jungle Hunt	18.00
Moon Patrol	20.00
Ms. Pacman	18.00
Picnic Paranoia	12.50
Pole Position	24.50
Protector II	18.00

+ many more modules in stock.

CASSETTE SOFTWARE
PARCO Software

Hop On	5.95
*Listfile (database)	9.75
*Parco Golf	7.95
Space Trek	5.95
*Superhod	7.95

(Extended basic.)*

VIRGIN Games

Robopods	4.95
Fun-Pac	4.95
Fun-Pac 2	4.95
Fun-Pac 3	4.95

All four above in library case ... £18

COLLINS Educational
Cassette AND Manual in each.

Starter Pack 1	5.95
Starter Pack 2	5.95
Games Writer Pack 1	5.95
Games Writer Pack 2	5.95

* * * SPECIAL OFFER * * *
ALL FOUR ABOVE
+ FREE BASIC TUTOR
CASSETTE . . . £18.00

+ many more tapes in stock.

For a free price list and further information send a s.a.e. to:

4 DORSET PLACE, NEW STREET, HONITON
DEVON EX14 8QS. TELEPHONE (0404) 44425

Access orders taken by telephone.
All prices are inclusive VAT and p&p.

Tremble thee who disturb the slumber of the undead...

POLTERGEIST

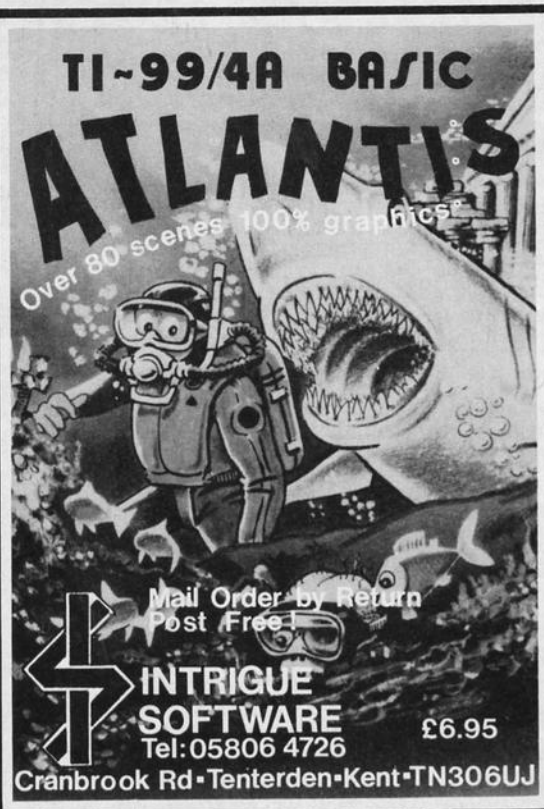
ARCADE HORROR FOR SPECTRUM 48K

POLTERGEIST ... The ultimate horror story, available for the Spectrum 48K

P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG. TEL: COVENTRY (0203) 667556

TI-99/4A BASIC

ATLANTIS



Mail Order by Return Post Free!

INTRIGUE SOFTWARE £6.95
Tel: 05806 4726
Cranbrook Rd • Tenterden • Kent • TN30 6UJ

Get more from your BBC Micro with our ROM-Based Software

All prices include VAT. FREE postage.

Full range details on request.

From our **COMPUTER CONCEPTS Range:**

PRINTMASTER	£33.00	GRAPHICS ROM	£33.00
CARETAKER	£33.00	GREMLIN	£33.00
WORDWISE	£46.00	TERMI	£33.00
DISC DOCTOR	£33.00	COMMUNICATOR	£69.00

Our SYSTEM SOFTWARE selection includes:

SPY 2 £30.00 ADE £60.00 ASM £35.00

BEEBUGSOFT presents:

TOOLKIT £27.00 EXMON £16.00

From PACE SOFTWARE SUPPLIES:

TOOLKIT £34.00 COMMSTAR £34.00

and from LINCOLN MICROSYSTEMS

AID (Dual Screen Monitor) £29.00

Order with confidence. No hidden extras.

A wide selection always available.

TEXTEL SYSTEMS

Unit A65, Saltaire Workshops,
Ashley Lane, Shipley, West Yorkshire, England, BD17 7SR.
Tel: Shipley (0274) 588332 24 Hour Answering Service.

Labour

From front page

out new members who may register their interest in volunteering support at their local community level!"

"We expect to have 100 users in the first few months," he continued, "building up to a large number later on. Membership costs £10 off-line and an additional £10 if you want to go on-line. Within 20 minutes of starting up our pilot scheme we had users asking for membership!"

Dr Bray thinks that the Labour Party is using Micronet differently from other political parties because it is not a centrally organised project but rather relies on the active participation of the users. "We are building much more on the spontaneous enthusiasm of computer users, and we think this will be much more effective," he said.

The project is costing the Labour Party £1,000 for the first six months, and it is intended that the scheme should then become self-financing.

Dr Bray has 30 years of experiences in the computing field. "Labour has always been in the van of information technology," he said. It's all very well to talk about leading the way, but some of us invented it in the first place!"

Dr Bray learnt to program on EDSAC, the first computer in Britain and he was responsible for introducing the treasury to economic modelling in the 1960s, and then in the 1970s he secured public access to modelling.

Roger Ward, who has been appointed as manager of the Micronet project, thinks Micronet will eventually replace the Party's current reliance on paper communications. He said: "Our local communications are extremely slow at present. Most local party groups only meet once a month, and if you send a circular to branch secretaries, it might not reach the members for weeks!"

BASIC

From front page

said. To quote his letter: "Some of us feel that poor programming in poor computer languages is an actual hindrance to competence in real computer usage later on!"

"Computer-aided teaching seldom rises above the level of mechanistic programmed learning," he wrote. And the problem is a fundamental one — it's all down to BASIC.

Dr Jeremy Bray, MP, with Timothy Schoonmaker, Micronet managing director

Prof Fellgett explained: "BASIC belongs to the Fortran group of languages, which has never had the right approach to addressing computers. It was all wrong from the beginning. There's been a lot of commercial beef behind BASIC and so it has a very user-friendly implementation. What you really need is a language which has discipline, content and clarity, and enables you to formulate ideas correctly!"

But Prof Fellgett doesn't see Prolog as the answer to all computer problems. "It's a parallel language, not one which is forging way ahead!"

As well as having to re-educate young computer students and rid them of some bad habits, university lecturers come face to face with keyboard jockeys. Professor Fellgett explained this term: "It's someone who becomes quite obsessive about computers: it's like the way in which card-playing completely takes over some people. The keyboard jockey spends all his working hours at the keyboard, but what he's doing isn't productive. It's true, he does gain enormous knowledge of how the machine works but he's still only using it to play games!"

Prof Fellgett recounted the shocking tale of a youngster who found his way into university premises and was playing on a computer in the evenings. Several times he was prevented from returning to use the computer, and when he finally found that he could no longer use the machine, he killed himself.

That's an extreme case of a problem which is encountered occasionally. As far as Professor Fellgett is concerned, the best attitude to computers is the down-to-earth one. "It's really only a tool, and should be thought of like a cooker. You switch it on when you want to use it. That's how to make proper use of the possibilities open to us!"

Professor Fellgett was sceptical about the "Holy Grail" attitude which is prevalent. "I think it's like the South Sea bubble and everything has been romanticised. You just have to look in the papers to see how many computer companies are folding each week. The bubble has now burst, and everything will settle down!"

So take some advice from a specialist, dust off those rose-coloured spectacles and look at computers in the harsh light of day, if you want to make the most of their capabilities. And don't be disheartened if you've never had access to computers in school — you could still go to college and become a computer programmer.

Macbeth on your micro

The classics come to computer games — now Macbeth is the star of the latest offering from Creative Sparks.

It's a graphic adventure which combines education and entertainment. Macbeth — the Computer Adventure is based on Shakespeare's original, and for the price — £14.95 — you also get a full edition of the text. You'll be at an advantage if you already know the text.

Due to be launched in early October, the adventure comes on two fast-loading cassettes. There are four independent adventures which must be completed, and psychiatrist's couch sessions which involve you in working out the aims and motivations of the leading characters.

David Gearing of Thorn EMI said: "This ingenious package breaks new ground for adventure games. Macbeth is a splendid basis, full of unexpected twists and turns, rich in different meanings and alive with fresh possibilities!"

Creative Sparks, Thomson Hse, 296 Farnborough Rd, Farnborough, Hants

It's touch and go

"Now anyone can master the home computer," is the slogan being used to promote the new Touchmaster. Touchmaster seems ideal for any occasion when the keyboard is impractical or unwieldy — graphics, teaching pre-school children, adventure and strategy games...

Touchmaster is British designed, developed and manufactured and comprises an A4-size touch sensitive pad which contains its own microprocessor and interfaces to your computer. Overlays can be placed on the screen for a variety of games and programs.

Touchmaster, the company, is owned by Prutec, which is part of the Prudential Assurance group. The product has taken nine months to develop and Touchmaster is currently negotiating with a number of software houses, including Romik and Ocean, to produce software — or rather "touchware" — before Christmas.

Touchwear will consist of the pre-recorded cassette, bundled with a printed overlay sheet and instruction booklet in a distinctive package. A broad range of 50 units of touchware is scheduled to be launched before Christmas.

Touchware will cost £9.99 and should be available from most major outlets. Touchmaster itself costs £149.99, for which price you get all accessories necessary for immediate application, plus the multipaint graphics program.

Touchmaster is aimed at the number of home computer owners who are growing dissatisfied with computer games. You can write you own programs and experiment with all the facilities now open to you. Touchmaster can interface with the Spectrum, Commodore 64, BBC, Dragon and VIC-20, and Amstrad and MSX versions are planned.

Touchmaster measures 210 x 297 mm and has a resolution of 256 x 256. You use the stylus to draw, and hey presto! You immediately see your drawing on screen.

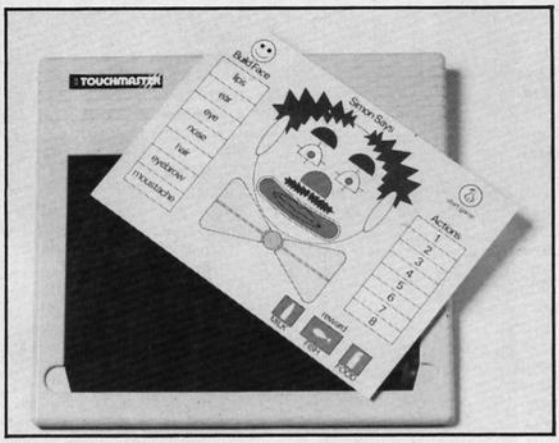
Touchmaster, PO Box 3, Port Talbot, W Glamorgan SA13 1WH

'We are moving ahead'

In the latest round of claim and counter-claim, Commodore's UK boss said his company is about to take the lead in home computer sales.

At present they were level-pegging with 34 per cent each, said general manager Howard Stanworth at the official launch of the Commodore Plus/4 and Commodore 16.

He said Commodore had



At the touch of a pen

been ahead for some time in value sold. But now, according to Gallup, computers sold had increased from 14 per cent at the end of 1982 to 34 per cent in the first half of this year.

The Commodore Plus/4, at £300 claimed to bridge the gap between business and home computing, has 64K of RAM and four built-in software packages: word processing, spreadsheet, file management and business graphics.

The Commodore 16, intended to replace the VIC-20, is sold in a £140 starter pack with a cassette player, BASIC tutorial and four new programs: Rolf Harris' Picture Builder, XZAP, Punchy and Starter Chess.

There are also two new printers, both at £400: the MCS 801 colour dot matrix printer and the DPS 1101 for "letter quality" output.

Mr Stanworth said he believed that the shakeout among software houses would continue, with more companies going under.

Commodore planned to use mass marketing techniques, similar to those it had used to sell hardware, to promote its software, reckoned to be a £100m market next year.

● Mr Stanworth claimed that the Commodore 64 held 60 per cent of the world market and said it would continue to be the company's No. 1 volume product.

Commodore, 675 Ajax Ave, Slough, Berks SL1 4BG

Stars host launch

Quicksilva announced its new Christmas range of games in a pre-PCW show launch which starred Anne Nightingale, Radio One discjockey, Prince Charles and Princess Diana. Arrivals at Maxim's were greeted by the royal couple who looked in good shape despite the face that Princess Diana had left hospital with her new son the day before. The royal look-alikes acted as master of ceremonies, although overhearing Princess Diana later, her Cockney accent was much in evidence.

Zombie Zombie, by the author of Ant Attack, is a 3D game for the Spectrum, while Strontium Dog is first in the series based on the comic 2000 AD. Blood and Guts involves the player travelling round parts of the body to recover an escape ship. Quicksilva claims that the body is represented with accuracy. Also new are Pro Darts, Battlezone, Magic Micro Mission, Castle of Jasoom and Dungeons of Ba. Ant Attack is now available for the CBM 64, while Outpost is an original arcade game for the Atari.

Quicksilva, 13 Palmerston Rd, Southampton

Win with fizzy drinks

Three complete Spectrum systems can be won in a competition being run by the National Association of Soft Drinks Manufacturers. Included in the top prizes are a 48K Spectrum, 14-inch portable colour TV and tape cassette player as well as two computer games.

There will also be three second prizes of 48K Spectrums and 48 runners-up will receive pocket electronic games. What you have to do is solve a simple anagram and complete a tie-breaker sentence. Your entry must be accompanied by six bottle tops from large returnable soft drinks bottles.

The competition is intended to promote sales of drinks in returnable glass bottles and the prizes will be awarded on a monthly basis, in December 1984, January and March 1985. If you are not one of the prize winners, your entry is forwarded to the next draw, when you stand another chance of winning.

You can get hold of an entry form from grocers or newsagents who will be displaying a poster if participating in the competition. Entry forms should also be distributed through your letterbox.

National Association of Soft Drinks Manufacturers, The Gatehouse, 2 Holly Rd, Twickenham TW1 4EF

MSX

Activision is bacing the MSX system with a range of six titles. Beamrider, Decathlon, Pitfall II, River Raid and Space Shuttle and Zenji are the initial programs, which will cost £11.99 and will of course run on any MSX machine.

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

Santa arrives

Although it may seem early days, Creative Sparks has announced its Christmas game, Special Delivery. Star character is none other than Santa himself, who must be guided across the sky, delivering his presents from the clouds.

There are four screens and seasonal music and packaging set the scene. Scheduled for release in early October, the game costs £6.95 for 48K Spectrum, £7.95 for CBM 64 (fast-loading cassette) and £8.95 for 32K Atari.

Creative Sparks, Thompson Hse, Farnborough Rd, Farnborough, Hants

Teaching on screen

Master Class has announced three additions to its range of video cassettes to be used as an aid to programming: VIC-20 Levels 1 and 2, and An Introduction to the BBC Z80 Business System.

David Redclift demonstrates programming and shows you how to write your own programs. On each video cassette two BASIC programs are included, which can be transferred to your computer.

The video cassettes are available for VHS and Betamax and cost £19.95 each. They last about an hour.

Master Class, Holiday Brothers, 172 Finney Lane, Heald Green, Cheadle, Cheshire SK8 3PU

Roland Rat's adventure

Ocean has announced three new games which should be in the shops by mid-November, and two of the three feature Hunchback and Kong. Roland Rat will be making his micro debut with a 40-screen "mega-adventure" for Commodore and Spectrum.

Hunchback II Quasimodo's Revenge is a five-stage game, which costs £7.95 for the Commodore 64 and £6.95 for the 48K Spectrum.

Kong Strikes Back is an adventure game, with Kong on a visit to the fairground, where he rides the roller coaster. Price: £7.95 for CBM 64 and £6.95 for 48K Spectrum.

A TV advertising campaign will back these new releases over the Christmas holidays.

Ocean, 6 Central St, Manchester M2 5NS

Programmer Tony Pomfret trip to Blackpool

Briefly

Complete Microcomputer Services has brought out a new word game for the BBC. It's called Lingo and can be played by up to four people. Your computer deals you 12 random words each, displays a pool of terminations, and leaves you to make up sentences. You gain points for ingenuity. The rules of grammar are adhered to, but

the fun of the game is to make up unusual sentences. Lingo costs £12.95, and the first 1,000 buyers will be eligible for a free keyboard overlay. Spectrum, CBM and QL versions are planned.

Complete Microcomputer Services, 32-38 Osnaburgh Street, London NW1 3ND

Make your own software look professional with easily recognisable cassette inlay cards. Tape Tabs has brought out sets of cards with different designs specially for software cassettes. Each set of 10 includes pictures to suit four different groups of programs, and the inlay cards are all in full-colour with spaces for you to fill in your program details on the spine. Cost: 85p per pack.

Tape Tabs, 70 Orbel Street, London SW11 3NY

The first Texas Instruments owners convention will be held at the Ritz, Whitworth St West, Manchester on Saturday 3rd November. For details contact TI User group, 40 Barrhill, Patcham, Brighton BN1 8UF. Tel: 0273 503968.

The BBC School Radio series Introducing Geography has produced four computer simulations which aim to help listeners acquire a geographer's eye. The radio broadcasts set the scene and provide background information, while discs can be ordered from the BBC. The three disc set costs £20 and the order number is ISBN 0 563 3265 2. Aimed at the 10-12 year age range, the programs are claimed to combine fun with education.

BBC, School Orders Section, 144 Bermondsey St, London SE1 3TH

BRMB, Birmingham's local radio, is featuring a new computer show. Scheduled for broadcast at 8 pm on Mondays from 1st October, the show will be concentrating on basic knowledge of computing. Two children will be BRMB's guests on the show each week to review software, and BRBM invites any youngsters in the Birmingham area who are interested to write to the show.

The Micro Show, BRMB Radio, PO Box 555, Birmingham 6

Systematics International has launched a series of business accounting software for the BBC. Currently available are the sales and purchase ledger duo and stock control and invoicing duo. Price: £89.

Systematics International Microsystems, Cleves' Hse, Hamlet Rd, Haverhill, Suffolk

---

Acornsoft is launching 20 new titles in a pre-Christmas bonanza, backed by £150,000 advertising. Elite is Acornsoft's new 3D spaceflight simulation which was launched at Thorpe Park. Acornsoft believes Elite represents the "state of the art" and expects it to become a cult game.

Acornsoft, Betjeman Hse, 104 Hills Rd, Cambs CB2 1LQ

3M is offering ex-stock cable assemblies for home computers. There are two versions available, both BBC-compatible: Scotchflex printer cable and disc drive cable. For details contact Penny Cartwright on 01-659 2323.

3M, 3M Hse, PO Box 1, Bracknell, Berks RG12 1JU

Galaxia is Kuma's latest offering for the Amstrad. Costing £5.95, it's an arcade game which incorporates multi-key scanning, enabling you to fire, thrust and move simultaneously.

Kuma, 12 Horseshoe Park, Pangbourne RG8 7JW

Are you a winner?

152 winning entries to the Richard Wilcox spot the difference competition — 24 Atari Winners and 128 Spectrum winners. There were 9 differences.

Steven Hudson, Kent; S. Reason, Surrey; Andrew Lomas, Manchester; Gary Churcher, Southampton; R Battams, London SE3; Paul Carrick, Isle of Wight; Jason Simmons, W. Yorks; L Isbister, Beds; Jonathan Wright, Upminster; Ian Sedgewick, W. Uorks; M C Kenny, London W6; Ian Avey, Edmonton; Mr P Leach, London; Mr L Hala, London NW10; G Jones, Shropshire; Paul Cunliffe, Cheshire; A R Pearson, Bristol; E F Noble, Tyne-and-Wear; J A Baldwin, Swindon; Andrew Walton, Romford; Stephen McMullon, Ealing; Ronald Dean, Edinburgh; Ashley Beavis, Dorset; Mr M C Smith, Bristol; A R Glass, Bristol; R I Powis, Kent; K J Hewitt, London SW18; A S Harker, BFPO 40; Philip Coleman, Middx; Anthony Bezer, Bristol; Martin Scaivivell, Catterall Garstaivg; Chun PO Man, London WC2; G E Sykes, W. Yorks; Alex Szeles, W. Yorks; Mark Ashford, Norfolk; Edward Ditch, Tooting; P M Lovelong, Chelmsford; Paul David Cummings, Tyne & Wear; Mr I Ellis, Dorset; Mark Stephen Ottaway, Minster; Robert Williams, Wales; J F Butcher, Godalming; Nicholas Mann, Huntingdon; Mr J Whitfield, Dronfield Woodhouse; R G Harris, Hove; Mr P Taylor, Birmingham; Jason Edmonds, Walsall; Mark Young, Wilts; D Maggs, Bristol; Mr M W Adkin, Surrey; Mr W Payne, Barking; Nicholas Roberts, S. Wales; Mark Ansdell, Kent; Alan Butcher, Birmingham; K Ceaser, Rotherham; D Ramsay, W. Yorks; Christopher Jones, Gloucester; Mrs L Levitt, Chichester; Ken Hartop, Sheffield; Darren Reichard, Tyne & Wear; Jamie Gifford, Bristol; Stuart Heron, W. Midlands; D Reynard, Bradford; Darren Clarke, Northampton; Mr C Barnsley, Dudley; Adam Fenner, Highgate; Tony Smith, London SE16; A M Spayes, Oxon; Mrs R Green, Edgware; Master Shane Timmons, Lancs; Gareth Crinks, Derbyshire; Sean Walker, Surrey; Mr R Wainer, Essex; G D Parry, S. Glam; Dave Harris, Birmingham; Duane Leach, Gloucestershire; Steven Sansum, Swansea; David Lowe, Warwickshire; Darin Fryatt, Cheltenham S J Dixon, Wilts; Carole Stanway, Macclesfield; Shaun Cook, Hampshire; Philip McFerran, N. Ireland; Melonie Ryan, Wilts; T Koerner, Newcastle-Upon-Tyne; Malcolm Keefe, London SE25; Mr M V Priestman, Birmingham; Mr M J Gough, Surrey; John Jerrery, Blackheath; G Walby, Mid Glam; Master Mark Cade, Nottingham; Mr M Sams, Newark; Paul Hoad, Godalming; Dean Anthony, Kent; Mr I West, Manchester; John Richardson, Camberley; J Alba, London SW1; Nigel Howes, Scarborough; Martin Dolphin, Preston; Peter Atkins, W. Sussex; Paul Purves, Tiptree; Stephen Cartwright, W. Mids; Mark Pepperrell, Middx; Alastair Douglas, Belfast; Brian Taylor, Preston; Mrs A Lewis, Cheshire; Nigel Palmer, Norfolk; Darren Chatham, Wimborne; Sean Phillips, Kent; Mark Duffell, Benfleet; Mr A Hopkins, Lancs; Domenk S M Strebel, Surrey; R M Johnson, W. Midlands; Carl Eaton, Lancs; Mr M Lee, Southampton; Neil Hutchinson, S. Harrow; Euan Pearson, Ayrshire; David Walker, Staffs; Brett McNicholas, S. Yorks; Dale Somerset, Sheffield; Mr B D Jackson, Notts; Mark Ohilas, Cleveland; Mr R J Clarkin, Birmingham; Mrs P Bates, Norfolk; Russell Lloyd, Staffordshire; Mr J S Ling, Essex; Jason West, Hemel Hempstead; Adrian Hunt, Bristol; Darren Prest, Cheshire; Jamie Shires, Surrey; G N Lacey, Kent; Nigel Evenden, Hampshire; Brendan Gorman, Co Down; Darryl Williams, Gwent; Paul Murray, Cleveland; C A Froggatt, Dorset; Darren Fereday, Brierley Hill; Sean Melbourne, Camberley; Justin Pedersen, Channel Islands; Lee Walker, Surrey; John Hopwood, Liverpool 36; Malcolm Brown, Norwich; P J Wragg, Hants; Karim Bazzi, London W11; S Thompson, Aberdeen; Jason Leitch, Scotland; Upendra Manandhar, London W1; Mr P Huckstepp, Kent; Simon Tassell, Colchester; Mr Pyle, Guernsey; Gavin McHaffie, Aberdeen; Grahem Frost, S. Yorks.

More Winners

40 winning entries to the Elephant spot the difference competition. There were 9 differences.

M Vassallo, Burnley; Jagjit Singh Kang, Coventry; W R Austin, Plymouth; Paul Vannuffel, Dagenham; Mr D Reynard, Bradford; Mathew Taylor, Sussex; B J Tyler, Middx; Dennis Thomas, Stretford; James Cameron, Glasgow; Peter Jarman, Kent; James Yandell, Hengrove; Mr Carlos Verge, Croydon; C J Channing, Peterborough; Kamal Sharma, Gwent; Mr J Blake, Co Durham; W Cuthbertson, Worcester; S J Cresswell, Tonbridge; Edward John Murphy, Stockport; Simon Austin, Chigwell; Sgt I D Martin, BFPO 45; David Tibbit, Kent; Ajay Puri, Kent; D R Matless, Norwich; Mr D J Blundell, Southampton; M A Smith, Ponterfract; Mark Folan, London NW2; Mr Dave Russell, Wilts; A Campbell, Cheltenham; Neil Rose, London EC1Y; D Mead, Portsmouth; Karl Marino D Costa, Leicester; A Campbell, Cheltenham; S P Seaton, Windsor; A R Meadows, Surrey; Ray Phillips, Sunbury-on-Thames; R K Brooks, Brighton; B M Booth, Yorkshire; C Clarke, Co Durham; Mr C B Hart, Surrey; P M Jackson, Leyton, London E10.

There were 9 differences.

And even more...

Here's the solution to our CDS competition: Horizontal words: Pandemonia, Zaraks, Rescue, Draughts, Jackpot, Crawler, Fifth, Omega Run, Test Match, Orpheus. Diagonal words: Star Gazer Secrets. Vertical words: Derby Day, Glugg Glugg, Olympics.

Winning entries to the CRL wordsquare competition:

Andrew Talbot, Derbyshire; B Morris, Lancs; Ajay Puri, Kent; Mike Keeley, Slough; Mrs M J Budden, Somerset; Andrew Mitchell, Newmarket; Sunil C Ranmal, Leicester; J C Jennings, Herts; Andrew Butcher, W Glamorgan; A P Beattie, Bath; Mark Capstick, Croydon; Mr D J Jones, Tiptree; Mark Booker, Derbyshire; R Battams, Blackheath; John Hurst, Workington; Mark Dawson, Burnley; D Close, Winchester; Mr A G Bates, Walsall; M L Cordwell, Chelmsford; Jon Chatten, Norfolk; Jeremy Rundle, Frimley; Barry Atkinson, Darlington; Tim Prince, Kendal; Graham Grant, Aberdeenshir; Carol Whitlam, N Humbs; Mr S Brown, Warks; Steven Gay, Bristol; Christopher Hall, N Ireland; Mr A F Povey, Merseyside; Mr R Cockin, N Humbs; David J King, N Humbs; Brian Stirling, W Lothian; Miss S Mace, Bush Hill Park; Alan G Kearney, Bangor; Luke Gow, Bury St Edmunds; Stuart Head, Dorset; Neil Shipman, Rainham; Paul Kelly, Lancs; Val Abraham, Bedford; W K Cheng, Staffordshire; Peter Turton, Northants; K Chua, Birmingham; Ian Wagland, Dursley; Paul Sugarman, Nottinghamshire; Douglas Hampton, Middx; David Hughes, Gtr Manchester; K Ceaser, Rotherham; Dave Brown, Winchester; P Chatfield, Hatfield; Ian Lester, Cheshire; Les Isbister, Biggleswade; Tony Giscombe, Worcs; Mr Linley, Manchester; James Garard, Bournemouth; Jacqueline Garnett, Alltam; Sean Kilvington, Cleveland; Mr H Sheen, Strathclyde; C Redshaw, Northants; Mr C Crane, Staffs; Paul R Sephton, Lancs; Douglas Hardy, Enfield; Marcus Prescott, Staffs, William Atkinson, Merseyside; R J Henthorn, Newport; Mr J H Matthews, Crawley; Miss R Scott, W Yorks; Fiona Squires, Cornwall; Mr A Ryan, Cambs; Frank Cassidy, Londonderry; Martin Ward, Long Eaton; Jason Allen, London; Deborah Gill, Basildon; Mr I West, Gtr Manchester; Keith Mawson, Slough; Mr Brian Duffin, Plymouth; Gary Davies, Oldham; Kevin Hildersley, Edinburgh; Neil Collier, Birmingham; Mary Hewett, London SE20; Miss P Marsh, Warlingham; S P Ketteringham, N Ireland; Gordon Sutherland, Scotland; Adrian Abridge, Chelmsford; Christopher Moreton, Nuneaton; Mr T A Smith, Tyne & Wear; Girvan Burnside, Dundee; Mr D G Houghton, Mitcham; Alan B Hiblen, Middx; Mr T Rye, Dronfield; S Bowden, Oxford; Richard England, Milton Keynes; Edward Dicken, Notts; Simon Woods, Peterborough; Mrs S Martin, Maidstone; Brendan Fallow, Runcorn; Kulvinder Rehsi, Upton Park; Mrs P Bates, N Walsham; E G Carrington, Stevenage;

Business and pleasure

A selection of utilities which take you from the stock market to the pages of your address book

The Unit Trust Program 48K Spectrum £12

Michael Slatford, 3 Campden Rd, S Croydon, Surrey CR2 7EQ

This is a 30K storage program for business people, or those who invest in unit trusts. We are welcomed and invited to ENTER a number of cards between 10 and 50 and then offered the Main Menu of: Fill in Cards; Review Investments; Update/Sell Investments; Amend Information; Analysis; Printer Option and to SAVE 'Unitrust'. A third screen gives the opportunity to delete frame.

If Option 1 — Fill in Cards — is keyed then the screen has at top right 'Card No.', then information on the trusts bought; e.g. dates, offers, etc. To fill these in the program requires answers to 10 questions such as: Name of Company, Name of Trust, Offer Price, Amount Invested. It then works out the percentage change since last distribution, Annual percentage Change and Total Yield.

There is no sound, but a careful use of colour makes the cards restful to the eyes. The analysis options cause it to calculate quickly the performance of the investments and it will accept over £1 million!

A very useful package for an investor wishing to keep track of the family fortune. **T.W.**

instructions	90%
ease of use	85%
display	80%
value for money	75%

★★★★

Frantic Fingers BBC B £3.99

Power, 12 Hagley Rd, Stourbridge, W Midlands DY8 1PS

If you have ever cursed your keyboard controls or your joystick then this utility may save your sanity!

It lets you redefine the control keys used in games and in certain cases replace them with a joystick. After loading, the program asks if you wish to change key controls or use the joystick utility. If the former, you are given a choice of eight 'Keyboard Converters', i.e. eight keys may be redefined. When you have them, save the machine code patch routine with the Save option, and *RUN it before loading the game you wish. The game must use the keys you have redefined.

The joystick utility is similar, you may choose the keys which the Up/Down/Left/Right/Fire functions will replace.

Each key input gives a short beep, and the utility is easy to use. I converted several of the Acornsoft Defender keys to joystick, and changed the move and fire buttons on Virgin's Microbe without any difficulty. A colour screen would have been nice, but isn't essential. Overall, a product worth buying, but mainly for the games enthusiast. **D.A.**

instructions	80%
ease of use	85%
display	60%
value for money	70%

★★★★

Panorama (H) Commodore 64 (Cassette £17.95 Disc £19.95)

Talent Computer Systems, Curran Bldg, 101 St James Rd, Glasgow G4 0NS

This program gives you an environment within which you can manipulate the hi-resolution graphics to produce complex pictures. I understand that a medium-resolution package using multicolour mode is also in the pipeline.

The package is of such complexity, that I can only briefly run through it's capabilities.

The package is menu driven and provides routines for the drawing of lines, points, circles, ellipses, and the use of rubber banding. There is a range of commands for the moving and manipulation of areas of the graphics screen. The concept of filling areas has been extended to include the use of user defined textures so drawing a brick wall trivial.

Two styles of drawing cursor are provided, both controlled by joystick or cursor keys. If the detail of your sketch is difficult to see, a magnification mode can zoom in on an area. Once your masterpiece is complete, you can save it on disc or tape. Full instructions are given to enable you to use the pictures in your own programs.

Overall a highly professional product which is both simple to use and extremely versatile. **A.W.**

instructions	100%
ease of use	95%
display	90%
value for money	85%

★★★★★

Plus 80 Address Manager 48K Spectrum £19.95

Oxford Computer Publishing, 4 High St, Chalfont St Peter, Bucks SL9 9QB

Address Manager is a name and address filing program for use with an 80 column printer. It will not work with the ZX printer, so you'll need a Centronics or RS232 interface and a printer to make use of it. It doesn't matter which interface you use, as the program includes a printer formatting routine.

The instructions are not clear; when you load the program, they say you will enter the main menu. Actually, you enter the printer formatter, and enter details about your interface and printer. This is not for the novice, as you must understand enough about your printer to instruct the program on what data codes to send. When you exit this routine, you must save the Address Manager on tape or microdrive cartridge, before obtaining the main menu.

The feature offered are standard; insert, locate, ammend, delete, select, display, print, and maintain file. Using the cursor rather than ENTER to terminate a line is a non-standard feature and frustrating.

Replacing an address book with a home computer is a dubious application, since you could buy several books for the price. **D.N.**

instructions	30%
ease of use	60%
display	70%
value for money	20%

★★

Screen Machine 48K Spectrum £8.25

Print 'n' Plotter, 19 Borough High St, London SE1 9SE

Don't confuse this with ISP's program of the same name. Do you want lots of screens in your programs but haven't enough memory? Help is now at hand.

Part 1 takes previously designed screens and compresses them from the normal 6912 bytes to 3596. In black and white only, they can compress to 2828 bytes. You may extract part screens (top, middle or bottom), compressing from 2585 bytes down to 961. The number of screens processed into a multiple file is limited only by memory and can be saved and loaded into your program at any location.

With Part 2, you can move parts of your screen about, change colours, enlarge or reduce part or all, flip the screen into mirror image, and blend or superimpose different screens.

Part 3 allows you to set up 48 text strings and compress them, saving almost 50 per cent, and locatable anywhere in memory with instant recall. Microdrive adaptation instructions are included.

I discovered a rare bug, now corrected. Anyone getting crashes on relocation should contact Print 'n' Plotter for update. Hobbit-style adventurers and graphic programmers will find Screen Machine a boon. **D.C.**

instructions	90%
ease of use	90%
display	90%
value for money	90%

★★★★★

A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

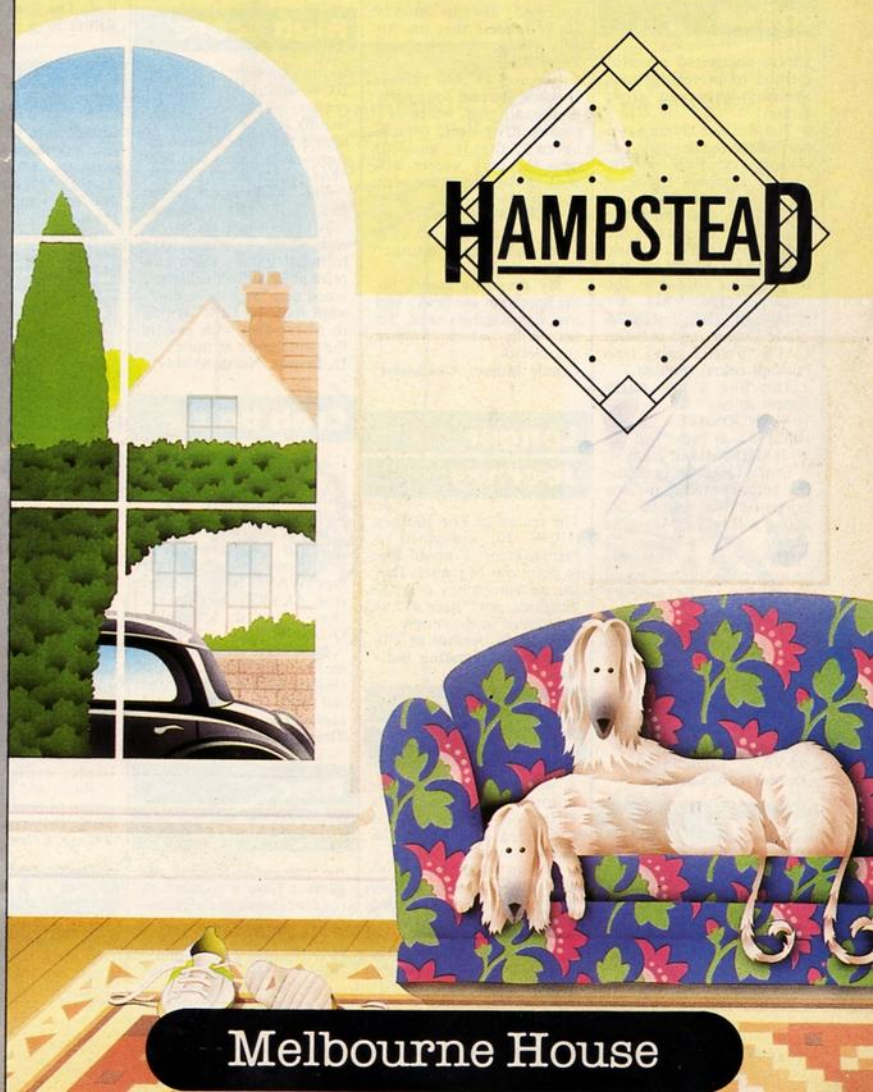
At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

Questions People Ask About Hampstead:

Q: Is there life after Hampstead?
A: No, Only before and during.

Q: Why do dustbins have no lids in Hampstead?
A: In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



Orders to:
Melbourne House Publishers
39 Milton Trading Estate
Abingdon, Oxon OX14 4TD

Correspondence to:
Church Yard
Tring
Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Trade enquiries welcome.

☐ Please send me your free catalogue.
Please send me:

SPECTRUM 48K SOFTWARE

☐ Spectrum Hampstead 48K	£9.95
☐ Spectrum Sherlock 48K	£14.95
☐ Spectrum Mugsy 48K	£6.95
☐ Spectrum Penetrator 48K	£6.95
☐ Spectrum The Hobbit 48K	£14.95
☐ H.U.R.G. 48K	£14.95
☐ Spectrum Classic Adventure 48K	£6.95
☐ Melbourne Draw 48K	£8.95
☐ Abersoft FORTH 48K	£14.95

COMMODORE 64 SOFTWARE

☐ Commodore 64 The Hobbit	£14.95
☐ Zim Sala Bim	£9.95
☐ Commodore 64 Classic Adventure	£6.95
☐ Commodore 64 Hungry Horace	£5.95
☐ Commodore 64 Horace Goes Skiing	£5.95
☐ A.C.O.S.+	£8.95

BBC SOFTWARE

☐ BBC The Hobbit, Model B	£14.95
☐ BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

£ .....

Please add 80p for post & pack £ 80

TOTAL £ .....

I enclose my ☐ cheque
☐ money order for £ .....

Please debit my Access card No .....

.....

Expiry Date .....

Signature .....

Name .....

Address .....

.....

.....

..... Postcode .....

Access orders can be telephoned through our 24-hour ansafone (0235) 83 5001.

HCW 2/10b

tters Letters Letters Letters L
ers Letters Letters Letters Let

64 Club

Do you want to get more from your 64? Don't want to pay to join a club? Well let's get together, pool our resources, swap ideas, make new friends.

I welcome all Commodore 64 owners to write to me, enclosing an s.a.e. So come on you really friendly users, old and young, novice or whizz kid, you've shown sense by owning a 64, you've shown wisdom by buying HCW, now show you're willing to share your little secrets with your CBM 64 brothers.

Tony Barnes, 15 Holcombe Close, Aspley, Nottingham

Pirates foiled

I have discovered a useful method of protecting your Spectrum programs from pirates.

The idea is to create a two part line at the beginning of a listing, in which the first part is anything except a REM, IF, GOTO or GOSUB, and in which the second part consists of the command NEW, made invisible by setting the ink to the same colour as the paper. (Do this by obtaining the Extended Mode Cursor, and pressing CAPS SHIFT and the relevant colour number.)

Therefore a line might appear to be
10 RANDOMIZE
whilst it is in fact
10 RANDOMIZE: NEW

Don't forget to reset the ink before entering the line otherwise the rest of the listing will become invisible also.

The point is that the unsuspecting pirate would save the program by entering
SAVE"..."LINE 10
and on reloading would think that he had failed to save it properly, even though it would have verified.

Only the author would think of saving it
SAVE"..."LINE 11.

D. Marshall, Cardiff

Stop moaning

I have recently read many letters in HCW moaning about the lack of software for the TI-99/4A.

I would just like to say that there are some companies out there who do produce very good quality games for our much maligned machine.

I recently bought one such game from a company called Harlequin software. The game is called Jester and so far as I am concerned it is well up to the standard of the best American software that I have seen.

There are companies that have not lost faith in the TI-99/4A. So please no more moaning. Let's support these companies and show other micro owners how good our machine really is.

G. R. Rennie, Dumbartonshire

Sabre success

I would like to inform HCW readers that on 4th July 1984, I completed Sabre Wulf.

I scored 137,440 (87%). If you collect all four parts of the talisman, which is a picture of a wolf, (if you haven't already guessed) then the park keeper will walk away from the exit and let you through.

When you complete the game you are greeted by a nice tune and another rhyme.

My favourite games for the Spectrum are Beaky and the Eggsnatchers and Jet Set Willy which I have completed.

Lennie Jarman, Colchester

Longer Journey

The review of The Journey (HCW 80) contained a factual error. I would like to point out to readers that the adventure has over 70 locations, not "50 or so" as mentioned in the review.

Alan Davis, Author of The Journey, Temptation Software

Dragon diary

I wonder if anyone has completed Pettigrew's Diary on the Dragon. I completed it and got the Safras Sword.

If anyone has any difficulties on the Dragon Version then I will be glad to help if they send me an s.a.e.

Niall Macalister Hall, Torrisdale Castle, Carradale, Argyll

Wulf Complaint

I am writing to complain about the following games: The Alchemist by Imagine and Sabre Wulf by Ultimate.

When both games were successfully finished I was greeted by a screen just saying "well done" etc., which in my opinion is an unsatisfactory ending for games of this quality.

Sabre Wulf was the most disappointing because after paying £9.95 for the game, I am expected to pay another £9.95 or whatever for another game just to continue the adventure.

My computer is a 48K Spectrum.

Lee Evans, Telford

High score

I just thought I'd drop HCW a line to tell other readers not to bother writing in to say you've scored the highest score on Automania unless you beat mine, which is 144,007.

This took about seven and a half hours to achieve.

A code came up at the end which I would have included but as there is a prize of £100 for the highest score each month, I don't want half the U.K. writing to Mikro-Gen with exactly the same score as mine.

D. Brown, North Shields

Crab bait

I am writing in reply to David Hope's letter in HCW 80 about the Golden Baton.

In the sorcerer's workshop to stop the quartz from glowing you must first type WAVE STAFF, then type AKYRZ, then to kill the lizard WAVE QUARTZ.

Now can anyone help me? I am stuck on the Golden Baton. I have the salt and slugs but I still cannot feed the crab.

Tim Scarrat, South Wirral

Disc dilemma

As you can see by my address I am a member of the forces here in Germany. About a week ago I got a Commodore 1541 Disc Drive for my VIC-20. Since then I have spent many, many hours trying to get to SAVE something. Each time I get the same answer FILE NOT OPEN. I have followed the book step by step but no use.

When I first switch on I type in the following: OPEN, 15, 8, 15, "UI-": CLOSE 15. which is for the VIC-20. I then type: PRINT 15,"NEW: NAME, #ID" which is supposed to create the directory etc. I get FILE NOT OPEN. Where it says NAME I have typed, given it a name and two letters for ID. Still nothing.

I am the only person I know with a disc drive and the shop cannot help me as they say they only sell them. Please help as it is driving me mad.

I would also be grateful for any addresses of VIC-20 clubs I can write to.

SGT. J. Hamley, 1st Battalion, The King's Regiment, BFPO 36

Doggone it!

Could any TI-99/4A user help my family and myself with the adventure game strategy Odyssey? We cannot find a way past the Ice Hound.

We have over 80 BASIC games and 12 Extended games for our computer and we have purchased Home Computing Weekly from the beginning.

We have had hours of fun altering programs to suit our taste. Thanks to HCW for supporting us.

Maureen Ashworth, Accrington

Map Reader

I read in HCW 80 a letter from S. Brooks who was having difficulty with two Scott Adams adventures. I have made five maps of these great adventures and whilst they are all that is needed to play the game, they do not give away the solution so as not to spoil anything for adventurers.

If any other adventurers would like a copy of a map, they should send me two first class stamps and a letter explaining their problem and I will write by return of post to help them.

Tony Bellamy, 201 Model Village, Creswell, Notts

Hero help

I am proud to say that I can now help anyone who is stuck on Heroes of Karn from Interceptor Micro. If anyone would like help would they please send an s.a.e. to the address below.

Here are a few useful Commodore 64 POKEs for program protection:

POKE 809,255 disables RUN/STOP RESTORE
POKE 809,246 enables RUN/STOP RESTORE
POKE 128,0 makes it so no keyboard entry will work
POKE 744,1 disables LIST

Darren Scott, 44 Cemetry Rd, Hatfield, Doncaster, S Yorks

Send your letters to Letters, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Don't forget to name your computer — the best letter could win £5-worth of software. Got a problem with your micro? We'll soon be starting a queries page, so send your technical questions to Queries at the above address.

Here's a simple, fun game by Joel Goodwin which you'll find infuriating. You'll spend hours trying to beat it, so be warned: it's addictive

A-maze-ing!

Here's a simple game for you. You start in the bottom right hand corner of the spiral maze. All you have to do is travel round the maze until you reach the centre, touching the cross in the middle.

Sounds child's play, doesn't it? Well, it's not. Positioned in the top left hand corner is an evil spirit, and it's out to get you. The spirit isn't restricted by physical barriers, like the walls of the maze. It homes in on you as if it had a radar, and heads straight for you.

If you let the evil spirit touch you, you lose one of your three lives. If you're successful and touch the cross, you're transported to a higher level.

There are three levels. Wherever you go, so does the spirit, and as you move up a level the spirit moves faster.

This game runs in antic mode 4, which has a four colour character set, providing you with interesting results. Take special note of the REMs indicating where inverse characters are used.

How it works

5-10 set up program
150-155 set up new game or level
160-250 main routine
5000-5300 set up antic mode 4, display list and colours
6000-8200 maze
8210-8244 win routine
8250-8285 redefine characters
8287-8288 load display list interrupt
8295-8310 level increase
8315-8330 lose life, end game
8335-8360 sound when caught
8500-8510 print M$ subroutine
8550-8630 animation between levels

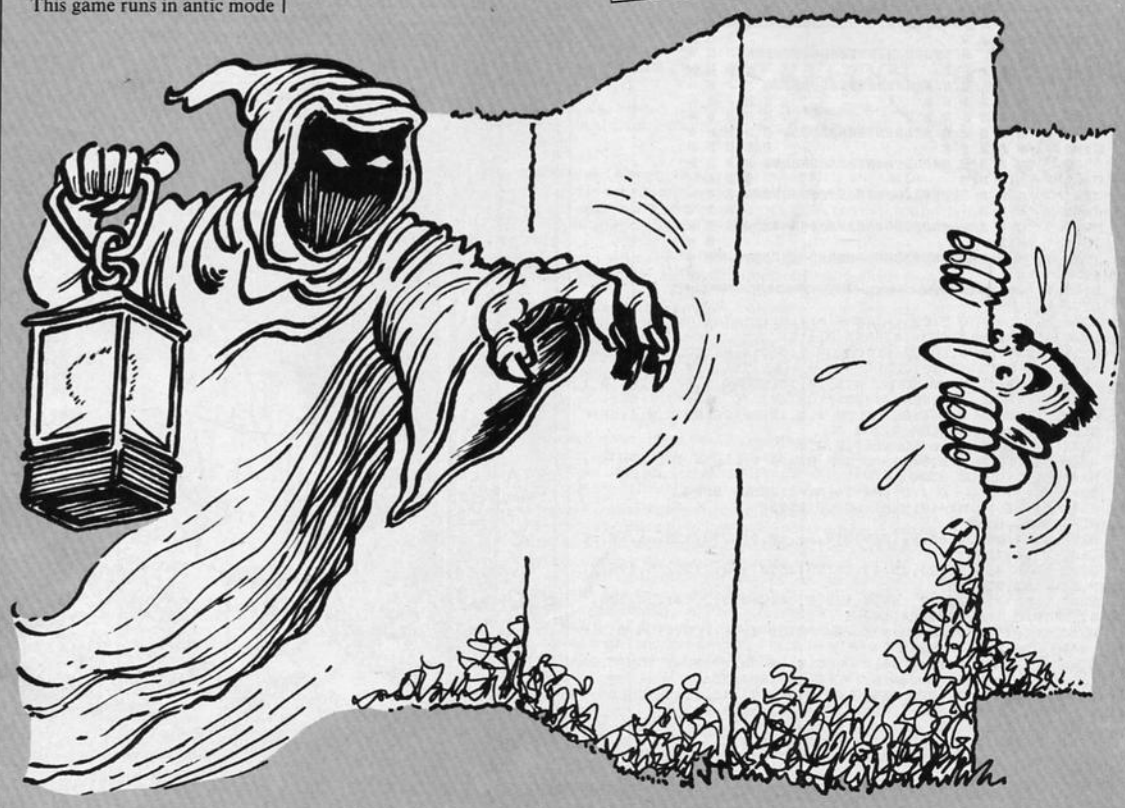
Variables

LEV level number
LIVES men left
X,Y position of men
GX,GY position of spirit
RPNT reprint character over which the spirit is
S joystick movement
DL display list pointer
X1,Y1 last position of man
GX1,GY1 last position of man
LV,K,GST control speed of spirit
LC locate and hold value of screen, PEEK for spirit and man

Hints on conversion

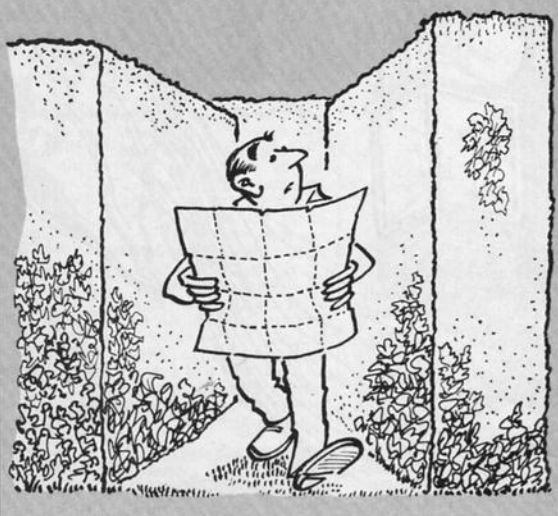
CHR$(125) clear screen
POSITION position cursor to X,Y co-ordinates
T top left screen memory address
STRIG (0) read joystick button
PEEK (632) read input from joystick port 1
SET COLOUR 4,1,0 set background colour
SET COLOUR 2,G,6 set text window colour
SET COLOUR 1,O,10 set character luminence for text window

• Remember that on the Atari, characters in italic should be entered in inverse.



ATARI PROGRAM

```
1 REM ****     RUNAROUND    ****
2 REM ****        BY        ****
3 REM ****  JOEL GOODWIN    ****
4 REM
5 ? CHR$(125):GOSUB 8250
6 DIM M$(29):I=2:G=2:GOSUB 5000:GOSUB 6000:GOTO 8325
7 I=2:LV=9:LIVES=3:LEV=1:G=2
10 GOSUB 5000:GOSUB 6000
150 X=36:Y=22:GX=5:GY=3:RPNT=0:POKE T+(Y*40)+X,34
154 REM * ALL CHARACTERS AND SPACES      BETWEEN QUOTES
ON NEXT LINE INVERSE
155 POSITION 1,0:? "        LEVEL ";LEV;"              LIVE
S ";LIVES;"      ";POKE 77,0
160 S=PEEK(632):IF S=15 THEN K=LV:GOTO 207
170 X1=X+(S=7)-(S=11):Y1=Y+(S=13)-(S=14)
180 LC=PEEK(T+(Y1*40)+X1):IF LC=0 THEN 193
185 IF LC=186 THEN LEV=LEV+1:GOTO 8295
187 IF LC=138 THEN GOTO 8315
190 K=2:GOTO 207
193 POKE T+(Y*40)+X,0
195 X=X1:Y=Y1
200 POKE T+(Y*40)+X,34
202 K=2
207 GST=GST+1:IF GST<K THEN 160
209 GST=0:POKE T+(GY*40)+GX,RPNT
210 GX=GX+(X>GX)-(X<GX)
220 GY=GY+(Y>GY)-(Y<GY)
230 LC=PEEK(T+(GY*40)+GX):IF LC=0 THEN 237
233 IF LC=186 THEN RPNT=186:GOTO 240
235 IF LC=34 THEN GOTO 8315
236 RPNT=162:GOTO 240
237 RPNT=0
240 POKE T+(GY*40)+GX,138
250 GOTO 160
5000 DL=PEEK(560)+PEEK(561)*256:POKE 752,1:? CHR$(125)
5100 FOR B=DL+6 TO DL+28:POKE B,4:NEXT B
5200 T=PEEK(88)+PEEK(89)*256:SETCOLOR 2,8,6:SETCOLOR 1,
0,10:SETCOLOR 0,3,6:SETCOLOR 4,I,0:SETCOLOR 3,7,10
5300 POKE 756,PEEK(1700):RETURN
5995 REM * ALL B AND Z'S BETWEEN LINES          6000 TO 8
200 MUST BE INVERSE *
6000 ? :? "WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW"
6100 ? "W                                          W"
6200 ? "W B BBBBBBBBBBBBBBBBBBBBBBBBBBBBB W"
6300 ? "W B B                                    B W"
6400 ? "W B B BBBBBBBBBBBBBBBBBBBBBBBBBB B W"
6500 ? "W B B B                                B B W"
6600 ? "W B B B BBBBBBBBBBBBBBBBBBBBBB B B W"
6700 ? "W B B B B                            B B B W"
6800 ? "W B B B B BBBBBBBBBBBBBBBBBB B B B W"
6900 ? "W B B B B B                        B B B B W"
7000 ? "W B B B B B Z                B B B B B W"
7100 ? "W B B B B BBBBBBBBBBBBBBBB B B B B W"
7200 ? "W B B B B                        B B B B W"
7300 ? "W B B B BBBBBBBBBBBBBBBBBBBB B B B W"
7400 ? "W B B B                          B B B W"
7500 ? "W B B BBBBBBBBBBBBBBBBBBBBBBBBBB B B W"
7600 ? "W B B                                  B W"
7700 ? "W B BBBBBBBBBBBBBBBBBBBBBBBBBBBBB B W"
7800 ? "W B                                    B W"
7900 ? "W BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB W"
8000 ? "W                                          W"
8100 ? "WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW";
8200 RETURN
8210 FOR L=1 TO 3:C0=INT(RND(0)*15):C1=INT(RND(0)*15):C
2=INT(RND(0)*15):C3=INT(RND(0)*15)
8215 SETCOLOR 0,C0,C0:SETCOLOR 1,C1,14:SETCOLOR 2,C2,4:
SETCOLOR 3,C3,14:SETCOLOR 4,5,0:POKE 756,224
8220 FOR B=1 TO 30:SOUND 0,B,10,15:SOUND 1,B/20+20,10,1
5:NEXT B:POKE 756,PEEK(1700):FOR Z=1 TO 6:NEXT Z:NEXT L
8230 SETCOLOR 0,3,6:SETCOLOR 1,0,10:SETCOLOR 2,0,6:SETC
OLOR 3,7,10:SETCOLOR 4,3,0
8235 SOUND 0,0,0,0:SOUND 1,0,0,0
8240 SETCOLOR 1,0,0:M$="C O N G R A T U L A T I O N S":
MX=6:MY=3:GOSUB 8500
8242 M$="Y O U  D I D":MX=14:MY=5:GOSUB 8500
8243 M$="I T":MX=19:MY=7:GOSUB 8500
8244 GOTO 8325
8250 DATA 80,24,60,66,219,219,66,60,24,272,129,66,60,60
,60,60,66,129
8255 DATA 464,25,25,25,63,25,25,25,0,440,255,255,195,21
9,219,195,255,255
8257 DATA 72,138,72,169,0,162,0,141,10,212,141,24,208,1
42,26,208,104,170,104,64,-1
8260 SET=(PEEK(106)-8)*256:GRAPHICS 1+16:POSITION 0,3:?
 #6;"     rUnArOuNd"
8265 POSITION 0,11:? #6;"    PlEaSe WaIt":POSITION 0,20
:? #6;" By JoEl GoOdWiN":POKE 106,SET/256
8270 FOR I=0 TO 1023:SETCOLOR 0,RND(0)*15,12:SETCOLOR 1
,RND(0),12:POKE SET+I,PEEK(57344+I):NEXT I
8275 RESTORE 8250
8280 FOR I=1 TO 4:READ CH:FOR J=0 TO 7
8285 READ DT:POKE SET+CH+J,DT:NEXT J:NEXT I:POKE 1700,S
ET/256
8287 J=1536
8288 READ MC:IF MC<>-1 THEN POKE J,MC:J=J+1:GOTO 8288
8290 GRAPHICS 0:POKE 752,1:SETCOLOR 2,0,0:RETURN
8295 POKE 1540,(G*16)+6:POKE 1542,I*16:IF LV=5 THEN GOT
O 8210
8300 IF LV=9 THEN LV=7:I=13:G=3:GOSUB 8550:GOTO 10
8305 IF LV=7 THEN LV=5:I=3:G=0:GOSUB 8550
8310 GOTO 10
8315 GOSUB 8335
8320 SOUND 0,0,0,0:SOUND 1,0,0,0:LIVES=LIVES-1:IF LIVES
 THEN 10
8321 REM * ALL CHARACTERS AND SPACES      BETWEEN QUOTES
 ON NEXT LINE INVERSE
8325 POSITION 1,0:? "      PRESS TRIGGER TO PLAY AGAIN
    "
8327 IF STRIG(0) THEN 8327
8330 GOTO 7
8335 SOUND 0,2,4,5:FOR B=1 TO 10:NEXT B
8340 SOUND 0,0,0,0:FOR B=1 TO 10:NEXT B
8345 SOUND 0,2,4,10:FOR B=1 TO 10:NEXT B
8350 SOUND 0,0,0,0:FOR B=1 TO 10:NEXT B
8355 SOUND 0,2,4,15:FOR B=1 TO 10:NEXT B
8360 SOUND 0,0,0,0:RETURN
8500 FOR Z=1 TO LEN(M$):POSITION MX,MY:? M$(Z,Z):SOUND
0,50,10,10
8510 FOR Z1=1 TO 7:NEXT Z1:SOUND 0,0,0,0:MX=MX+1:NEXT Z
:RETURN
8550 ? CHR$(125):POKE DL+28,2:POKE 512,0:POKE 513,6:POK
E DL+15,132:POKE 54286,192:Q=200:SETCOLOR 2,6,6
8552 SETCOLOR 4,I,0
8559 REM * B ON NEXT LINE INVERSE *
8560 FOR QY=1 TO 22:FOR QX=17 TO 21 STEP 4:POSITION QX,
QY:? "B":NEXT QX:NEXT QY
8570 POSITION 16,23:? "LEVEL ";LEV-1;:POSITION 16,0:? "
LEVEL ";LEV
8580 LY=22:DY=22:SF=0
8590 LY=LY-1:POSITION 19,LY+1:? " ":POSITION 19,LY:? CH
R$(66):IF LY=17 THEN SF=1
8600 IF SF=1 THEN DY=DY-1:POSITION 19,DY+1:? " ":POSITI
ON 19,DY:? "*"
8610 IF DY=1 THEN 8620
8613 IF LY=1 THEN POSITION 19,LY:? " ":GOTO 8600
8614 FOR DLY=1 TO 6:NEXT DLY:SOUND 0,Q,10,10:SOUND 1,Q+
1,10,10:Q=Q-10
8615 GOTO 8590
8620 SOUND 0,0,0,0:SOUND 1,0,0,0:POSITION 19,DY:? " ":F
OR DLY=0 TO 100:NEXT DLY:POKE DL+15,4:POKE DL+28,4
8630 RETURN
```



Arcade Hardware, 211 Horton Rd. Fallowfield, Manchester M14 7QE.
061-225 2248

NEW LOW PRICES ON TI MODULES

£19.95
Buck Rogers
Moonsweeper
Demon Attack
Slymoids
Return Pirate Isle
Adventure/Pirate
Microsurgeon
Facemaker
Burgertime

£14.95
Hopper
Jawbreaker
Moonmine
M★A★S★H

£9.95
TI-Invaders
Munchman
Alpiner
Tombstone City
Congo-Bongo

MORE MODULES, TAPES AND HARDWARE IN STOCK

Lantern..Games That Shine
SOFTWARE FOR THE TI 99 4A

NOW AVAILABLE...NEW FULL COLOUR PACKS

WONKEY WARLOCK
Guide Wonkey Warlock through the dragons lair collecting weapons and spells in order to defeat him. 5 screens of incredible graphics. An absolute must for every Texas owner!

CRAZY CAVER
You are Crazy Caver and must face a myriad of hazards. Run, jump, swing on stalagmites, dodge, leap over pits, arrows and balls of fire. Superb graphics and animation. A game you can't stop playing.

TI BASIC **£5·95** EXT BASIC **£6·95**

LANTERN 4 HAFFENDEN ROAD TENTERDEN KENT TN30 6QD. 'Send cheque or postal order to' .....

STARBYTESTARBYTESTARBYTESTARBYTESTARBY

STARBYTE **Can you afford to buy your tapes anywhere else?**

STARBYTESTARBYTESTARBYTESTARBYTEST

Galaxy of stars

New releases with a theme that's out of this world — the ever popular space games

Moonsweeper 48K Spectrum £6.95

CheetahSoft, 24 Ray St, London EC1

Am I at home or at the Silver Dollar on an arcade machine? Moonsweeper left me breathless with its brilliant graphics, sound, fast action and addictability.

Loading takes one minute 45 seconds and gives an introductory screen of a waving spaceman with you reflected in his helmet. Your task is to find stranded lunar pioneers on four moons, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.

First you must avoid the meteors — exploding them raises your score — and land on a coloured moon. You skim along the surface — shown by radar lines coming towards you — destroy hostile forces and pick up six pioneers. Then you must zoom through the lines to gather speed for take-off to the next moon.

There are four levels of difficulty and options for one or two players, sound on/off and reset game. The program is compatible with Cheetah RAT, Kempston and Interface 2 joysticks. 'Up' increases the speed over the moon and 'Down' activates defence shield in space, slows down speed over moon or allows firing above moon level.

Cheetah has a winner! **T.W.**

instructions	90%
playability	100%
graphics	100%
value for money	100%

★★★★★

Elite 32K BBC £17.95 (disc)

Acornsoft, 104 Hills Rd, Cambridge

Trying to review this program in the space available here is like trying to get a gallon in a pint pot! This program has been hailed as a megagame and it certainly tries to live up to that title.

The program isn't the whole package; the box fairly bursts open, to reveal a 64-page instruction manual, a 48-page 'novella', a quick reference card, wall chart, function key strip, loading instructions and competition entry card. Try copying that little lot!

The game is a superb three-dimensional graphic trading game rather like Traveller. It's a role playing game. To try to describe it here is madness, you aim to survive and make a profit as you wander the planets with your cargoes.

There are nasties to do battle with, 22 different types of craft, and you even have to buy your own computers, when you can afford them.

The game is difficult and even when you are used to it, a single game could last weeks — thank goodness for the save game facility. Addictive? This game could wreck relationships of every kind; beware! **D.C.**

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

★★★★★

Galaxia Amstrad CPC464 £5.95

Kuma, Unit 12, Horseshoe Park, Horseshoe Rd, Pangbourne, Berks

What a pity there is no joystick option in this otherwise well written program where all user inputs are via the C, E, L and + keys.

With ten screens of nasties, all of which will both amuse and amaze you, your task is to steer a space ship through the atmosphere of some distant galaxy. Armed with an unusual multicoloured instrument, looking for all the world like an Inter-Galactic Thermic Lance, you must destroy the hordes of aliens. Each hit scores points on an incrementing scale, depending upon how far into the game you have survived. There are three levels of play from which to choose.

The well-designed top ten score board and the ability to 'hold' the action at any moment, are both desirable ingredients in such an addictive game.

The concept is not original but the format of this high speed arcade game, with superb colour graphics and an extensive use of the Amstrad's powerful sound facilities, allied to the ability to fire-on-the-run, make it a game apart from all others. Highly recommended. **D.H.**

instructions	85%
playability	90%
graphics	100%
value for money	90%

★★★★★

Space Ace 2101 CBM 64 £7.95

Ozi Soft, London Hse, Baughurst, Hants

The best description for this game might be a mixture of Star Trek and Defender. However, the quality isn't up to either of them.

There are two playing modes available. In one mode you have a defender's view of a landscape. Various aliens come towards you and they must be shot. While doing this you should keep your fuel levels quite high. If you run out of fuel your destruction is imminent.

The other playing mode has a view into space. You may move your sight around, line up the enemy and shoot. A map shows the positions and bearings of you and the various planets in the solar system.

A computer status report will give you the current stardate, food supply, virus immunity time, temperature, pressure, etc.

This game looks and sounds fairly good but lacks lasting interest. I found that it got very repetitive after only a few minutes. The graphics and sound are not all that outstanding — not of the normal quality found on CBM 64 games. **K.I.**

instructions	40%
playability	60%
graphics	60%
value for money	55%

★★★

Jet Power Jack Electron £6.95

Program Power, Sheepscar Hse, Leeds LS7 1AD

The setting of this game is somewhat depressing. Poor Jack is doomed to work in a large space garage collecting fuel pods for the customers.

The game is great fun, though, as you control Jack using his rocket powered back pack to manouevre him from platform to platform. There are problems in the form of the 'space googlies' who keep trying to stop him. Another difficulty is his oxygen supply which will only last one minute per trip. These make the game difficult but more exciting.

This game was originally released on the BBC machine and this is a conversion with some radical changes. Firstly, the 16 colours of the BBC version have been reduced to four in this. This makes the graphics less interesting but does make the game faster, so fast that it is even more of a challenge than the original.

Secondly some of the graphic characters are different but just as interesting. The levels, with five different screens, are excellent and progress from the difficult to the utterly impossible.

A good game which has lost colour but not excitement. **D.C.**

instructions	75%
playability	95%
graphics	75%
value for money	80%

★★★★

As seen in the national press

WIN a DREAM HOLIDAY in our GREAT COMPETITION

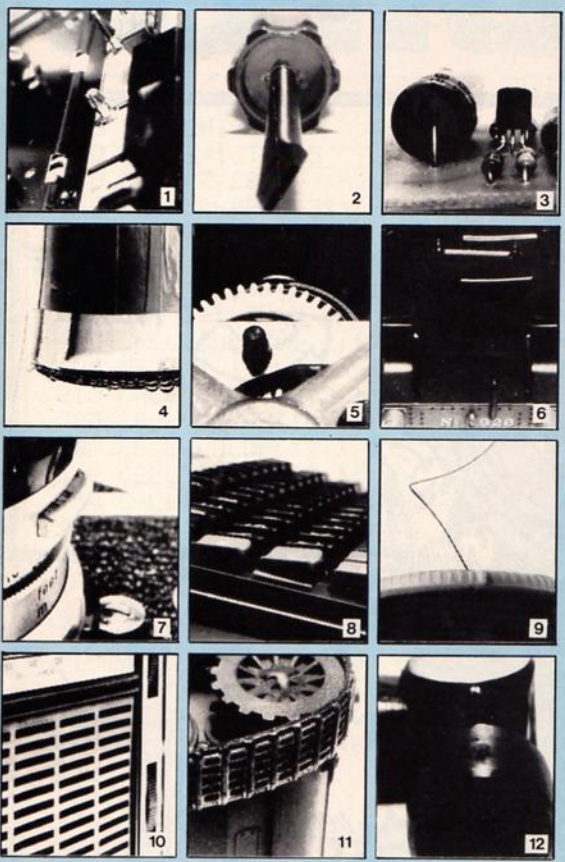
The Prizes:

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.

There's g the

Our hero has done his gold prospecting and is now faced with the hazardous problem of transporting his treasure to the bank. Help him out in this program by Mike Willey

Take a break from violent games and give yourself a rest.

This game requires manoeuvrability. Krazy Kidd is our hero and what you have to do is move gold from his cave to the bank. He's finally realised that it pays to save — and also keeps itchy fingers away from his hoards of treasure.

However, poor Krazy is clumsy and not too co-ordinated. He has problems with walls — that is, he walks into them. He's also been known to fall down ladders. You must guide him and try to shield him from these pitfalls.

If a disaster occurs and he finds himself in a crumpled heap at the bottom of a ladder, or with a buckled nose from head-on contact with a concrete wall, you lose vital points.

Use the arrow keys to move. Watch out for the biggest hazard of all: dramatic subsidence in the cave, in which case you'll have to get the pickaxe to dig out all the rubble.

How it works

100-150 clear screen, define characters
160-260 set colours
270-300 set screen one title characters
310-390 set title
400-530 title graphics movement
550-590 subroutine for title
600 reset data line
620-860 set screen two characters
870-930 variables
940-960 initial position of man
970-1020 print score
1040-1120 random number generator, cave fall routine
1130-1160 detect key press
1180-1600 movement, collision detection
1610-1740 data
1750-1910 fall routine
1920-1990 change character
2000-2170 dig cave routine
2180-2220 pick up gold, reset position of pickaxe
2230-2400 gold in bank, message and score
2410-2500 trap in cave routine
2510-2600 collision routine, sound
2610-2710 end screen, final score

Variables

x, y character movement
sc score
P, Q cave collapse
d, t print position
T number of gold blocks
a$ hold print messages

old in
em thar hills

```
100 CALL CLEAR
110 RANDOMIZE
120 FOR I=1 TO 15
130 READ Z,Z$
140 CALL CHAR(Z,Z$)
150 NEXT I
160 CALL COLOR(1,4,1)
170 CALL COLOR(2,13,1)
180 FOR I=3 TO 8
190 CALL COLOR(I,2,1)
200 NEXT I
210 CALL COLOR(9,2,1)
220 CALL COLOR(10,6,1)
230 CALL COLOR(12,7,1)
240 CALL COLOR(13,11,1)
250 CALL COLOR(14,10,4)
260 CALL COLOR(15,14,1)
270 CALL CLEAR
280 CALL HCHAR(15,3,144,28)
290 CALL VCHAR(1,4,40,12)
300 CALL VCHAR(1,28,40,12)
310 A$="  KRAZY KIDD"
320 T=5
330 GOSUB 550
340 A$=" ************"
350 T=7
360 GOSUB 550
370 A$="BY MICK WILLEY"
380 T=11
390 GOSUB 550
400 X=13
410 Y=3
420 CALL HCHAR(X,Y,107)
430 CALL HCHAR(X+1,Y,98)
440 FOR I=1 TO 13
450 Y=Y+2
460 CALL HCHAR(X,Y-2,32)
470 CALL HCHAR(X+1,Y-2,32)
480 CALL HCHAR(X,Y,107)
490 CALL HCHAR(X+1,Y,98)
500 CALL SOUND(40,-6,0)
510 NEXT I
520 FOR I=1 TO 200
530 NEXT I
540 GOTO 610
550 D=9
560 FOR I=1 TO LEN(A$)
570 CALL HCHAR(T,D+I,ASC(SEG$(A$
,I,1)))
580 NEXT I
590 RETURN
600 RESTORE 1660
610 CALL CLEAR
620 FOR A=1 TO 22
630 READ G,H,J,K
640 CALL HCHAR(G,H,J,K)
650 NEXT A
660 FOR A=1 TO 23
670 READ G,H,J,K
680 CALL VCHAR(G,H,J,K)
690 NEXT A
700 A$=" SCORE"
710 P=2
720 D=1
730 GOSUB 830
740 A$="BANK"
750 P=1
760 D=14
770 GOSUB 830
780 A$="CAVE"
790 P=11
800 D=11
810 GOSUB 830
820 GOTO 870
830 FOR I=1 TO LEN(A$)
840 CALL HCHAR(P,D+I,ASC(SEG$(A$
,I,1)))
850 NEXT I
860 RETURN
870 P=6
880 Q=26
890 SC=50
900 CALL HCHAR(P,Q,101)
910 X=11
920 Y=23
930 L=4
940 CALL HCHAR(X,Y,105)
950 CALL HCHAR(X+1,Y,96)
```

```
 960 CALL GCHAR(X+2,Y,S)
 970 IF S=32 THEN 1750
 980 S$=" "&STR$(SC)&" "
.990 D=7
 1000 FOR I=1 TO LEN(S$)
 1010 CALL HCHAR(2,D+I,ASC(SEG$(S
$,I,1)))
 1020 NEXT I
 1030 CALL KEY(0,K,S)
 1040 I=INT(RND*250)+1
 1050 IF I<>45 THEN 1130
 1060 CALL GCHAR(13,13,S)
 1070 IF S=100 THEN 1130
 1080 FOR D=0 TO 25 STEP 5
 1090 CALL SOUND(120,-6,D)
 1100 CALL HCHAR(13,12,100,4)
 1110 CALL HCHAR(14,12,100,4)
 1120 NEXT D
 1130 IF K=69 THEN 1180
 1140 IF K=68 THEN 1260
 1150 IF K=83 THEN 1390
 1160 IF K=88 THEN 1530
 1170 GOTO 940
 1180 CALL GCHAR(X-1,Y,S)
 1190 IF S<>32 THEN 2510
 1200 X=X-1
 1210 CALL HCHAR(X+2,Y,32)
 1220 CALL SOUND(40,330,1)
 1230 CALL HCHAR(X,Y,106)
 1240 CALL HCHAR(X+1,Y,99)
 1250 GOTO 1030
 1260 CALL GCHAR(X,Y+1,S)
 1270 IF S=100 THEN 2610
 1280 IF S<>32 THEN 2510
 1290 Y=Y+1
 1300 CALL HCHAR(X,Y,107)
 1310 CALL HCHAR(X+1,Y,98)
 1320 CALL SOUND(50,-2,1)
 1330 CALL HCHAR(X,Y-1,32)
 1340 CALL HCHAR(X+1,Y-1,32)
 1350 IF P<>X+1 THEN 1380
 1360 IF Q=Y THEN 1370 ELSE 1380
 1370 GOSUB 1920
 1380 GOTO 1030
 1390 CALL GCHAR(X+1,Y-1,S)
 1400 IF S=129 THEN 2180
 1410 IF S=103 THEN 2230
 1420 IF S<>32 THEN 2510
 1430 Y=Y-1
 1440 CALL HCHAR(X,Y,107)
 1450 CALL SOUND(40,-1,1)
 1460 CALL HCHAR(X+1,Y,97)
 1470 CALL HCHAR(X,Y+1,32)
 1480 CALL HCHAR(X+1,Y+1,32)
 1490 IF T<>X THEN 1520
 1500 IF U=Y THEN 1510 ELSE 1520
 1510 GOSUB 2000
 1520 GOTO 1030
 1530 CALL GCHAR(X+2,Y,S)
 1540 IF S<>32 THEN 2510
 1550 X=X+1
 1560 CALL HCHAR(X-1,Y,32)
 1570 CALL HCHAR(X,Y,106)
 1580 CALL SOUND(50,220,1)
 1590 CALL HCHAR(X+1,Y,99)
 1600 GOTO 1030
 1610 DATA 121,FFFFFFFFFFFFFFFF,1
44,FF222222FF888888,129,00000000
00707070,103,FFFFFFFFFFFFFFFF
 1620 DATA 105,1038107CBABABABA,1
06,1039123C381C1A19
 1630 DATA 96,3828282828282828,97
,384888844422202,98,382422424488
8880,99,3F21110904020101
 1640 DATA 40,427E4242427E4242,10
1,0001424428100803,100,BFFBF7FFF
EDF7FFD
 1650 DATA 104,50B892FF989C5A39,1
07,103810383A7C3838
 1660 DATA 1,1,121,19,1,24,121,9,
24,1,121,10,24,26,121,7,21,10,12
1,17,7,2,121,12,14,5,129,4
 1670 DATA 4,14,144,16,7,14,144,6
,7,22,144,8,10,4,144,13,10,25,14
4,5,13,22,144,5,13,29,144,3
 1680 DATA 15,5,100,15,16,5,100,1
5,17,5,100,15,18,4,144,16,21,4,1
44,4,11,5,100,12,12,10,100,7
 1690 DATA 18,22,144,8,2,14,103,2
,2,15,103,2
 1700 DATA 2,1,121,22,21,10,121,3
,21,26,121,3,2,13,121,5,2,32,121
,22,10,4,144,12,10,22,144,4,8,19
,144,7
 1710 DATA 7,22,144,4,14,22,144,5
,13,26,144,5,5,29,144,5,18,29,14
4,4,2,31,40,11,10,3,40,12
 1720 DATA 13,28,40,3,14,31,40,10
,21,9,40,3,19,28,40,3,7,21,40,12
,8,18,40,7
 1730 DATA 106,50B892FF989C5A39,1
05,103C167DBBF83838,107,103C167D
BBF83838
 1740 DATA 108,344EA43C3C2C0C0C,1
09,085C889CFC8C8C4C
 1750 I=2200
 1760 CALL SOUND(40,I,0)
 1770 X=X+1
 1780 CALL HCHAR(X-1,Y,32)
 1790 CALL HCHAR(X,Y,105)
 1800 CALL HCHAR(X+1,Y,97)
 1810 CALL GCHAR(X+2,Y,S)
 1820 IF S<>32 THEN 1850
 1830 I=I-55
```

```
1840 GOTO 1760
1850 A$="HEY WATCH IT"
1860 FOR I=1 TO LEN(A$)
1870 D=11
1880 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
1890 NEXT I
1900 SC=SC-10
1910 GOTO 980
1920 RESTORE 1730
1930 FOR I=1 TO 3
1940 READ Z,Z$
1950 CALL CHAR(Z,Z$)
1960 NEXT I
1970 T=13
1980 U=16
1990 RETURN
2000 RESTORE 1740
2010 FOR A=1 TO 2
2020 READ Z,Z$
2030 CALL CHAR(Z,Z$)
2040 NEXT A
2050 FOR S=1 TO 4
2060 FOR I=1 TO 4
2070 CALL HCHAR(X,Y,108)
2080 FOR W=1 TO 50
2090 NEXT W
2095 CALL SOUND(50,-6,0)
2100 CALL HCHAR(X,Y,109)
2110 CALL HCHAR(X+1,Y,96)
2120 NEXT I
2130 CALL HCHAR(X,Y,32)
2140 CALL HCHAR(X+1,Y,32)
2150 Y=Y-1
2160 NEXT S
2170 RETURN
2180 CALL CHAR(105,"103C107FBF7F
3F3A")
2190 CALL HCHAR(X,Y,105)
2200 CALL HCHAR(X+1,Y-1,32)
2210 CALL HCHAR(P,Q,101)
2220 GOTO 1030
2230 RESTORE 1620
2240 FOR A=1 TO 5
2250 READ Z,Z$
2260 CALL CHAR(Z,Z$)
2270 NEXT A
2280 SC=SC+100
2290 L=L-1
2300 IF L=0 THEN 2410
2310 D=11
2320 CALL HCHAR(23,11,32,15)
2330 A$="  FANTASTIC!!"
2340 FOR I=1 TO LEN(A$)
2350 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2360 NEXT I
2370 FOR I=110 TO 1100 STEP 110
2380 CALL SOUND(-200,I,0)
2390 NEXT I
2400 GOTO 980
2410 A$="  GAME OVER ."
2420 D=12
2430 FOR I=1 TO LEN(A$)
2440 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2450 NEXT I
2460 FOR I=1600 TO 110 STEP -110
2470 CALL SOUND(-200,I,0)
2480 NEXT I
2490 CALL CLEAR
2500 GOTO 2630
2510 CALL SOUND(100,440,0)
2520 CALL SOUND(150,220,1)
2530 CALL HCHAR(23,11,32,13)
2540 D=12
2550 A$="  OUCH"
2560 FOR I=1 TO LEN(A$)
2570 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2580 NEXT I
2590 SC=SC-5
2600 GOTO 1030
2610 CALL CLEAR
2620 PRINT "          SORRY"::::
"       YOU LOST HIM":::
2630 PRINT "       YOU SCORED";S
C
2640 PRINT " "::
2650 PRINT " DO YOU WANT TO PLAY
 AGAIN?"::
2660 PRINT "      Y OR N"
2670 CALL KEY(0,K,S)
2680 IF K=89 THEN 600
2690 IF K=78 THEN 2700 ELSE 2670
2700 CALL CLEAR
2710 END
```

Shopper
VIC-20 + 16K
£1.99

Mastertronic, 42 Welbeck St, London W1M 7HF

On loading you are presented with a nice title page which, on completion, switches to a second screen. At this point you notice a feature of the game... a rapid flickering which could be nasty if you had any tendency to migraine.

With screen 1 you have to cross two roads in the style of Frogger. On the way you must collect coins and avoid an aggressive woman who patrols the central reservation.

On reaching the other side of the road, assuming you have collected all the coins, you pass on to the next screen.

The next two screens are very similar to the first and involve roads and railway tracks. Again you must collect coins and avoid the women.

Screen 4 involves taking a trolly around a supermarket and collecting fruit and things. The ubiquitious women chase after you again.

Since I didn't progress beyond screen 4 and I had no instructions I can reveal no more.

Graphically the game is above average but the animation and movement were jerky and, particularly on screen 1, flickery. But at £1.99 I couldn't moan too much. **A.W.**

instructions	40%
ease of use	60%
graphics	65%
value for money	90%

★ ★ ★ ★

Mr Mephisto
Commodore 64
£6.95

Euro-Byte, Churchmill House, Ockford Rd, Godalming GU7 1QY

The setting of this game is a Hades type underworld full of devils and nasties. The object of the game is to work your way through various screen settings, gaining points as you go.

There are three skill levels and four speeds of play.

The cassette tape loads using a fast load system called Overdrive.

The first screen displays an escalator moving downwards which you have to run up to reach a top level. If you fall off the escalator, you fall into flames, and you lose all your lives.

While you're getting up the escalator you have to avoid devils coming down. If you get to the top you need to grab a halo to get through the door and into the next screen.

However you need to time your movements carefully as there is another devil on this level who emerges out of the ground.

I found the game somewhat difficult but it held a certain fascination that kept me trying to beat the little devils. All in all a good game, for which a joystick is required. **L.C.**

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

★ ★ ★ ★

Hi Bouncer!
32K BBC £6.95

H & H, Mirrorsoft, Holborn Circus, London EC1P 1DQ

A brilliant, addictive arcade game for all Mr Men fans that shows how the 32K BBC should be used. Doubtless 'Nightflite 2' fanatics will find it beneath them — but for the rest of us this is a colourful, noisy, enjoyable game.

Four main screens, each having eight versions increasing in difficulty, allow us to take Mr Bounce around the town to help Mr Tall get his scarf and gloves; Mr Lazy finish his home; Mr Bump knock down his fruit; and to prevent Mr Snow from melting.

The game has two versions. One is for speed freaks — the arcade version — and the practice program.

Response to the keyboard is instantaneous, but it is a shame that the concise insert instructions have 'full stop' for 'Jump' when they meant '↑'! Screen top tells you score, lives left and bonus, while the level on is displayed bottom right.

As you assist Mr Bounce don't allow him to touch other Mr Men — who increase in numbers with the degree of difficulty — or other obstructions, otherwise he ricochets around the screen with a zooming sound!

It has nicely animated graphics, good use of sound and colour and clear child-like drawings of houses. A humorous pleasing game. **T.W.**

instructions	90%
playability	90%
graphics	90%
value for money	90%

★ ★ ★ ★ ★

Adventure on your micro

More reviews telling you exactly what you can expect for your money

Laser Reflex
32K BBC £7.95

Talent Computer Systems, 101 St James Rd, Glasgow G4 0NS

I have to admit that I expected a lot from this game after reading the cassette sleeve and other information about it. The aim is to dispel the ever increasing hordes of aliens with your laser cannon, but wait, the catch is that the laser can only be fired against a concave mirror.

The blurb also promised a screen designed by a 'talented artise' and unfortunately I was disappointed on both accounts.

I think that the screen was the main problem, being in a four-colour mode the artist has used complex pixel graphics and there are a great number of shading effects used. So much so that I found the whole thing to be a complete muddle.

The game itself is not as interesting as I though either. The mirror is of a fixed position and shape and you aim by moving the laser. The aliens look rather fly-like in some cases and even the writing on the score board is difficult to read.

The change of level affects the speed of the invaders but there are no real bonus screens I'm afraid. **D.C.**

instructions	65%
playability	60%
graphics	35%
value for money	55%

★ ★

Tornado Low Level
48K Spectrum
£5.95

Vortex, 280 Brooklands Rd, Manchester M23 9HD

According to the advertising blurb, this game is supposed to give me hypermania. Well, not quite, but it does have the closest thing to Zaxxon style graphics I have seen on the Spectrum!

They may not be the finest yet, as also claimed in the advertising but they are pretty good.

You fly the tornado plane over 40 screens of landscape, including houses, trees, telegraph poles and seascape, and search for enemy bases.

To destroy these you must fly as low as possible over them: but do not crash into anything! Also keep an eye on your fuel: you will have to land to fill the tanks.

The game is shown in perspective 3D, i.e. a birds eye view, and you can see your plane, and its shadow, underneath. Colour is well used.

Sound, however, is sparse, and whatever the whirring sound is, it aggravates me intensely. The game also lacks any real point.

Flying over little crosses is not rivetingly exciting! Still, its pretty to look at, impressive, and maybe worth the price. **P.S.**

instructions	75%
playability	65%
graphics	90%
value for money	75%

★ ★ ★

U.S. SCENE

Take the guesswork out of buying

If you're tired of guessing when it comes to making hardware and software purchasing decisions, you might be interested in three new books recently released from Byte Books. The first, Microcomputer Buyer's Guide is a 384-page guide covering over 600 micro systems made by over 200 manufacturers. It is quite up to date, and features many of the latest small computers and portables. The book discusses new technologies, contrasts the new Japanese machines to existing U.S. products, and contains charts which compare features to performance. The book also includes reviews of manufacturer's software, pricing, a full glossary, and other features.

The second book is called Terminals and Printers Buyer's Guide. It deals, on a model by model basis, with over 500 units, including those used for graphics as well as text. The book also includes information on data communication products, interfaces, protocols and standards, information on various companies, a glossary of terms, and pricing. It is 320 pages long.

The third book is called Microcomputer Software Buyer's Guide and is 352 pages long. This book contains in-depth reviews of best-selling applications programmes in the following areas: word processing, financial analysis, communications, data base management, and integrated packages. The book is well illustrated and contains information on the various manufacturers and a complete glossary.

Each of the three books carries a suggested list price of $19.95 and is available through your local book seller or directly from Steve Mathews, Suite 2677, Byte Books/McGraw-Hill Book Company, 1221 Avenue of the Americas, New York, New York 10020. The guides are excellent, and well worth your investigation.

★ ★ ★ ★

I don't know how much it will cost, but you can just about bet your booties that Commodore will be out with a 32 bit machine in the not too distant future. I wouldn't say it will be out by December, but I will be surprised if it is not out by the middle of the first quarter of 1985. Why do I think this? Simple. Commodore recently bought Amiga Corp. of Santa Clara, California (in Silicon Valley). Amiga has a computer on the drawing board which uses the Motorola 6800 processor, the same one used in Apple's Macintosh. However, the Amiga machine employs three custom chips which give the unit the graphics ability to display 80 columns of text on the screen of a regular television with satisfactory clarity.

Fairly recently, before the Amiga purchase was announced, Commodore's president announced that the firm would soon be debuting a machine with the power of the Macintosh for under $1000. This is a virtual description of the Amiga.

Jack Tramiel, who recently left Commodore to take over Atari, is also rumoured to be working on a machine with similar capabilities and price. As yet there have been no other confirmed announcements from Commodore as to the date of introduction, the exact features, what other computers the new unit might be compatible with, the price, or how the unit is to be marketed. Based, however, on knowledge of how Commodore has worked in the past, it is likely that the machine will be mass-marketed, low in cost, high in features, debuted as soon as possible, and give its competitors nightmares. We'll all be watching what happens. And of course, I'll keep you posted.

Until next week...

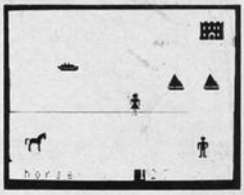
Bud Izen, Fairfield, California

play school on your Micro...

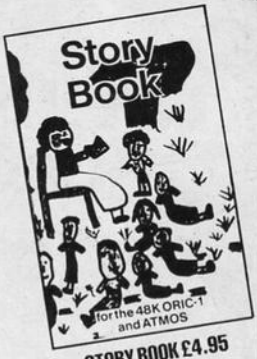
For ORIC I and ATMOS.

PICTURE BOOK £4.95
ORIC I

A colourful game that makes spelling fun. Even very young children can use the computer to create exciting pictures. As they type in words the objects appear on the screen "by magic".

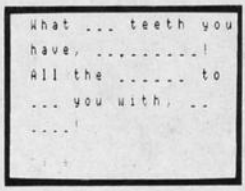


BUY BOTH AND SAVE 50p



STORY BOOK £4.95
ORIC I

A challenging game to develop the reading skills of your child. Any story can be chosen, then the reading skills are put to the test in guessing the words. Fun for all ages!



FREEPOST NO STAMP REQUIRED

...or keep your books!

Account Book

An easy to use money management program ideal for home or club. Record keeping by automatic double entry plus budgeting and other useful features. Produces reports on screen or printer. Menu driven throughout.

HOW TO ORDER
To order any of the programs listed above all you have to do is fill in the coupon below and post to us, enclosing your cheque/P.O. made payable to **Softbacks**
Please allow 7 to 14 days for delivery.

SOFTBACKS, PO BOX 257
FREEPOST, WATFORD,
WD1 3LQ

*Should you require further information on the capabilities of this program – please do call us!
01-923-53482

Post to: SOFTBACKS, FREEPOST, WATFORD, WD1 8FP.
(NO STAMP REQUIRED IN UK)
Please send me the following:

TITLE	QUANTITY	ORIC1 48K	ATMOS	£EACH	
Picture Book				4.95	
Story Book				4.95	
Account Book				12.50	
				£	

I enclose my cheque/P.O. for £_____
Name_____
Address_____

Thrilling and chilling

A whole page of adventures for you to savour

Orc Attack
CBM 64 £7.95

Creative Sparks, Thompson Hse, 296 Farnborough Rd, Farnborough, Hants

The Knight paces the Castle parapet which he must defend to the death. In the east and west turrets, hidden serfs feverishly boil oil and stack the rocks and swords. Below, evil Orcs gather. The dreaded F5 signal is given and they begin to climb seige ladders.

Our Knight rushes east for a rock, aims and drops, rushes west for the next. Suddenly, the first Orc is at parapet level and the rock supply dries up. You must fight with a sword only until the ladders are cleared. While all the time, Orc archers fire crossbolts.

Injuries stun the knight for precious seconds — watch out for decapitation. The ladders are cleared, the rocks are back and the oil is ready. One oil drop and all the Orcs go up in flames.

There is a brief pause for a body count and then more Orcs arrive, or the Sorcerer, or Stone Warts, or Demon Trolls... action is fast, furious and exhausting.

The graphics are excellent and very satisfying sound. I can't write more — the Orcs are attacking.

D.C.

instructions	90%
playability	95%
graphics	95%
value for money	90%

★ ★ ★ ★ ★

Orc Slayer
48K Spectrum
£5.50

Gamma, 12 Milverton Rd, London NW6 7AS

You must find the Magic Runesword and seek and destroy Thorg, leader of the Death Moon Tribe of Orcs.

The title screen disappeared after two seconds display, leaving a blank screen while the main program loaded. Not a good start.

The essence of text adventure programming is providing problems players must solve before continuing. Within two hours, having mapped 92 of the 120 locations without more than a handful of problems, all old favourites, I quit — scoring 36 per cent. Perhaps all problems are in the last 28 locations or the score mechanics are faulty.

There are lots of bugs: wrong exits displayed, responses intended for another pass through the same location appear on the original pass and, occasionally, your legitimate exit is refused, leaving no option but to quit. Spelling howlers abound. Interesting items in descriptions are cosmetic, since the acceptable Examine fails to work. Hearing sudden screams or someone talking, Orcs running past or "you cough", also seem to be without meaning or effect.

This game is poorly written, totally boring, untested and commercially unacceptable. New boys Gamma must try harder.

D.C.

instructions	70%
playability	45%
graphics	N/A%
value for money	10%

★ ★

Lone Wolf 2 — Fire on the Water
48K Spectrum
£6.95

Five Ways & Hutchinson Computer Publishing Ltd, 17-21 Conway St, London

This is a user-friendly, role-play adventure set in medieval times, based on Dever and Chalk's Lone Wolf books. Screen edge looks like parchment displaying one of many locations in a half screen, instantly drawn, hi-res picture with a new style type, giving information below and a wolf's head displaying book location numbers.

You, the sole surviving Kai Lord, having reached the King in Lone Wolf 1 with news of the destruction of the Kai by the Darklords, are ordered to retrieve the Sommersword.

First screen has you in the castle courtyard to fight an instructor developing your combat skill. Pressing keys makes your screen representation fight — the adventure starting when you lose.

Music precedes each fight — the winning of which increases your combat skill, while endurance recovers slowly unless a meal is eaten.

Darklords, flying on Kraans, hinder your attempts to find the sword. Options are displayed by keying 1, while 9 chooses them — no words needed! Gold crowns and backpack items are collected as the game proceeds — though my trial version always stopped at Wreck Point.

From every point a fascinating, well-designed game.

T.W.

instructions	80%
playability	95%
graphics	90%
value for money	90%

★ ★ ★ ★

Frog Face
48K Spectrum
£5.95

Positive Image, 129 Dumbarton Rd, Glasgow

This is the first commercial product that I have seen, spawned by Quill (the utility programme which produces machine code adventures to your own specification).

The plot for this adventure game is as old as time. You have been turned into a frog by Meegan the witch and must locate a magic potion to restore normality.

Initially, I died a few times. I insulted the Queen and was thrown from the battlements — I thought she might like flowers. Then I died of thirst in the desert etc. However, resurrection was swift and having made some good progress, was caught in the catacombs.

Although a fairly competent rendering with some charm, I felt that this adventure lacked that spark of originality which sets some programs apart. The graphic screens for the various locations did not make the best use of hi-resolution and no use was made of sound.

I enjoy solving adventure games and found this one sufficiently challenging to get me back to the keyboard. The broad appeal of the plot should make it good entertainment for everyone.

M.B.

instructions	90%
playability	90%
graphics	85%
value for money	90%

★ ★ ★ ★

Lone Wolf 1 — Flight from the Dark
48K Spectrum
£6.95

Five Ways & Hutchinson Computer Publishing, 17-21 Conway St, London

The instructions are simple and easily understood, the use of colour is imaginative and compliments the detailed graphics, while the use of sound does not interfere with the progression through the adventure.

The character set has been redesigned in keeping with the medieval atmosphere and a wolf's head at screen right informs of the book location.

You are in the Kai monastery learning to become a Warrior Lord when the Darklords destroy everyone. You set off to the capital to warn the King — a dangerous mission, for the Darklords are cruel, giving no mercy.

The game starts with you acquiring combat skills in unarmed combat prior to setting off. Endurance is shown screen right and disappears during a fight. Options are keyed by 1 and acceptance by 9, other keys cause movement and so on. The locations are instantly drawn hi-res pictures with tolerable animation.

Combat skill can be increased by winning fights and gold crowns and backpack items are collected during the adventure.

Lone Wolf is also available with a book and overlay for £8.95.

T.W.

instructions	80%
playability	95%
graphics	90%
value for money	90%

★ ★ ★ ★ ★

CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

1	Daley Thompson Decathlon	Ocean	Spectrum (9)
2	Black Hawk	Creative Sparks	Spectrum (-)
3	River Raid	Activision	Spectrum (-)
4	Hercules	Interdisc	CBM 64 (-)
5	Monty Mole	Gremlin	Spectrum (7)
6	Kokotoni Wilf	Elite	Spectrum (-)
7	Falcon Patrol II	Virgin	CBM 64 (-)
8	Avalon	Hewson	Spectrum (-)
9	Decathlon	Activision	CBM 64 (10)
10	River Raid	Activision	CBM 64 (-)

NON-ARCADE

1	Sherlock	Melbourne Hse	Spectrum (-)
2	Twin Kingdom Valley	Bug-Byte	Spectrum (-)
3	Lords of Midnight	Beyond	Spectrum (3)
4	Star Trader	Bug-Byte	Spectrum (5)
5	American Football	Mind Games	Spectrum (-)
6	ZimSalaBim	Melbourne Hse	CBM 64 (-)
7	Traffic	Quicksilva	CBM 64 (-)
8	Solo Flight	U.S. Gold	CBM 64 (-)
9	Air Traffic Control	Mikro-Gen	Spectrum (-)
10	Hampstead	Melbourne Hse	Spectrum (-)

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

1	Daley Thompsons Decathlon	Ocean (1)
2	Matchpoint	Sinclair (7)
3	Rapscallion	Bug-Byte (6)
4	Full Throttle	Micromega (10)
5	Mugsy	Melbourne Hse (-)
6	Sabre Wulf	Ultimate (8)
7	Manic Miner	Bug-Byte (-)
8	Jet Set Willy	S Projects (4)
9	Trashman	New Generation (-)
10	Factory Break-Out	Poppysoft (-)

COMMODORE 64

1	Scrabble	Leisure Genius (1)
2	Beach Head	Centresoft (-)
3	Daley Thompsons Decathlon	Ocean (-)
4	Arabian Nights	Inteceptor (9)
5	Football Manager	Addictive (-)
6	Decathlon	Activision (-)
7	Gilligan's Gold	Ocean (-)
8	Stunt Bike	Ocean (-)
9	Space Pilot	Mastertronic (-)
10	Space Walk	Mastertronic (8)

DRAGON 32

1	Up Periscope	Beyond (1)
2	Ring of Darkness	Wintersoft (-)
3	Cuthbert in the Mines	Microdeal (-)
4	Eightball	Microdeal (-)
5	Dungeon Raid	Microdeal (-)
6	Mr Dig	Microdeal (-)
7	Buzzard Bait	Microdeal (-)
8	The King	Microdeal (-)
9	Hungry Horace	Melbourne Hse (10)
10	Cuthbert in Space	Microdeal (-)

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

VIC-20

1	Snooker	Visions (5)
2	Sub Hunt	Mastertronic (6)
3	Flight 015	Craig Comm (-)
4	Max	Anirog (-)
5	Duck Shoot	Mastertronic (-)
6	Tower of Evil	Creative Sparks (-)
7	Crazy Kong	Interceptor (9)
8	Vegas Jackpot	Mastertronic (-)
9	3D Maze	Mastertronic (-)
10	Phantom Attack	Mastertronic (1)

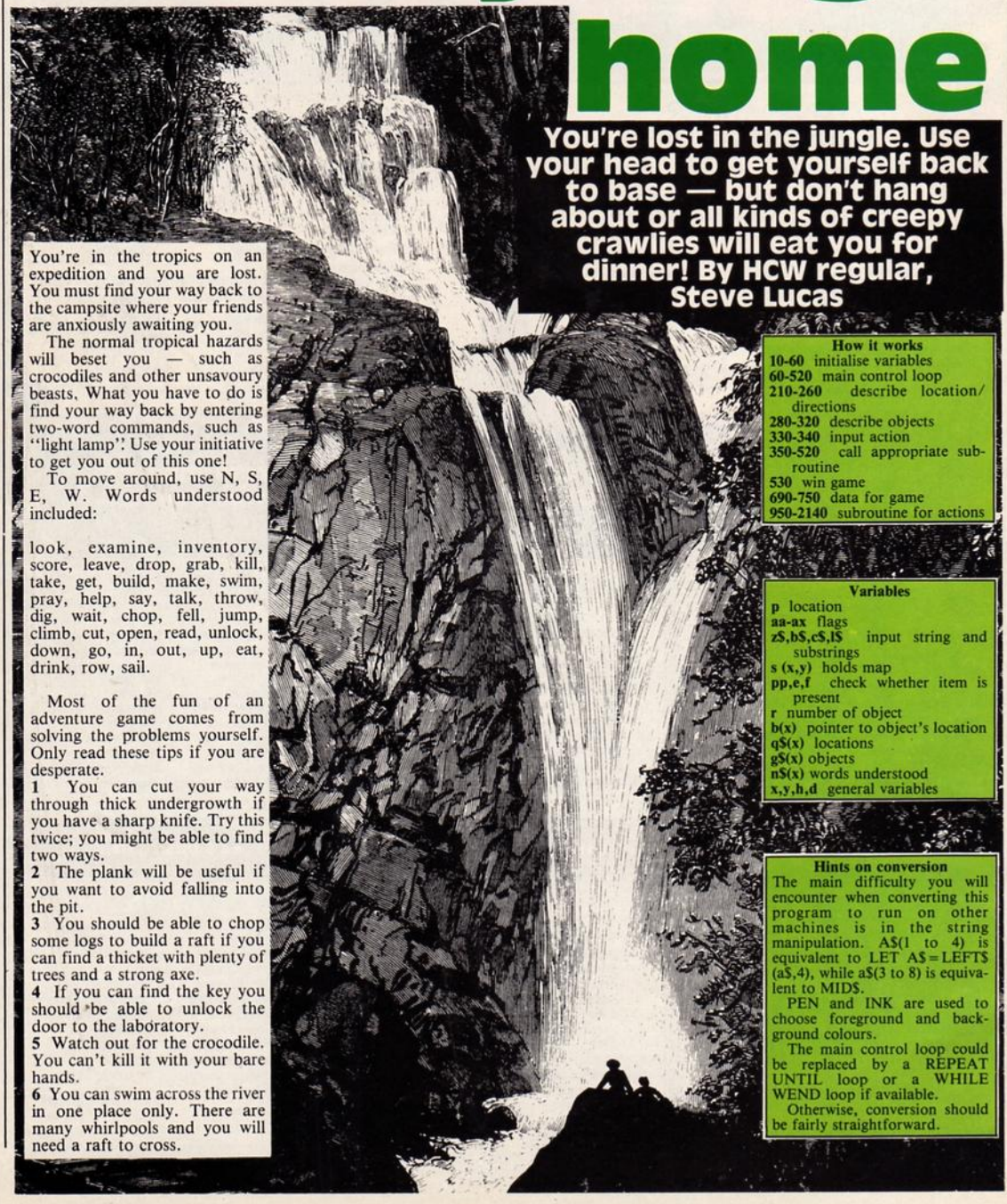
BBC

1	Scrabble	Leisure Genius (1)
2	Kensington	Leisure Genius (3)
3	Aviator	Acornsoft (5)
4	Hunchback	Superior Sftwr (7)
5	Ghouls	Micro Power (-)
6	Rubble Trouble	Micro Power (-)
7	Fortress	Pace (9)
8	Felix in the Factory	Micro Power (-)
9	747 Simulator	Doctorsoft (6)
10	Demolator	Visions (4)
=	Football Manager	Addictive (10)
=	JCB Digger	Acorn (-)

ZX81

1	Alien Rain	CRL (1)
2	Walk the Plank	Novus (5)
3	Black Crystal	PSS (10)
4	Flight Simulation	Sinclair (7)
5	Krazy Kong	PSS (3)
6	Planet Raider	Novus (2)
7	Espionage Island	Sinclair (-)
8	Krypton Ordeal	Novus (8)
9	Meteor Storm	Dk'tronics (-)
10	Meteroids	Dk'tronics (-)

Show me the way to go home



You're lost in the jungle. Use your head to get yourself back to base — but don't hang about or all kinds of creepy crawlies will eat you for dinner! By HCW regular, Steve Lucas

You're in the tropics on an expedition and you are lost. You must find your way back to the campsite where your friends are anxiously awaiting you.

The normal tropical hazards will beset you — such as crocodiles and other unsavoury beasts. What you have to do is find your way back by entering two-word commands, such as "light lamp". Use your initiative to get you out of this one!

To move around, use N, S, E, W. Words understood included:

look, examine, inventory, score, leave, drop, grab, kill, take, get, build, make, swim, pray, help, say, talk, throw, dig, wait, chop, fell, jump, climb, cut, open, read, unlock, down, go, in, out, up, eat, drink, row, sail.

Most of the fun of an adventure game comes from solving the problems yourself. Only read these tips if you are desperate.

1 You can cut your way through thick undergrowth if you have a sharp knife. Try this twice; you might be able to find two ways.

2 The plank will be useful if you want to avoid falling into the pit.

3 You should be able to chop some logs to build a raft if you can find a thicket with plenty of trees and a strong axe.

4 If you can find the key you should be able to unlock the door to the laboratory.

5 Watch out for the crocodile. You can't kill it with your bare hands.

6 You can swim across the river in one place only. There are many whirlpools and you will need a raft to cross.

How it works

10-60 initialise variables
60-520 main control loop
210-260 describe location/directions
280-320 describe objects
330-340 input action
350-520 call appropriate subroutine
530 win game
690-750 data for game
950-2140 subroutine for actions

Variables

p location
aa-ax flags
z$,b$,c$,l$ input string and substrings
s (x,y) holds map
pp,e,f check whether item is present
r number of object
b(x) pointer to object's location
q$(x) locations
g$(x) objects
n$(x) words understood
x,y,h,d general variables

Hints on conversion

The main difficulty you will encounter when converting this program to run on other machines is in the string manipulation. A$(1 to 4) is equivalent to LET A$=LEFT$ (a$,4), while a$(3 to 8) is equivalent to MID$.

PEN and INK are used to choose foreground and background colours.

The main control loop could be replaced by a REPEAT UNTIL loop or a WHILE WEND loop if available.

Otherwise, conversion should be fairly straightforward.

```
  10 BORDER 2: PAPER 1: INK 7: LET y$=""
  20 LET aa=0: LET ab=0: LET ac=0: LET ad=0: LET ae=0: LET af=0: LET ag=0: LET a
h=0: LET ai=0: LET aj=0: LET ak=0: LET al=0: LET am=0: LET an=0: LET ao=0: LET p
=1
  30 DIM q$(24,80): DIM g$(30,100): DIM s(24,4): DIM v$(3,100): DIM b(30): DIM n
$(30,40): DIM m(53)
  40 PRINT TAB 10;"L o s t"''"an adventure game by Steve Lucas"
  50 PRINT ''"please wait a moment": FOR x=1 TO 24: READ q$(x): FOR y=1 TO 4: RE
AD s(x,y): NEXT y: NEXT x
  60 FOR x=1 TO 14: READ g$(x): READ b(x): NEXT x: FOR x=1 TO 18: READ n$(x): RE
AD m(x): NEXT x
 200 IF p=10 AND ag<>1 THEN  LET x$="I fall into a deep pit.": GO TO 1730
 205 LET b$="": LET c$=""
 210 PRINT '"I am :-"'q$(p): LET a$="": IF s(p,1)>0 THEN  LET a$="North"
 220 IF s(p,2)>0 AND LEN (a$)>0 THEN  LET a$=a$+",South"
 225 IF s(p,2)>0 AND LEN (a$)=0 THEN  LET a$="South"
 232  IF s(p,3)>0 AND LEN (a$)>0 THEN  LET a$=a$+",East"
 235  IF s(p,3)>0 AND LEN (a$)=0 THEN  LET a$="East"
 245  IF s(p,4)>0 AND LEN (a$)>0 THEN  LET a$=a$+",West"
 250  IF s(p,4)>0 AND LEN (a$)=0 THEN  LET a$="West"
 260 PRINT '"I can go :-"'a$: LET e=0: FOR t=1   TO 14: LET pp=0: IF b(t)=p THEN
  LET pp=1
 280 IF pp=1 THEN  GO TO 300
 290 NEXT t: GO TO 330
 300 IF e=0 THEN  PRINT "I can see :-"
 310 PRINT g$(t): LET e=e+1: GO TO 290
 320 IF p=11 THEN  PRINT y$
 330 INPUT "What do I do now ";z$: IF LEN (z$)>2 THEN  LET b$=z$(1 TO 2)
 340 IF LEN (z$)>3 THEN  LET c$=z$(1 TO 3)
 350 CLS : IF c$="loo" THEN  PRINT "I can't see anything special"
 351 IF c$="sco" THEN  PRINT "this isn't a game you know"
 370 IF z$="n" AND s(p,1)>0 THEN  LET p=s(p,1): GO TO 200
 380 IF z$="s" AND s(p,2)>0 THEN  LET p=s(p,2): GO TO 200
 390 IF z$="e" AND s(p,3)>0 THEN  LET p=s(p,3): GO TO 200
 400 IF z$="w" AND s(p,4)>0 THEN  LET p=s(p,4): GO TO 200
 420 IF c$="row" OR c$="sai" THEN  GO SUB 2120
 430 IF c$="dri" THEN  PRINT "I see nothing to drink!"
 435 IF c$="eat" THEN  PRINT "I'm not hungry!"
 440 IF z$="up" OR z$="go up" THEN  GO TO 1510
 443 IF z$="out" OR z$="go out" THEN  GO TO 1920
 444 IF z$="in" OR z$="go in" THEN  GO TO 1880
 445 IF z$="down" OR z$="go down" THEN  GO TO 1550
 447 IF c$="unl" THEN  GO TO 1950
 450 IF c$="rea" THEN  GO TO 1850
 455 IF c$="ope" THEN  GO TO 1990
 460 IF c$="cut" THEN  GO TO 1360
 461 IF c$="cli" THEN  GO TO 1630
 462 IF c$="jum" THEN  GO TO 1600
 467 IF c$="cho" OR c$="fel" THEN  GO TO 2030
 470 IF c$="wai" THEN  PRINT "O.K.": PAUSE 50: IF p=12 THEN  LET p=13: PRINT "th
e raft comes to rest": GO TO 200
 471 IF c$="dig" THEN  PRINT "I need a spade"
 472 IF c$="thr" THEN  PRINT "not likely"
 473 IF c$="say" OR c$="tal" THEN  PRINT "nobody listens to me"
 480 IF c$="hel" THEN  PRINT "sorry I haven't a clue"
 483 IF c$="pra" THEN  PRINT "that made me feel better"
 484 IF c$="swi" THEN  GO TO 1660
 488 IF c$="bui" OR c$="mak" THEN  GO TO 2080
 490 IF c$="kil" OR c$="ata" THEN  GO TO 1790
 500 IF c$="get" OR c$="tak" OR c$="gra" THEN  GO TO 950
 510 IF c$="dro" OR c$="lea" THEN  GO TO 1210
 511 IF c$="inv" THEN  GO TO 1310
 512 IF c$="exa" THEN  PRINT "I see nothing"
 520 IF p<24 THEN  GO TO 200
 530 CLS : PRINT ''TAB (10);"Well done!!"''"You have reached base camp and  have
 solved this adventure.": STOP
 690 DATA "at the bottom of a sheer cliff  face",0,0,2,0,"on a muddy footpath",0
```

```
,0,3,1,"in thick undergrowth",0,0,0,2,"at a cave entrance",0,0,5,3,"in a gloomy
cave",0,6,0,4,"by an Oak door",5,0,0,0
 700 DATA "in a narrow passage",8,0,0,6,"in a laboratory.There is a     lizard i
n a cage here",0,7,0,0,"on a straw covered footpath",3,10,0,0,"in a thicket  Str
aw covers the floor. There is a deep pit here",9,11,0,0,"on the banks of a fast
flowing  river",10,0,0,0,"on a raft in the middle of the  river",0,0,0,0
 710 DATA "in a sheltered cove",0,14,16,0,"in a steamy swamp",13,0,15,0,"in a st
eamy swamp",16,15,15,14,"in a steamy swamp",16,15,17,16,"in a steamy swamp. A ro
pe hangs down from a tree.",0,0,0,16
 720 DATA "at the top of a rope. There is  a monkey here",0,0,19,0,"amongst the
branches of a tall  tree. A creeping vine seems to  be firmly attached to the tr
ee",0,0,0,18,"on a narrow plateau. A creeper  hangs from above!",0,0,21,0
 730 DATA "on a plateau",0,0,0,20,"on a mountain track. The path   falls away to
 the Wesr",0,0,23,0,"by a river. There's a camp on   the other side.",0,0,0,22,"
in base camp",0,0,0,0,"a knife",1,"a plank",7,"a key",9,"a spider",15,"a giant l
izard",16,"a monkey",19,"some bones",10
 740 DATA "an axe",5,"a coil of rope",8,"a strange looking plant",4,"a native",1
2,"some paper",21,"a crocodile",23,"Tarzan",14,"knife",1,"plank",2,"wood",2,"key
",3,"spider",4,"lizard",5,"monkey",6,"bones",7,"axe",8,"coil",9,"rope",9
 750 DATA "plant",10,"flower",10,"native",11,"paper",12,"piece",12,"crocodile",1
3,"tarzan",14
 950 GO SUB 1130
 960 IF 1<>1 THEN  GO TO 200
 970 LET e=0: FOR h=1 TO 14: IF b(h)=p AND b(m(r))=p THEN  LET e=1
 990 NEXT h: IF e=0 THEN  PRINT "I can't see it here!": GO TO 200
1010 IF r=1 THEN  LET aa=1
1011 IF r=4 THEN  LET af=1
1012 IF r=9 THEN  LET ah=1
1020 IF r=5 THEN  LET x$="It bites me. It's venom surges  through my veins": GO
TO 1730
1030 IF r=6 THEN  LET x$="It attacks my throat": GO TO 1730
1040 IF r=12 OR r=13 THEN  LET x$="It sprays some poisonous pollen into my face"
: GO TO 1730
1050 IF r=17 THEN  PRINT "don't be stupid!": GO TO 200
1060 IF r=14 OR r=18 THEN  PRINT "how?": GO TO 200
1070 IF r=15 OR r=16 THEN  LET ad=1
1080 LET e=0: FOR d=1 TO 3: IF v$(d,1)=" " THEN  LET v$(d)=g$(m(r)): LET e=1: LE
T d=5
1090 NEXT d: IF e=0 THEN  PRINT "my hands are full": GO TO 200
1110 LET b(m(r))=0: GO TO 200
1130 LET l$="": FOR h=1 TO LEN (z$): IF z$(h)=" " THEN  LET l$=z$(h+1 TO LEN (z$
)): LET h=h+60
1150 NEXT h: LET r=0: LET l=0: IF LEN (l$)<2 THEN  RETURN
1170 FOR h=1 TO 18: IF n$(h,1 TO LEN (l$))=l$ THEN  LET l=1: LET r=h
1180 NEXT h: RETURN
1210 GO SUB 1130
1220 IF 1<>1 THEN  PRINT "I can't see a ";l$: GO TO 200
1230 LET e=0: FOR d=1 TO 3: IF v$(d)=g$(m(r)) THEN  LET v$(d)=" ": LET e=1
1250 NEXT d: IF e<>1 THEN  PRINT "I don't have it": GO TO 200
1260 LET b(m(r))=p: IF r=1 THEN  LET aa=0
1270 IF (r=15 OR r=16) THEN  LET ad=0
1275 IF r=4 THEN  LET af=0
1276 IF r=9 THEN  LET ah=0
1280 IF r=2 AND p=9 THEN  LET ag=1: PRINT "I slide the plank over the lion trap"
1290 GO TO 200
1310 PRINT "I have :-": LET f=0
1320 FOR h=1 TO 3: IF v$(h,1)<>" " THEN  PRINT v$(h): LET f=1
1330 NEXT h: IF f=0 THEN  PRINT "nothing"
1340 GO TO 200
1360 IF aa<>1 THEN  PRINT "what with ?": GO TO 200
1370 IF p<>3 THEN  PRINT "not here": GO TO 200
1380 IF ab=0 THEN  LET ab=1: PRINT "that's done the trick": LET s(3,2)=9: GO TO
200
1390 IF ab=1 THEN  LET ab=2: PRINT "I cut my way through": LET s(3,3)=4: GO TO 2
00
1400 PRINT "nothing happened": GO TO 200
1510 IF p=17 THEN  LET p=18: PRINT "O.K.": GO TO 200
1520 IF p=22 THEN  PRINT "It's too far!": GO TO 200
```

```
1530 PRINT "not here": GO TO 200
1550 IF p=18 THEN  LET p=17: PRINT "O.K.": GO TO 200
1560 IF p=19 THEN  LET p=20: PRINT "O.K.": GO TO 200
1570 IF p=21 THEN  PRINT "I'd need a ladder": GO TO 200
1580 PRINT "not here": GO TO 200
1600 IF p=21 THEN  PRINT "made it": LET p=2: GO TO 200
1610 PRINT "how?": GO TO 200
1630 IF p=20 THEN  LET p=19: PRINT "O.K.": GO TO 200
1640 PRINT "not here": GO TO 200
1660 IF p=23 THEN  GO SUB 1700: IF ac=1 THEN  PRINT "made it": LET p=24: GO TO 2
00
1670 IF p=11 OR p=12 THEN  LET x$="i fall into a deep whirlpool": GO TO 1730
1680 PRINT "don't be ridiculous": GO TO 200
1700 IF ac<>1 THEN  LET x$="The crocodile attacks me": GO TO 1730
1730 CLS : PRINT ''x$
1740 PRINT ''"I am dead!": STOP
1790 IF p=23 AND aa<>1 THEN  PRINT "too slow": LET x$="It kills me!": GO TO 1730
1795 IF p=23 THEN  PRINT "O.K.": LET g$(13)="a dead crocodile": LET ac=1: GO TO
200
1800 PRINT "not likely": GO TO 200
1850 IF ad<>1 THEN  PRINT "I see nothing to read": GO TO 200
1860 PRINT "it reads 'BEWARE OF CROCODILES'": GO TO 200
1880 IF p<>6 THEN  PRINT "not here": GO TO 200
1890 IF ae<>1 THEN  PRINT "The door's locked": GO TO 200
1900 PRINT "O.K.": LET p=7: GO TO 200
1920 IF p=7 THEN  LET p=6: GO TO 200
1930 PRINT "not here": GO TO 200
1950 IF p<>6 THEN  PRINT "don't be silly": GO TO 200
1960 IF af<>1 THEN  PRINT "no key": GO TO 200
1970 PRINT "The key turns and I open the     door": LET ae=1: LET s(6,3)=7: GO TO
 200
1990 IF p<>6 THEN  PRINT "don't be stupid!": GO TO 200
2000 IF ae<>1 THEN  PRINT "The door's locked": GO TO 200
2010 PRINT "It's already open": GO TO 200
2030 IF p<>10 THEN  PRINT "not here": GO TO 200
2040 IF ah<>1 THEN  PRINT "what wth?": GO TO 200
2050 PRINT "O.K. I now have a pile of logs": LET ai=1: LET q$(10)=q$(10)+".There
 is a pile of logs here": GO TO 200
2080 IF p<>10 THEN  PRINT "not here": GO TO 200
2090 IF ai<>1 THEN  PRINT "not yet": GO TO 200
2100 PRINT "I build a raft and push it down to the river": LET p=11: LET y$="the
re's a raft here": LET aj=1: GO TO 200
2120 IF p<>11 THEN  PRINT "Don't be silly!": RETURN
2130 IF aj<>1 THEN  PRINT "not yet!": RETURN
2140 PRINT "O.K.": LET p=12: RETURN
```

HOME COMPUTING WEEKLY CLASSIFIED

Lineage:
35p per word

Semi display: £7.10 per single column centimetre
Ring for information on series bookings discounts.

All advertisements in this section must be prepaid.
Advertisements are accepted subject to the terms and conditions printed on the advertisement rate card (available on request).

01-437 0699
EXT 342.

Send your requirements to:
Becky Wilson
ASP LTD.
1 Golden Square,
London W1R 3AB

WARNING NOTICE

Advertisements placed in this magazine are to be in strict compliance with our standard conditions (copies of which conditions are available on request) and on the clear understanding that the advertiser warrants that his advertisement(s) does not infringe any copyright or condition of sale of any interested party in the advertised product.

Further, the advertiser indemnifies the proprietors of this magazine in respect of costs, damages, or any other claims brought against them as a result of legal action arising from the publication of the advertisement.

Any breach of these terms or the said conditions may result in prosecution of the advertiser by the proprietors.

Situations Vacant

ATTENTION ALL PROGRAMMERS
Sabre Software requires machine code programs for all makes of home micro. Up to 60% of royalties paid for quality programs.
Sabre Software, Mr Charlton, 5 Buller Road, Thornton Heath, Surrey

TRANSIT CASES

For BBC — £36.00 VIC — £30.00
Custom made to hold keyboard, tape unit or disc drive and accessories. Leaflet from
INTASTOR Micro Aids, FREEPOST, Stroud, Glos. GL6 1BR 045 383 2334

AUCTIONS

MICRO COMPUTER AUCTIONS

REGULAR MONTHLY AUCTIONS FOR ALL MICRO HARD & SOFTWARE.

SEND FOR ENTRY FORM OR NEXT CATALOGUE TO:—

MICRO COMPUTER AUCTIONS (HCW)
NORTHINGTON HOUSE
59 GRAYS INN RD, LONDON WC1 8TL
TEL: 01-242-0012 (24 HOURS)

BOOKS & PUBLICATIONS

Popping, Break Dancing. Teach yourself. SAE for details. Dance Publications, 136 Monkhill Lane, Pontefract WF8 1RT

FILL THIS SPACE
★ DON'T FORGET TO ASK ABOUT SERIES DISCOUNTS!

COURSES

COMPUTER COURSES
Take a micro break and come to Bournemouth. Mid-week and week-end courses, beginners to advanced basic.
Machine code and assembler courses available on request. Maximum 16 persons per course. Commodore 64's and BBC B's used or bring your own micro and we will adapt our course to your machine.
For further information write to:-
Micro learning centre, 10 St. Swithuns Rd South, Bournemouth.
Tele: (0202) 290677

ACCESSORIES

WD Software

QL Utilities (£10 on Microdrive)

This package offers single-key loading, running or deletion of files, multiple formatting of cartridges, and auto backup of files from one or more cartridges to another with optional over-writing of namesakes. In addition, a directory of 60+ files can be viewed without screen overflow. **NB** a VERIFY program is unnecessary — QDOS does this automatically. Now includes directory print-out and "qprint" to print any or all files on a cartridge with optional dated titles. Owners of the earlier package can update by sending OUR cartridge and 25p.

Current Spectrum Software

Tradewind (£5 Cassette)

Buy a ship, provisions and cargoes to trade between the harbours of the Coral Islands. Make a fortune if the weather and pirates let you live long enough to master seamanship and economics. A strategy/adventure game with graphics for 48K.

Jersey Quest (£5 Cassette)

Following an accident, you are stranded in the labyrinth of time and must find your own way back to the Present with the aid of persons and objects from Jersey Folklore. Meet the Black Horse of St Ouen, the Dragon and Knight of La Hougue Bie, the Black Cat of Carrefour a Cendre, the Witches of Rocqueburg and many others. A text-only adventure for 48K in machine code (Quill).

Morse Tutor (£4 Cassette)

This one has it all! 4-19 words/minute, variable spacing, variable number of groups of random letters, numbers or mixed, random sentences, own message, single characters (including punctuation), variable pitch, FEEDBACK via screen, printer or SPEECH (phonetic alphabet via Currah u-Speech on 48K version only), and repeat facility. Takes you to and beyond RYA and Amateur Radio receiving standards. 16K and 48K versions on one cassette, 48K only on Microdrive cartridge.

Spectrum Programs on Microdrive

All the above are available on Microdrive cartridges at a price of ***£4.50 for one cartridge + the price of each program as shown above*** e.g. a cartridge with **Tradewind** and **Morse Tutor** would be £13.50. As a **bonus**, Gavin Monk's Indexed Loader is included **free** with each cartridge.

available from
WD Software (H), Hilltop, St Mary, Jersey, C.I.
Tel (0534) 81392

The contents of this publication, including all articles, plans, drawings and programs and all copyright and all other intellectual property rights therein belong to Argus Specialist Publications Ltd. All rights conferred by the Law of Copyright and other intellectual property rights and by virtue of international copyright conventions are specifically reserved to Argus Specialist Publications Ltd and any reproduction requires the prior written consent of the company.
© 1984 Argus Specialist Publications Ltd

SSN0264-4991

Weekend Courses £75 residential. £40 non-residential. BASIC and 6052 machine code or separate courses. Phone Crescent Software 0485 70865.

GLASGOW
Scotland's first independent micro training centre.
MICROTEACH
Complete basic programming courses BBC, Spectrum and Dragon. Practical 10 week course for beginners through to advance graphics and small business applications.
Tel 041 332 0666/041 332 9445

FOR HIRE

COMMODORE 64
Software library
Over 200 titles. 2 weeks hire £1. Membership £5. Stamp for list.
Les Wilson (C), 100 Blenheim Walk, Corby, Northants.

To hire a computer from Spectrum 48K upwards, please phone or write to Business & Computer Services, 294a, Caledonian Rd., London N1 1BA Tel. 01 607 0157

ORIC / ATMOS
Software library
Over 150 titles. 2 weeks hire £1. Membership £5. Stamp for list.
Les Wilson (O), 100 Blenheim Walk, Corby, Northants.

Libraries

BBC B/Electron/Dragon software library — Membership £5.00. — Tapes 1 (+30p P&P). Stamp for details. E. Tucker, (H) 58, Blenheim Walk, Corby, Northants.

NEW RELEASES

BIG MOUTH
the Amazing new program for the CBM
- Unlimited vocabulary
- can be incorporated into your own programs using "speak" as a basic command.

only £7.95. Now You're Talking!

EVESHAM MICRO CENTRE
Bridge St, Evesham, Worcestershire
Tel: 0386 49641

THE MICRO CENTRE
1756 Pershore Road, Cotteridge, Birmingham
Tel: 021-458 4564
TRADE AND OVERSEAS ORDERS WELCOME

SERVICES

DATA DUPLICATION
M.G. COPIES (HCW)
Burntwood, Walsall, Staffs, WS7 0ES
Data duplication, quality cassettes, printing, flexible delivery, with competitive prices and fast turn around.
Prices and samples on request.
0543-480887 or 05436-75375 (24 Hrs).

WANT TO BUY, SELL, SWOP? PHONE BECKI ON 01-437-0699

SOFTWARE HOUSES! PROGRAM WRITERS!
PUT SOME STING IN YOUR PACKAGING!

If you're not happy with the appearance of your packaging—simply send us a sample, with any relevant information. We will return it—together with our ideas for improvement (in the form of a colour 'Rough'). No obligation. Quotations included for artwork & printing 500 or 1000 copies. The Complete Service
Also Logo design & Advertising/Promotional material. All enquiries welcome...write to—

Finished Art Service Team
762/766 Wilmslow Road, Didsbury, Manchester M20 ODR.
Tel: 061-434 2779

FOR SALE

Clearance sale on Commodore, Dragon and Spectrum software. For list: Sunrise Software, 25 Gaitside Drive, Aberdeen AB1 7BH Phone (0224) 37348.

Nascom-2, 16K including case, graphics ROM, P.S.U. plus software and manuals. Any reasonable offer accepted. Telephone Martin on 0342 716992.

Spectrum software. Latest titles, no pirates, genuine reason for sale. Sixty-five titles: arcade, adventure, utilities. Phone 02774 51395 after 5pm for list and prices.

Urban Upstart Maps:— 67p including p&p. J Watson Software Ltd, Westfield Road, Turriff, Aberdeenshire, Scotland AB5 7AF.

Mint QL — no dongle. Plus RS232 lead, four extra cartridges (worth £27). £399 or highest offer. 01-675 2673.

Software

★ FOOTBALL POOLS ★
This program indicates possible Draws, Homes and Away results. No tedious Data Base to maintain. Cassette £5.50 (enclose Stamped Addressed Envelope 20p). Available for: TI-99, TI Extended BASIC, ZX81 (16K). State clearly which machine.
TAO SOFTWARE, 58 WHIMBREL RD, ASTLEY, MANCHESTER M29 7NP

SPECIAL SOFTWARE OFFERS UNTIL 31st OCTOBER, 1984

SPECTRUM	
Arcadia	£4.00
3D Space Wars	£4.25
Omega Run	£4.25
Kong 48K	£4.90
CBM 64	
Attack of the Mutant Camels	£6.00
Crazy Kong 64	£5.50
Hunchback	£5.50

Offers Subject to Availability.
All prices include postage & packing.
For full lists please send S.A.E. to:—

LOADE ENTERPRISES, c/o Ensemble (HCW), 35 Upper Bar, Newport, Shropshire TF10 7EH. Tel No. (0952) 813667 or 814292

PARLEZ-VOUS S.E.S.!
GCSE based revision language software in French, German, Spanish and Italian. An original approach to make revising fun! On Spectrum 48K £5.25 inc. p+p per level. Southern Educational Software programs coming shortly for CBM 64.
Printer price beaters.
Quendata printers from £190 inc.
SOUTHERN SOFTWARE
4 Priory Road, Maidstone.
0622 51736/56376

Announcements

TI-99/4A Users Convention. 3rd November 11 am to 5 pm. Ritz, Whitworth Street West, Manchester. Details ring 0273 503968.

BOOK THIS SPACE NOW! RING 01-437-0699

SOFTWARE AGENTS

AGENCY FOR THE COMPUTING ARTS
If you are a good programmer you probably need an agent. Call Bath 60717 or write to:
6 Quarry Rock Gardens, Claverton Down Road
Bath, Avon BA2 6EF

SOFTWARE GAMES

DISCOUNT SOFTWARE

Spectrum		Commodore 64	
Micro Olympic	4.99	Son of Blagger	6.70
Lords of Mid.	8.35	Potty Pigeon	6.99
Psytron	6.69	World Cup	7.15
War of Worlds	6.59	E K Jump Chl	6.69
Harrier Attack	4.99	NATO Comm	8.95
Kosmic Kanga	4.99	Spitfire Ace	8.95

Cheques/P.O. to:**POSTELL (HCW)**
11, Bilboe Rd, Bilston, W Mid WV14 8EE
SAE for lists: State which micro

★ WANTED ★
BUYERS FOR THIS SPACE OFFERS TO BECKI ON 01-437-0699

NEW VENTURE
HCW 4 star review Issue 75
Can you run your own business and survive?
"New Venture was a realistic simulation.... certainly better than other simular games I have seen recently". (Crash August '84)
Now available for 64 £6.95 — Spectrum £5.95 including p&p, despatch within 14 days.
Falcon Computing, 65 Gernsdale Road, Darwen, Lancs. 0254 76429

STAINLESS SOFTWARE
for the **TI-99/4A** only
The longest established supplier of third party cassette software.
Over 100 programs, games & utilities, including 16 with 5 Star Reviews.
Disk Programs include 40 column display (MAIL ORDER ONLY)
For large catalogue, please send a large S.A.E. to:
STAINLESS SOFTWARE, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

Software Applications

Pools Riches

The Barneberry Pools Forecasting Method is an extensive pools program which is now being offered at the rock bottom price of £20 down and a further £55 only if you win at least £2000 in the first 20 weeks of using this method. Its author J. T. Barneberry who formerly would not divulge his lifelong secret has now decided that it is time others should benefit from his method, as he has over his long career as a highly successful pools forcaster. Remember Mr. Barneberry guarantees that if you don't win as above within the first 20 weeks then you are under no obligation to send the remainder due. Fill in the application form and send it off now as there are only a limited amount of copies available.

---------- cut along dotted line ----------

Please tick as appropriate:—

1. Sinclair ZX Spectrum
2. Commodore 64
3. BBC Model A/B
4. Others

Name .....
Address .....
..... Tel: .....

I enclose Cheque/P.O. Number ..... for £20 and hereby declare that I will not divulge any of the contents of 'Barneberry's method as I understand that it must be treated in the strictest confidence.

Signature.....

---------- cut along dotted line ----------

Send to:— **Soccer Enterprises, 37 Muir Cres, Levenvale, Alexandria, Dumbartonshire**

ADVERTISE IN OUR NATIONWIDE GUIDE AND SEE YOUR BUSINESS GROW.

Software Games

SOPHISTICATED GAMES for VIC 20

VIC CRICKET Realistic game of skill and luck with all the major rules of cricket correctly interpreted. Full scorecard, printer and game save facilities. Needs 16K expansion. **£5.99***

LEAGUE SOCCER Leage championship game for two to 22 teams/players. Automatic fixtures, full action commentaries, match facts. League tables, results check, postponed games, etc. Non league matches also playable — the VIC will even make the cup draw. Printer and game save. Needs 16K expansion. **£5.99***

WHODUNNIT? Twelve guests have gathered for drinks at Murder Manor. However one of them has more than drinks on his mind. Thrilling detective game for one to six players, with genuinely different murder every time. You can even rename the suspects! Needs 8K expansion. **£4.99***

TOP OF THE POPS Money making game about the music business. Make your own records and see them climb the chart. Printer and game save facilities. Needs 8K expansion. **£4.99***

VIC PARTY 4 contains MASTERWORD. A DAY AT THE RACES, GAME X (Strip Poker), and CONSEQUENCES. Four games ranging from the serious to the ridiculous. All good fun — nothing offensive. Needs at least 3K expansion. **£5.99***

Sophisticated Games, Dept HCW, 27 Queens Road, Keynsham, Avon BS18 2NQ
Tel: 02756 3427

Write for details of our full range.

*P&P free (UK) only. All games sold subject to our conditions of sale, which are available on request.

LOOKING FOR A MICRO? LOOK NO FURTHER THAN OUR NATIONWIDE DEALER GUIDE

Utilities

HIGH SPEED UTILITY

commodore

COMMODORE 64 owners, at last the long wait is over – **FASTBACK** converts your software to **TURBO LOAD** – creates fast loading copies of most programs (single and multi-part) that run independently of the utility. For example 'The Hobbit' loads in 150 seconds with **FASTBACK**.

Supplied on tape with full instructions

ONLY **£9.95**

AMSTRAD

SPEEDMASTER is here. Allows choice of save speed. Creates fast loading copies of all software tested.

ONLY **£7.95**

TAPE TO DISC TRANSFER UTILITIES

Transfer games etc. to disk. Supplied on tape with full instructions for:—

BBC **£9.95**
ATARI (All models) **£9.95**
COMMODORE 64 NEW IMPROVED VERSION ..... DISCO Still only **£9.95**

No user knowledge required. We guarantee this is the best available.

All prices include VAT. Post & Packing. Cheques, P.O. or Phone your Card Number to:

EVESHAM MICRO CENTRE
Bridge St, Evesham, Worcestershire
Tel: 0386 49641
NEW SHOP NOW OPEN – Micro Centre, 1756 Pershore Rd, Cotteridge, Birmingham Tel: 021-458 4564
TRADE AND OVERSEAS ORDERS WELCOME

WANT TO BUY, SELL, SWOP? PHONE BECKI ON 01-437-0699

QL UTILITIES

4 programs on microdrive for Sinclair QL to prevent DIRectory overflowing the screen, provide single key LOADing or DELETion of files, repeat FORMATing of cartridges and back-up COPYing of whole or part of any cartridge. £10. From:

WD Software, Hill Top, St Mary, Jersey, C.I.
Tel (0534) 81392

ADVERTISE IN OUR NATIONWIDE GUIDE AND SEE YOUR BUSINESS GROW.

REPAIRS 'N' SPARES REGISTER

ZX81 – Spectrum. We can now offer out-of-guarantee repairs by our Computer Dept. Our engineers have had over three years experience servicing Sinclair Computer products. Price including p&p. ZX81 — £11.50; 16K Ram — £9.95; Spectrum — £18.75. Send with cheque or PO. T.V. Service of Cambridge, French's Road, Cambridge CB4 3NP. Phone (0223) 311371.

We offer repairs and spares for **Sinclair, Commodore, Atari** and all other makes. Part exchange and second hand computer services available.
STATION ELECTRICAL, Coastal Rd, Hestbank, Lancaster LA2 6HN TEL: 0524 824519

Commodore repairs. By Commodore approved engineers. Repair prices — VIC-20 modulators £6.50, VIC-20 from £14.50, CBM 64 from £18.00, C2N from £7.00, printers, disk, etc. For more details write or tel. G.C. Bunce & Son. 36 Burlington Road, Burnham, Bucks SL1 7BQ. Tel: (06286) 61696.

HEMEL COMPUTER CENTRE LTD.

For fast reliable repair service of your SPECTRUM, BBC, DRAGON, ATARI and COMMODORE computers. e.g. Send your 16/48K Spectrum to us and we will repair and return it for £18 + £1.60 p&p.

Hemel Computer Centre Ltd., 52 High St., Hemel Hempstead, Herts HP1 3AF.
Tel: 0442 212436

NATIONWIDE SHOPS & DEALERS

LONDON

RAMPART COMPUTERS
Unit 16, 102a Wood St., Walthamstow.
Spectrum, VIC-20, 64 machines for demo.
Special opening offer

G.C.B.
Software Centre
A complete range of software
Specialist Spectrum computer repairs. Call now at:—
22 Maxted Road, Peckham, London SE15 or Telephone: 639 3424

SOMERSET

PHOENIX SOFTWARE CENTRE
MAIL ORDER SOFTWARE
BBC SPECTRUM ETC.
Phoenix Software Centre
88 Huish, Yeovil, Somerset
Tel: 0935 21724

RAINBOW COMPUTER CENTRE

Massive range of software in stock for BBC, COM 64, VIC-20, SPECTRUM, DRAGON, ELECTRON, ZX81.
Huge stocks of peripherals (Joysticks, Interfaces, Cassette units, Paddles, Introduction series, Reference Guides etc).
Open Monday-Sunday 9am-8pm.
Any visa accepted
For the largest selection of hardware and software in the area contact:
VICTORIA ROAD, YEOVIL, SOMERSET
TEL: 0935 26678

STAFFS

COMPUTER CABIN

24 The Parade, Silverdale, Newcastle
Tel: 0782 636911
Official Acorn computer dealer and BBC service and information centre
Huge stocks available backed up by sophisticated service dept for all popular computers. Direct orders through Micronet page no. 60043726

CLASSIFIED ADVERTISEMENT — ORDER FORM

1.	2.	3.
4.	5.	6.
7.	8.	9.
10.	11.	12.
13.	14.	15.

When placing your ad, please state classification required. 35p per word. Minimum charge £5.25.
Send to: ASP Classified, No. 1 Golden Square, London W.1. Tel: 01-437 0699

Name .....
Address .....
.....
.....
Tel. No. (Day) .....

Please place my advert in **HOME COMPUTING WEEKLY** for ..... issues as soon as possible.

'Calling all whizz kids – my CLEVER CLOGS games are the ultimate challenge!'

These exciting games of skill and chance are the combined work of real life 'Clever Clogs' and their teachers to give you whizz kids the ultimate challenge in computer games that really make learning fun.

Exciting graphics, a wide choice of 'difficulty' levels, plus supplementary knowledge packs for several games in the range make Clever Clogs Britain's best buy in early learning software.

Starting with 'Party Time' for Age 3+, the Clever Clogs range brings a new approach to learning for whizz kids of all ages. And if you join the Clever Clogs Club you'll automatically be eligible for many money-saving special offers.

Selected titles available at W H Smith, Menzies and other leading retailers.

CLEVER CLOGS
early learning games

produced by
ARGUS PRESS SOFTWARE
1 Golden Square, London W1R 3AB
Telephone: 01 437 0626

Argus Press Software Group

Supplementary Knowledge Pack
SCIENCE
Challenge your whiz with 600 science que

Supplementary Knowledge Pack
THE ARTS
600 first steps into Mu Poetry, Painting, Danc Theatre and English Literature

STAR TRUCKER
for age 9+
Hyperspace holds no fe for whizzkids who get t answers right.

PARTY TIME
for age 3+
6 different games and increased difficulty optio teaching letters and numbers the fun way.

JUNGLE JUMBLE
for age 5+
You've never seen a zoo li this one – a laugh each ti with 2 different games an increased difficulty option

WHIZZ QUIZ
for age 7+
A real challenge to today whizzkids with increased difficulty option.

BLOCKBUSTER
for age 7+
The puzzle with a million billion variations. Can your whizz kid find the answer?

SHIPSHAPES
for age 3+
See and understand SHAPES with 5 great games.

MUSIC
for age 7+
A suite of musical games to encourage budding Beethovens.

SAM SAFETY
for age 5+
Teach adventurous Sam roadsense and guide him safely home.

Spectrum £7.95, BBC and Commodore 64 £8.95, Supplementary Knowledge Packs £5.95.

WIN £25,000 AND SAVE THE WORLD

Eureka!™

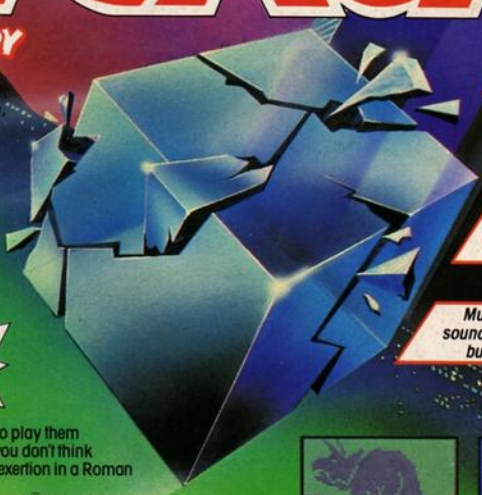
250 K OF PURE MYSTERY BY IAN LIVINGSTONE

- 5 complete Adventures, each with its own Arcade, in one multi-load mega-program: "Eureka!" is *the* ultimate computer Epic.
- Epic in scale: "Eureka!" spans five eras of history! You battle against the dinosaurs, outwit Nero and his gladiators, join the Knights of the Round Table, escape from Colditz, and finally into 1984 defeat the evil master of the Caribbean who is holding the world to ransom.
- Epic in sheer size — there's more than 250K for you to get yourself killed in.

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

Music and sound effects built in



5 PROGRAMS IN ONE

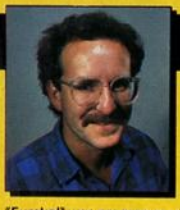
- All 5 Adventures are linked — but you can choose to play them separately. And they all have REAL TIME built in. So if you don't think fast, you wind up as a pterodactyl's lunch, die of over-exertion in a Roman orgy, or just lose your mind...
- "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come.
- 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.

High quality, full-colour, static and moving graphics

Just clip the coupon. Or, for even faster action, order by Credit Card on the "Eureka!" Telephone Hotline 01-460 6000.

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 Donát Kiss and András Császár. 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

NO STAMP NEEDED

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

DOMARK

Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at £14.95 each PLUS 55p 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.

MY COMPUTER IS	No. Ordered	Total at £15.50
COMMODORE 64		
SPECTRUM 48K		
	TOTAL £	

24 HOUR PHONE HOTLINE NUMBER
01-460 6000
For Credit Card Orders

I enclose payment by cheque/PO. payable to DOMARK LTD.

OR Please charge my Credit Card VISA ☐ ACCESS ☐ AMEX ☐

Card Number

Expiry Date Date

Name Signature

Street

Town Post Code HCW

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

Domark Ltd., 228 Munster Road, London SW6. Reg. No: 1804186 (England).