Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 84
Oct 16-22, 1984

45p

Amstrad utility
Design your own characters

Bug-Byte Competition
£1,000 of software must be won

New software reviewed for:
Commodore 64, Spectrum, Oric/Atmos, TI-99/4A

Thrilling Commodore 64 arcade game
Beat the lethal virus and save the world!

Plus:
lots of news, letters, charts . . .

Imagine phoenix

The phoenix rises from the flames — Imagine is not dead. Bandersnatch, one of the much-vaunted ''megagames'', has been bought up by Sinclair Research — and will be released for the QL in the New Year.

Dave Lawson, joint founder of Imagine, and Ian Hetherington, financial director, are heading a team of ex-Imagine staff which is working on the conversion. Bandersnatch was originally intended to be released in Spectrum ROM cartridge form.

Dave Lawson and Ian Hetherington have joined forces to set up Fire Iron, a new Liverpool-based software house, which is working for Sinclair on a fee basis. It is rumoured that £100,000 was paid for the rights to Bandersnatch.

Royalties from any of the megagames — and more are

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Guaranteed to work

Are you plagued by problems with your micro? Do you find yourself continually forking out for repair bills? This may be the answer to your problems — a service contract which means you will never have to pay to have your computer mended again.

The Micro Repair Club offers a repair guarantee package which will cover you when your computer guarantee runs out. Prices range from £24.95 for a one-year package, with £14.95 for subsequent renewal, to £57.95 for a four-year subscription.

Once you've paid your initial subscription there's no charge for any repair. All major home computers are catered for: BBC, Dragon, Spectrum, Commodore 64, VIC-20 and Oric.

Micro Repair has the backing of Domestic and General Insurance, and Computeraid Services, part of Thorn EMI Information Technology

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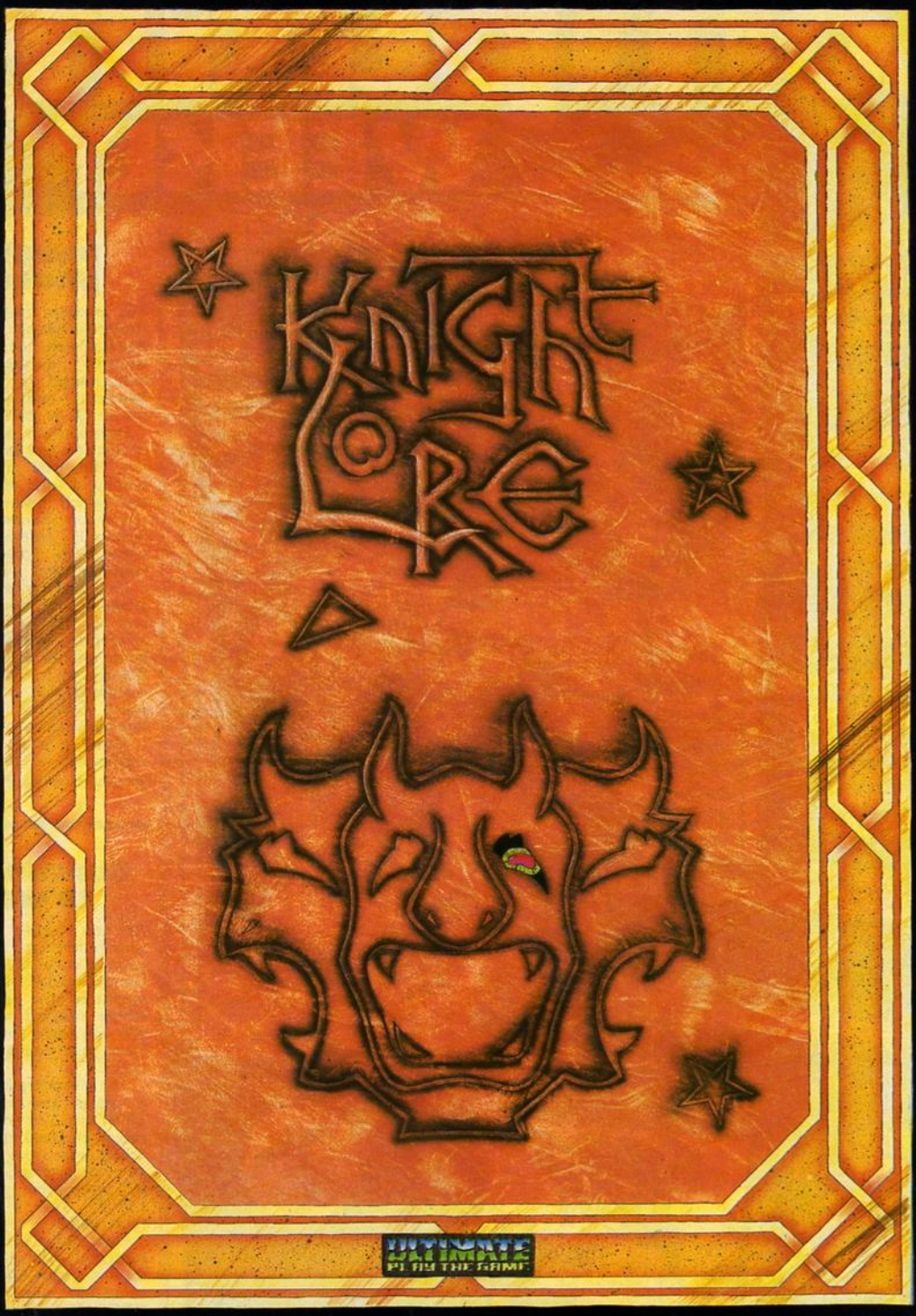
48K SINCLAIR ZX SPECTRUM



"KNIGHT LORE" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485

He is a WALLY in AUTOMANIA

Home Computing WEEKLY

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

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Readers: we welcome your programs, articles and tips.

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HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST

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Competition results

25 Winners to the GEC Dragon competition (spot the difference). There were 9 differences.

Miss R McIntosh, Edinburgh; R K Brookes, Brighton; Anthony Smart, London E17; Marcus Stonebridge, Tyne & Wear; Joe Dean, Shropshire; C S Dutton Jnr, Kent; Kamal Sharma, S. Wales; Mr J Blake, Co Durham; A Cambell, Cheltenham; C Clarke, Co Durham; Stephen Wood, Chelmsford; Marek Kloska, Acton; John Batten, Herts; Jay Sarao, Tottenham; Jason Shouler, Poole; Andrew Bennett, Penrith; A Wood, Lincs; Peter Walsh, Northumberland; S P Dickinson, Isle of Wight; Barry Seddon, Wigan; Gregory Orderly, N. Ireland; D Reynard, Bradford; Mr D G Dunkin, Herts; Mr K W Carr, Rhyl; B Halsey, Northants.

Here's the result of our U.S. Gold wordsquare: **horizontal:** Mystic Mansion, Beach-Head, Forbidden Forest; **vertical:** Slinky, Bruce Lee, Zaxxon; **diagonal:** Solo Flight.

The following winners will each receive a copy of U.S. Gold's Beach-Head and a U.S. Gold sweat-shirt: Ms E Chaloner, Tooting; Peter Cheesman, Harwich; Mr R Oliver, Stamford; Tony Almond, Clapham; Peter Taberham, Warrington; Len Perry, London NW1; Mr C Garbutt, Hartlepool; Graham Lees, Nottingham; Alastair Wright, Doncaster; R J Pettigrew, Northwich; Tina Phelps, Wotton-under-Edge; Jason Brown, Burnham-on-Crouch; Kim Yarwood, Hatfield; Kevin Jackson, Swindon; Mr A Simpson, Sutton Coldfield; Jim Gardner, Burton-on-Trent; Richard Johnson, Surrey; C F Brown, Leeds; Rajiv Kumar, Manchester; Mr M F Brewer, Chessington; R David Smith, Ayrshire; Graeme Hewson, Wallsend; D S Nisbett, Leicester; Alexander Grant McNab, Bromley; David Shepherdson, Ilkley; Neila Maynell, Penrich; Mr D A Porter, Rochford; S A Morse, Bournemouth; Mr A Hartley, Aylesbury; J Kavanagh, S Humberside; Mr Z Rahman, Nottingham; A Campbell, Chaltenham; Andrew Holtum, BFPO 39; Martin Simmons, Maldon; Mr M Maddox, Cumbria; Michael Hamilton, Barking; Martin Boyles, Hertford Heath; Joseph C Spivey, Milton Keynes; Paul McCrone, Lincoln; M Watson, Wrexham; Ben Smith, Wisbech; Les Isbister, Biggleswade; Richard Davies, Dyfed; Mark Pollard, Whitstable; Martin Bolt, Plymouth; Philip Worsley, Blackpool; Jane Stephens, Cookham; Alan Soper, Newton Abbot; Neil Barker, Chesterfield; Chistopher Bulmer, Beverley.

CDS Competition winners — Spot the difference — 10 differences.

Miss I J Moorshead, Surbiton; Matthew Brake, Gwent; Mr B Oattes, Reading; Chris Wachnicki, London W3; Kevin Robertson, E Sussex; Mr K Ceaser, Rotherham; John C Wymer, Dyfed; C R Merrison, Worcester; G Officer, Hartlepool; Glenn Parry, Cardiff; Michael Ward, Galliagh; Paul Saggar, Middx; Pierre Vellin, W. Kensington; Neale Whittaker, W. Yorks; A J Wood, Southampton; Nr H Smith, Plymouth; Tony Giscombe, Droitwich; Mr G Matthews, London W7; Brian Taylor, Leyland; Peter Brown, Ilford; Diogo T De Vasconcellos, Portugal; A J Logie-Campbell, Cheltenham; John Coe, Rotherham; Mr K Allan, Merseyside; Philip Piper, Bristol; Paul Torpey, Tottenham N17; M A Shaikh, Birmingham; M Hawkins, Kent; Brian Stevenson, Ayrshire; Jason A Wallworth, Stockport; Wayne Law, Peterborough; Guy Fayd'herbe, Surrey; Mr P G Williams, Cambs; Michael Tunstall, Lancashire; Mr C Crane, Staffs; P G Seaford, Bristol; P Cherry, Herts; Mr E P Mulholland, N. Yorks; Miss S L Atkins, Loughton; Mr D Russell, Wiltshire; Allan Shoree, Manchester; Nigel Howes, Sheffield; Mr J Whitfield, Dronfield; Makr Booker, Derbyshire; Gary Talbot, Co Durham; Mr C Bowman, Cleveland; Mr S H Ashton, Eccleston; David Dawson, Broughton; Anthony Pope, Glos; David Pollington, Middx; Mr N P Powley, Norfolk; Mrs P Warland, Kent; B Morris, Lancs; Darren Blake, Aylesbury; A Pantelis, Edgware; Steven Chan, Chester; R G Harris, E. Sussex; Mr J L Litchfield, Milton Keynes; Mr R Mackenzie, Rochdale; Mr E J Butler, Leics; John Cahill, W. Sussex; Stephen Woodmore, Orpington; John G Smith, Dundee; Andrew D Gardiner, W Sussex; Mr Craig Taylor, Lancs; Brian Murphy, Enfield; M J Sinden, Brighton; A M Spayes, Abingdon; Simon Ashmead, Aylesbury; P A Deeprose, Kent; Mr Graeme Smith, Cleveland; Mr A C Harrold, Norfolk; Miss Maxine Adcock; Norfolk; David Swann, Co Down; Neil Stacey, Notts; Mr C D Newell, Cheshire; Jonathan Goodwin, Lincs; Paul Smith, Merseyside; P E Johnson, S. Wirral; Peter McNicol, Ayrshire; Mr D J Blundell, Southampton; Gordon Richards, Derbyshire; L E Wallhead, Leics; Graeme Brown, Edinburgh; R A Stevens, Essex; Kieron Day, Surrey; John Wright, Nottingham; Dale Lockler, Notts; John Calvert, Middlesborough; Jacqueline Garnett, Mold Clwyd; V A Foster, Portsmouth; Michael Ronald Boulnois, Cheshire; M R Keefe, London SE25; Mr B Greenwood, Gloucester; R Webb, Surrey; Alan Mutch, Wiltshire; Julia Brindley, Washington; Simon Lau, Swindon; Mr B R Basting, Suffolk; J Thompson, Liverpool; Paul Ward, Suffolk; Roger Holmes, Middx; Brian Woodman, Bristol; Sun Tang, Enfield; Mr J H Rushton, Telford; Oliver Brown, Ayrshire; Mr I West, Gtr Manchester; Dianne Graham, Northumberland; John Trinder, Northumberland; Gary Kenyon, Glasgow; John Argles, Milton Keynes; Chris Stringfellow, Lancs; Lawrence Gaitskell, Basingstoke; Mr R Ebbrell, Bebington; Tony V Raven, Llanelli; Fiona Sturrock, Edinburgh; Mr J Smith, S Yorks; Christopher Jones, Gloucester; David Lomas, Dumfries; Mr John W Lashley, London SW8; Miss T Butler, Thamesmead; Mrs T M Britton, Llantwit; Russell Scott, Cambridge; L E Zawistowski, Bath; Mr R Morton, Nottingham; D P Courtnadge, Warks; B Patel, Mitcham; Javid Karim, Herts; P Leach, London SE8; Master N Martin, Cornwall; Pam McDonald, Glasgow; Mr D Rose, Whitchurch; R Ore, Surrey; Neil Stocks, Notts; Neil Thompson, Liverpool; Mrs P Bates, Norfolk; P Bruce, Loughborough; Mr K Hilchey, Sussex; Master G Davidson, Merseyside; Mr J S Ling, South Ockenwood; Alan Spicer, Herts; Ian C Risby, W. Glamorgan; Richard David Gorodecky, Middx; David Smith, Sheffield; R Battams, London SE3; Jason Hayward, W Yorks; Jason Marlow, London E17

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There were seven game titles concealed in our Mind Games wordsquare. These were: Star Force Seven, Orion Quest, Invasion, Bismark, Quest for Eternity, Fall of Rome, Planet Fall.

Here are the names of the 100 winners, who will receive one of the Mind Game range: Gayle Tebbut, Leicester; Mark McVey, W Lothian; Richard Preston, Dorset; L. Summerscales, Batley; Glyn Davis, Newcastle; J Hughes, Manchester; Z Malik, Hounslow; D Roebuck, Lymington; Darren Johns, Cumbria; S I Hall, Bristol; Kevin Clancy, London; Mary Bolas, Bristol; Laurie Walker, Manchester; Clive Huckins, London; Craig Gibson, Glasgow; M Sinion Latham, Cheshire; Julia Worrell, Kings Norton; Hung Quach, Worthing; J Sneddon, Glasgow; Peter Bowes, London; H U Ansari, Bracknell; Tessa Read, London; A F Judge, Watford; J Stevenson, Watford; Matthew Hume, Barking; R G Gosling, Brigg; Darrin Bruce, Leatherhead; D Russell, Warminster; L Isbister, Biggleswade; John Hennan, Swaffham; F H Reed, Hoddesdon; Graeme Baxter, Edinburgh; Nick Bell, Glasgow; Stewart Cree, Aberdeen; David Morgan, Rhondda; Darren Ewans, London; Tony Merrigan, London; P R Taylor, Birmingham; Stephen Burleigh, Runcorn; M V Wright, Solihull; J Bethell, W Ewell; Robert Aytor, Bexley; Jonathan Cunningham, Liverpool; Graham MacAlpine, Stirling; I Dunster, Hayes; Philip Hammond, Weston-super-Mare; Christopher Kirk, Aylesbury; Alan Fairfield, Stoke; Mike Long, London; B J Curtis, Nottingham; Mark Pepperrell, Feltham; K G Moutrey, Cleveland; Tony Murphy, London; Robert Mattia, London; Yvonne West, Aberdeen; David Parker, Mansfield; Mark Johnson, Newark; Mark Buckley, Huddersfield; Paul Buckton, Borhamwood; Julian Squires, Dunstable; Mark Pollard, Whitstable; Paul Matthews, S Glamorgan; John Coble, Romford; D C Turkhud, Hornsea; David Kelly, Shrewsbury; R Clark, Sutton-on-Hull; A T Boult, Stourbridge; Brian McMahon, Corby; J Chowes, Newcastle; David Hayes, Rainham; E C Jones, Coventry; Andrew Walker, Sutton; Andrew Boland, Swansea; D Maliss, Norwich; G Garrow, Watford; R Rogerson, Swinton; E V Spraggett, Cannock; Alan Sinfield, St Leonards; Adrian Craig, Cleveland; Jonathan Meadows, Stockton; Tony Ballard, Southampton; Jason Coughlan, Stanford-le-Hope; Andrew Joliffe, Sherston; Stephen Kirk, Northumberland; Gary Holman, Burgess Hill; K G Smith, Cirencester; Simon Ward, Edinburgh; Nicolas Yarker, Leicester; Alan Hake, Aberdeen; Debra Lawson, Tyne and Wear; G Rose, London; S G Mitchell, Basingstoke; Mark Harrup, Bradford; Eddie Cousins, Sutherland; M Dickerson, Birmingham; Jeffrey Rayment, Bristol; E G Walton, Powys; A M Brown, Bristol; Ian Esslemont, Basingstoke; Grahame Chidwick, Grimsby.

Well done!

Imagine

From front page

scheduled for release — will go to Imagine's creditors. Imagine collapsed in the summer, leaving substantial debts.

Christopher Chambers, official liquidator, from Arthur Young, McClelland, Moores, researched the megagames' potential fully before giving his blessing to the arrangement. He said that the deal with Sinclair Research offers "very substantial potential to recover monies for Imagine's unsecured creditors."

Sinclair also has options on later megagames, such as Psyclapse for the Commodore 64, which is still at an early stage of development.

Sinclair software manager Alison Maguire said: "The games have enormous technical and marketing potential. They are at once complex, challenging and very exciting and will be ideal for the type of QL user we envisage."

Mr Chambers had approached 30 software companies in an effort to set up a deal and thus raise money to pay off Imagine's creditors. With the exception of Sinclair, none of the companies were interested in the venture because of the thousands of pounds-worth of investments needed.

Nick Alexander, chairman of GOSH and managing director of Virgin Games, welcomed this move. "It's good to see that all the programming effort which went into Bandersnatch won't be wasted," he said.

"We saw Bandersnatch when Imagine came round to software houses in June shortly before the company collapsed", he continued. "At that stage it obviously still required a great deal of programming and it didn't look very impressive, although from what Imagine was saying, it would be. It did need an awful lot of work!"

Virgin Games turned down Bandersnatch because of the amount of money needed for ROM cartridge development. "It makes sense that the game will be released on the QL because it did need a lot of additional memory, which is why it was going to be so expensive," said Nick Alexander. "I look forward to seeing it and playing with it."

Sinclair Research, 28 Stanhope Rd, Camberley, Surrey

Guarantee

From front page

Division, is the company which carries out the repairs.

Micro Repair general manager Simon Jamison said: "The club is offering a service that has been needed in the home computer market for a long time. Now users will know that if their computers break down after the initial manufacturer's warranty has run out, they can still protect their investment by joining the club."

And schools can participate in the scheme at a reduced rate: initial membership is £24.95, with additional computers covered at £19.95 each.

Future plans for the Micro Repair Club include newsletters and special offers, as well as extension of warranty to cover peripherals.

Simon Jamison, general manager, has worked in the computer industry for many years both as a management consultant and an accountant.

He siad: "During my assignments with computer clients it became apparent that there was no repair or extended guarantee facility for home computers."

His experience was useful when it came to forming the club. He commented: "The fact that I have been involved in the financial arena and with a number of computer companies made the task of putting together an insurance company to underwrite the scheme and a maintenance company to carry out the repairs a fairly straightforward task."

The Micro Repair Club is hoping to recruit a large number of members over the Christmas period. Simon Jamison said: "I'm sure a lot of parents will feel easier about buying their children fairly expensive computers for Christmas knowing that if they should break down after the manufacturer's warranty expires there will not be large repair bills!"

Dealers and retailers are also being offered the chance to benefit from the new club and can share its success by offering membership to new owners at the time of purchase.

The Micro Repair Club, Swan Court, Mansel Rd, Wimbledon, London SW19 4AA

Sabreman returns

New from Ultimate: Underwurlde and Knight Lore. Both for the 48K Spectrum at £9.95, they revolve around the continuation of Sabreman's adventures.

Underwurlde features "hundreds of different fast moving, high resolution screens of action packed animation and adventure, according to Ultimate. It comes complete with a colour booklet.

Knight Lore "represents the very pinnacle of software development on the 48K Spectrum"; according to Ultimate. It's a 3D adventure with Sabreman trapped among aliens and monsters. Over 200 individual frames mean that Ultimate claims that "Sabreman is the most animated character in home computing software history to date!"

Both games incorporate a fast security program to discourage software theft.

Ultimate, The Green, Ashby de la Zouch, Leics LE6 5JU

Micros talk back

Tymas Talkies is the name of a new series of games which are reported to talk without speech hardware. "You get the excitement of speech without the cost of a synthesizer!"; according to Tymac.

The range caters for Commodore 64, VIC-20 and Atari 400/800. There are four releases for the CBM 64: Flyer Fox, Galdalf the Sorcerer, Pegasus and the Trials of Perseus and First Strike. Introduced by Tymac as one-player 3D simulation games, they cover the spectrum of arcade games, from flight simulation through mythology to nuclear warfare. Each game costs £9.95 on cassette and £14.95 on disc.

Tymas has launched two games for the VIC-20: Samurai and Code Name: Deadzone, costing £12.95. Wizard's Graphics is scheduled for release soon and will cost £14.95. Bio-Defense, for the Atari, costs £14.95.

Tymas, Temple Hse, 43-48 New St, Birmingham

W H Smith is planning another series of computer exhibition evenings for potential customers to have a hands-on demonstration of the Advance 86, which is sold exclusively by W H Smith computer shops. Nearly 30 exhibition evenings are planned and invitations will be issued. The venues will be W H Smith shops or a local hotel. No more than 100 invitations will be issued for each exhibition. Enquire at your local W H Smith for details.

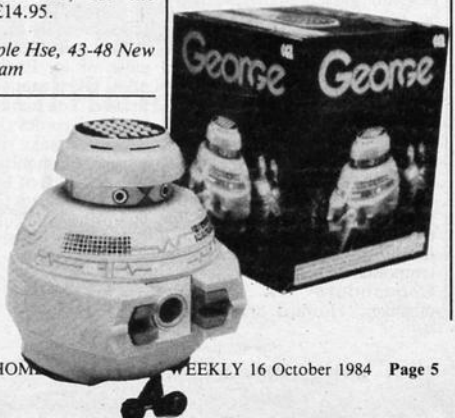
It's not just good fun — it's also good for you. That's the verdict from CGL about George the programmable robot. George stands 16.8 cm high and has up to 48 programmable steps. He has three selectable gears and nine time intervals.

Any action may be programmed step by step, and George also emits a light beam and robot-like sound. The beneficial part is the programming. David Morein, CGL managing director, said: "More and more of our best-selling products will incorporate a definite educational element in their functions. For instance, George the computer robot is fun to play with, but this programmable toy will actually be teaching children to program while they're playing a game with him!"

CGL says that the 25-key programmable control panel is extremely simple to use and can be taught to children aged from four upwards. George costs £23.95 and comes complete with instruction manual and guarantee.

CGL, CGL Hse, Goldings Hill, Loughton, Essex IG10 2RR

What all children will want to see in their Christmas stocking?



Sweeney software

One more in the spate of TV spin-offs now appearing on your micro screen — Minder from dk'tronics. After negotiating a contract with Thames TV, dk'tronics has developed programs around The Sweeney, Benny Hill and the series will be available for Amstrad, Oric, Commodore, Spectrum and the MSX system.

dk'tronics, Unit 6, Shire Hill Ind Est, Saffron Walden, Essex CB11 3AQ

Mastertronic is distributing Games Designer for the VIC-20. Originally published by Galactic, it is now being relaunched by AIP with a revised instruction booklet. Mastertronic states it is "the perfect introduction to programming on the VIC-20". Games Designer costs £10.95.

Mastertronic, Park Lorne, 111 Park Rd, London NW8 7JL

Do you have hankerings to improve your knowledge of a foreign language after your summer holidays abroad? Southern Educational Software has extended its range of language programs, and now includes French levels one to three for the 48K Spectrum (£4.99), German level one, also for the 48K Spectrum at £4.99, Quad, for the CBM 64 is a 3D noughts and crosses game costing £5.95.

Southern Educational Software, 4 Priory Rd, Maidstone, Kent ME15 6NW

Here's a date for your diary: November 10 and 11. That's when the first London Micro Market will be held at the Wembley Exhibition Centre. More than 100 companies will be showing software, hardware and peripherals at reduced prices. A panel of experts will be available for consultation by first time buyers and there will be competitions to win over £1,000-worth of computer equipment, as well as a bring and buy area. Entry is £1.50 for adults, 75p for children under 14. Doors open at 10 am and no adults are admitted unless accompanied by a child.

Champagne corks were popping when Commodore announced that it had produced its millionth computer at the temporary factory in Corby. Commodore UK general manager, Howard Stanworth, said: "This Commodore 64 is very special for us, since it is the best-selling home computer in the world, but says a great deal about Commodore's growing contribution to Britain in terms of jobs, both directly and indirectly through suppliers, and also in terms of exports!"

The new Commodore 16 and Plus/4 will also be produced at the Corby factory, which has now been open for 15 months.

Arthur Daley and Terry — soon on your micro

Do you have trouble with French? Perhaps this is the painless solution to your problems. Silver Soft has launched French on the Run for the BBC: this is a text adventure which requires you to answer multiple choice questions of the type favoured by most GCE and 'O' level exam boards. Grammar, vocabulary, idioms, comprehension and basic knowledge are all tested.

The game casts you in the guise of an English war-time pilot, taken captive in occupied France. You manage to escape, but then comes the hard part. You must make you way across France, but none of the natives speak a word of English. There are four routes of increasing linguistic difficulty and the game costs £9.95.

Silver Soft, London Hse, 271-273 King St, London W6 9LZ

New releases

Here's a round-up of the latest releases for you.

• Kemp has released Stock Control (£34.95) for the MSX and Sales Ledger for the Spectrum (£24.95). Sales Ledger is an accounting program on which you can record business sales and keep track of debtors, and the purchase price includes a 16-page manual.

Kemp, 43 Muswell Hill, London N10 3PN

• MegaSub Command, from NTD Software, casts you as the captain of the world's most advenced submarine. Your duty is to protect the North Atlantic from enemy invaders. Price: £2.99 for the Spectrum.

NTD Software, PO Box 543, London SW6 5DS

• The Magic Sword is Database Publications' program for pre-school infants. It's a fairy-tale adventure which comes complete with a 48-page colour book. Available for BBC/Electron, Spectrum and Commodore 64, it costs £8.95.

Database Publications, Europa Hse, 68 Chester Rd, Hazel Grove, Stockport SK7 NY

• Palace Software has brought out two new American games for the VIC-20. They're Squish and Bricks. Both are arcade games and cost £5.99. In Squish you must exterminate bugs, while in Bricks you must avoid being squashed by a ton of bricks.

Palace Software, The Video Palace, 275 Pentonville Rd, London N1 9NL

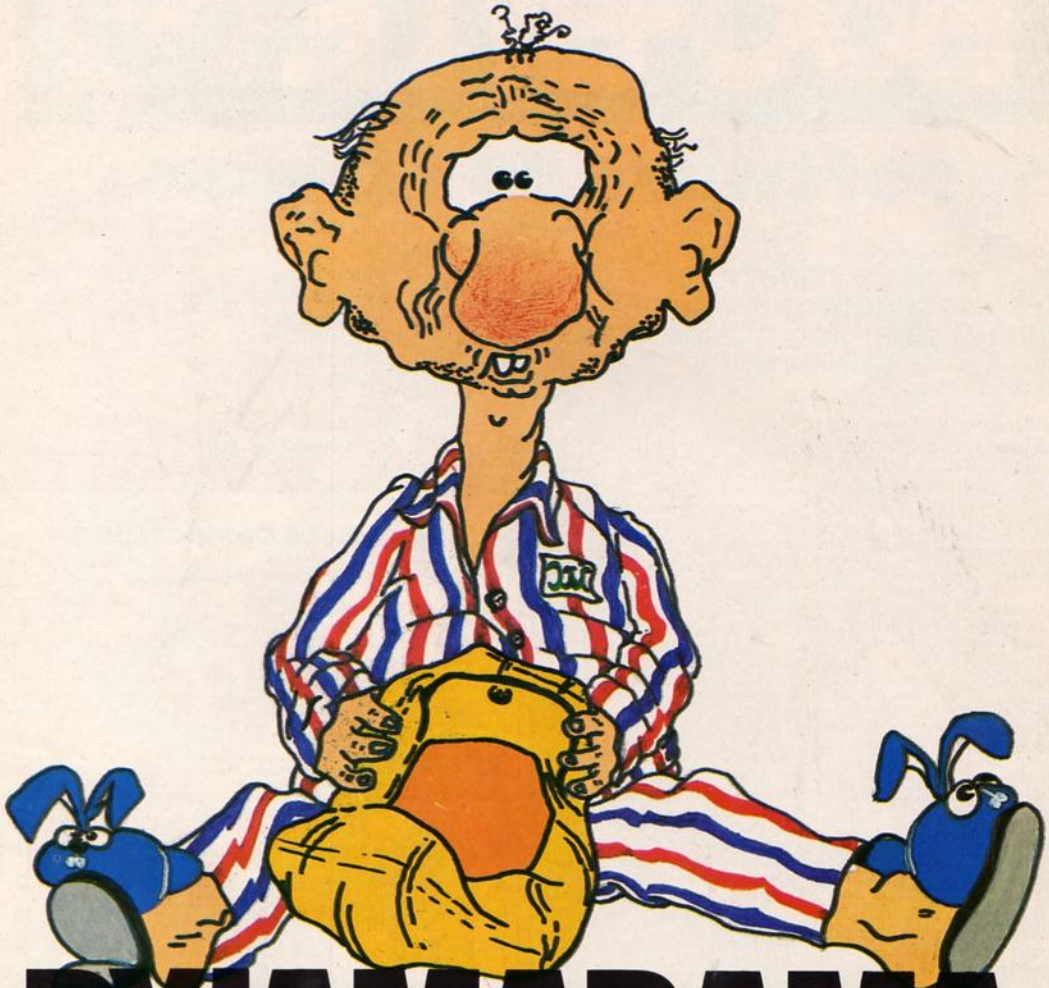
• Watch your Weight, from Acornsoft for the BBC is a diet program which should encourage all fatties to shed pounds. The program sets up your target weight and tells you how long it should take you to reach your goal. It also supplies you with nutritious low-calorie menus and if all else fails, sympathises when you give up. Published jointly by Acornsoft and the Consumers' Association, the cassette costs £11.90.

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

• Beach-Head has now been converted for the Spectrum and costs £7.95. Also from U.S. Gold — Zaxxon (£9.95) now on the Commodore 64.

U.S. Gold, Unit 10, The Parkway Industrial Centre, Heneage St, Birmingham B7 4LY

You'll never dream a program could be this good!!!



PYJAMARAMA

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AVAILABLE FOR SPECTRUM 48K at £6.95
AND CBM 64 at £7.95

Over £1,000-worth of

software to be won

Here's a chance for Spectrum owners to win four challenging games from Bug-Byte

This week we're running a wordsquare competition with Bug-Byte software as prizes. Find the hidden Bug-Byte game titles and around £24-worth of software could be yours.

Fourty-five winners will each receive four of Bug-Byte's top selling games — Manic Miner, Pool, Aquarius and Birds and Bees. All these games run on the Spectrum 48K.

In Manic Miner you have to help Miner Wally find the hidden store of treasure collected by alien mining robots over countless centuries. It's a real challenge as there are miles of underground caverns to explore on the way and plenty of nasties who aim to thwart your fortune-seeking ambitions, including poisonous pansies, spiders, slime and, worst of all, the manic mining robots themselves. Will you manage to reach the surface and claim your riches or will somebody get you on the way?

Pool is adapted from the popular table game of the same name and can be played by one or two people. You have to pot the object balls using the cue ball but you need to control the speed and direction of your shots with great accuracy in order to achieve good results. Pool requires skill and judgement rather than fast reactions. Will you come up to scratch or will the pressure be too much?

Aquarius takes you deep underwater commanding a team of frogmen. You and your men must destroy the death machines which a hostile government has hidden in water-filled caverns around the world. There are mines, sharks, strangleweed and poisonous sea squirts to make your task more difficult and the machines are protected by an electric barrier which you must defuse. When you succeed there's another more dangerous mission for you to tackle.

Birds and Bees is set in a tranquil rural location — but don't be deceived. Danger lurks behind every blade of grass. You must help Boris Bee collect nectar from a field full of amazing flowers but the local birds don't like the idea and there are vicious plants and centipedes at every turn, not to mention a bear who is out to raid the hive. Can you help Boris through these dangers or will the hazards of the countryside defeat you?

If you like the sound of this excitement then enter now.

How to enter

Study the wordsquare and mark all the Bug-Byte software titles that you find with a ball-point or semi-opaque felt tip pen. Complete the coupon clearly and fully — if you are a winner it will be used as a lable. Send the wordsquare and coupon to us.

Important: write the number of titles you found on the back of the envelope.

Send your entry to Bug-Byte Competition, Home Computing Weekly, No. 1, Golden Square, London W1R 3AB. Closing date is at first post on Friday November 2, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

Prizes will arrive from Bug-Byte within 28 days of the publication of the issue containing the results of the competition.

The rules

Entries will not be accepted from employees of Argus Specialist Publications, Bug-Byte and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies.

The How to Enter section forms part of the rules.

Bug-Byte games

Manic Miner
Rapscallion
Star Trader
Pool
Birds and Bees
Aquarius
Antics
Old Father Time
Twin Kingdom Valley

Bug-Byte Competition

Entry Coupon

Name _____

Address _____

_____

_____ **post code** _____

Number of titles found _____

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Bug-Byte Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date: first post, Friday November 2, 1984. Follow carefully the advice in the How to Enter section, including writing the number of titles found on the back of your envelope.

M	X	Z	O	R	A	P	S	C	A	L	L	I	O	N	D
A	P	V	L	M	N	R	A	B	Q	B	K	O	C	D	O
N	T	L	O	P	T	O	R	W	U	S	T	J	O	M	L
I	E	E	U	I	I	R	X	C	A	C	O	P	R	P	P
C	J	J	M	U	C	P	O	L	R	I	U	S	D	K	X
M	M	R	U	S	S	T	T	R	I	K	O	U	I	L	J
I	P	V	C	T	S	A	B	E	U	E	N	I	N	K	V
N	C	U	F	J	Q	P	L	Q	S	A	S	A	T	E	E
E	R	N	I	L	E	E	R	P	Z	R	X	E	E	M	A
R	O	O	S	T	Q	U	L	S	E	G	F	H	R	O	G
A	B	I	R	D	S	A	N	D	B	E	E	S	B	C	H
I	G	G	L	O	M	H	Y	L	T	A	B	A	Z	O	U
X	M	E	X	L	I	P	O	E	L	T	V	Q	E	E	T
L	R	H	I	I	Z	L	O	G	H	P	R	P	A	V	L
X	N	E	J	O	I	R	D	U	D	M	O	U	S	T	M
S	T	A	R	T	R	A	D	E	R	K	R	B	V	O	I

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A full feature adventure starring well known nasty aliens the Zarps. Can you play the hero and stop their plans to blow up the earth.

Starring The Zurgs
After a desperate space battle only one fleet of heroes remain to prevent the invasion of earth. The future of humanity lies with you!

Argus Press Software Group

For mail order, write with cheque/P.O./card No. to:
Mind Games, Argus Press Software Group, No.1 Golden Square, London W1A 3AB.

Change you

The increasing popularity of the Amstrad is inevitably leading to an influx of useful programs. This Character Generator program by Darren Matthews is one such example

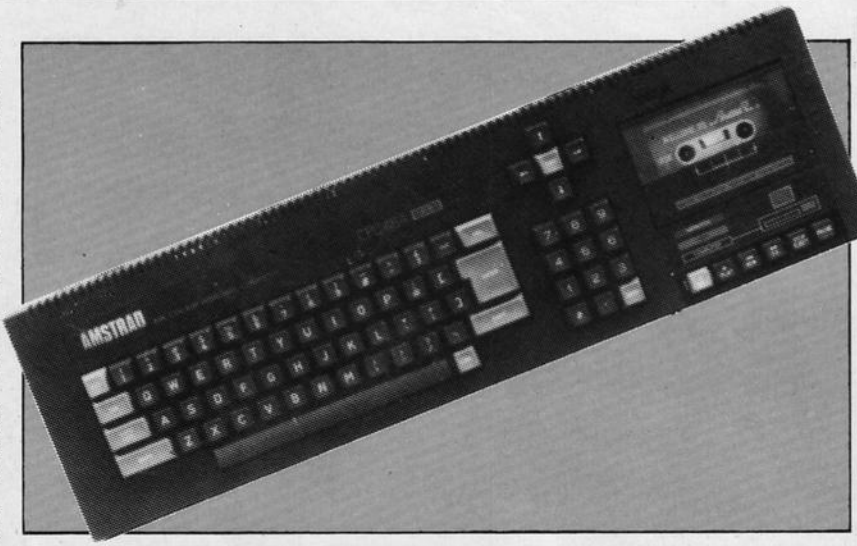
This program for the Amstrad CPC464 computer allows you to design your own characters. Character numbers 124-255 can be re-defined — giving a total of 132 re-definable characters.

Characters are designed on an 8 x 8 grid using keys 1 to 8 to turn a dot on or off, and keys 9 and 0 to move the cursor which is shown as a 'greater than' sign. A hi-res display constantly shows what the character looks like.

When you have finished your character, press the 'ENTER' key and it will be stored as the character you wanted. Press 'N' to redefine a new character.

Your characters can be saved onto tape, but before you load them into your program you must enter 'SYMBOL AFTER 124'.

Many useful routines are included in the program, for instance: rotate through 90 deg.; mirrors; inverse and edit. All instructions needed are shown on the screen.



Variables

A position of cursor
C character No.
D character No. to edit
G and H arrays for grid
I and I$ data reading
A$ read key press
M and N used for loops
GX and GY co-ordinates of grid
X and Y co-ordinates of hi-res display
L value of each line of grid
P pen colour
S which set of characters to print
V dot No. (1 to 8)
F$ file name

How it works

10-380 initialise and set up screen
390-540 check for keys
550-590 move cursor
600-630 up-date grid and hi-res display
640-670 new character
680-790 edit character
800-870 vertical mirror
880-950 horizontal mirror
960-1030 rotate left
1040-1110 rotate right
1120-1160 inverse
1170-1240 store character
1250-1290 reset characters
1300-1370 print characters
1380-1410 save characters
1420-1450 load characters
1460-1490 update grid and hi-res during sub-routines

```
10 CLEAR:SYMBOL AFTER 124
20 BORDER 1
30 A=1:S=124:C=124
40 DIM G(8,8),H(8,8)
50 INK 0,0:INK 2,10
60 MODE 1
70 WINDOW#1,3,10,2,9
80 WINDOW#2,2,2,2,9
90 WINDOW#3,3,10,1,1
100 WINDOW#4,14,32,1,1
110 ORIGIN 225,304,225,238,304,319
120 PAPER 2:PEN 1:CLS
130 PEN#3,3
140 RESTORE:FOR N=11 TO 25
150 READ I,I$
160 LOCATE I,N
170 PRINT I$
180 NEXT
190 DATA 1,"ENTER : Store char",5,"N : New char"
200 DATA 3,"1-8 : Dot on/off",3,"9/0 : Cursor up/dn",5,
"C : Clear grid",5,"E : Edit char",5,"V : Vert mirror",
5,"H : Horiz mirror"
210 DATA 5,"R : Rotate left",5,"T : Rotate right",5,"I
```

Change you

r character!

```
: Inverse",5,"Z : Nos. 124-189",5,"X : Nos. 190-255",3,
"S/L : Save/load",5,"*
 : Reset chars"
220 GOSUB 1300
230 PAPER#1,0:CLS#1
240 PAPER#2,2:CLS#2
250 PAPER#3,1:CLS#3
260 PAPER#4,2:CLS#4
270 PRINT#3,"12345678";
280 PEN#1,3
290 FOR N=1 TO 8
300 LOCATE#1,1,N
310 PRINT#1,"########";
320 NEXT
330 PEN#2,1
340 LOCATE#2,1,A
350 PRINT#2,">";
360 LOCATE 13,5:PRINT C
370 FOR GY=1 TO 8:FOR GX=1 TO 8:G(GX,GY)=0
380 NEXT:MOVE 0,GY*2-2:DRAWR 14,0,0:NEXT
390 A$=INKEY$:IF A$="" GOTO 390
400 IF A$>"0"AND A$<"9"THEN GOTO 600
410 IF INKEY(18)=0 THEN GOSUB 1170:GOSUB 1300
420 IF INKEY(62)=0 THEN GOTO 270
430 IF INKEY(46)=0 THEN GOSUB 640
440 IF INKEY(58)=0 THEN GOSUB 680
450 IF INKEY(55)=0 THEN GOSUB 800
460 IF INKEY(44)=0 THEN GOSUB 880
470 IF INKEY(50)=0 THEN GOSUB 960
480 IF INKEY(51)=0 THEN GOSUB 1040
490 IF INKEY(35)=0 THEN GOSUB 1120
500 IF INKEY(29)=32 THEN GOSUB 1250:IF F=1 THEN RUN
510 IF INKEY(71)=0 THEN S=124:GOSUB 1300
520 IF INKEY(63)=0 THEN S=190:GOSUB 1300
530 IF INKEY(60)=0 THEN GOSUB 1380:GOTO 60
540 IF INKEY(36)=0 THEN GOSUB 1420:GOTO 60
550 LOCATE#2,1,A:PRINT#2," ";
560 IF A$="9"AND A>1 THEN A=A-1
570 IF A$="0"AND A<8 THEN A=A+1
580 LOCATE#2,1,A:PRINT#2,">";
590 GOTO 390
600 V=VAL(A$)
610 IF G(A,V)=0 THEN G(A,V)=1:PEN#1,1:LOCATE#1,V,A:PRIN
T#1,"#";:PLOT V*2-2,16-A*2,1:GOTO 630
620 G(A,V)=0:PEN#1,3:LOCATE#1,V,A:PRINT#1,"#";:PLOT V*2
-2,16-A*2,0
630 GOTO 390
640 INPUT#4,"Character no.";C
650 IF C<124 OR C>255 THEN GOTO 640
660 CLS#4:LOCATE 13,5:PRINT C
670 RETURN
680 INPUT#4,"Character no.";D
690 IF D<124 OR D>255 THEN GOTO 680
700 CLS#4
710 PLOT 0,14,1
720 TAG:PRINT CHR$(D)
730 TAGOFF
740 FOR Y=1 TO 8:FOR X=1 TO 8
750 IF TEST(X*2-2,16-Y*2)=1 THEN P=1 ELSE P=3
760 PEN#1,P:LOCATE#1,X,Y:PRINT#1,"#";
770 G(Y,X)=P+3*(P=3)
780 NEXT:NEXT
790 RETURN
800 FOR GY=1 TO 8:FOR GX=1 TO 8
810 H(GY,GX)=G(GY,GX):NEXT:NEXT
820 FOR GY=1 TO 8:FOR GX=1 TO 8
830 G(GY,GX)=H(GY,9-GX)
840 IF G(GY,GX)=1 THEN P=1 ELSE P=3
850 GOSUB 1460
860 NEXT:NEXT
870 RETURN
880 FOR GY=1 TO 8:FOR GX=1 TO 8
890 H(GY,GX)=G(GY,GX):NEXT:NEXT
900 FOR GY=1 TO 8:FOR GX=1 TO 8
910 G(GY,GX)=H(9-GY,GX)
920 IF G(GY,GX)=1 THEN P=1 ELSE P=3
930 GOSUB 1460
940 NEXT:NEXT
950 RETURN
960 FOR GY=1 TO 8:FOR GX=1 TO 8
970 H(GY,GX)=G(GY,GX):NEXT:NEXT
980 FOR GY=1 TO 8:FOR GX=1 TO 8
990 G(GY,GX)=H(GX,9-GY)
1000 IF G(GY,GX)=1 THEN P=1 ELSE P=3
1010 GOSUB 1460
1020 NEXT:NEXT
1030 RETURN
1040 FOR GY=1 TO 8:FOR GX=1 TO 8
1050 H(GY,GX)=G(GY,GX):NEXT:NEXT
1060 FOR GY=1 TO 8:FOR GX=1 TO 8
1070 G(GY,GX)=H(9-GX,GY)
1080 IF G(GY,GX)=1 THEN P=1 ELSE P=3
1090 GOSUB 1460
1100 NEXT:NEXT
1110 RETURN
1120 FOR GY=1 TO 8:FOR GX=1 TO 8
1130 IF G(GY,GX)=1 THEN G(GY,GX)=0:P=3:GOSUB 1460:GOTO
1150
1140 G(GY,GX)=1:P=1:GOSUB 1460
1150 NEXT:NEXT
1160 RETURN
1170 FOR GY=1 TO 8
1180 L=0
1190 FOR GX=1 TO 8
1200 IF G(GY,GX)=0 THEN GOTO 1220
1210 L=L+2^(8-GX)
1220 NEXT:L(GY)=L:NEXT
1230 SYMBOL C,L(1),L(2),L(3),L(4),L(5),L(6),L(7),L(8)
1240 RETURN
1250 PRINT#4,"Are you sure (Y/N)"
1260 A$=INKEY$:IF A$="" THEN GOTO 1260
1270 IF INKEY(43)=0 THEN F=1 ELSE F=0
1280 CLS#4
1290 RETURN
1300 S1=S
1310 FOR M=0 TO 2
1320 FOR N=3 TO 24
1330 LOCATE 22+M*6,N
1340 PRINT S1;CHR$(S1)
1350 S1=S1+1
1360 NEXT:NEXT
1370 RETURN
1380 CLS
1390 INPUT "FILE NAME";F$
1400 SAVE F$,B,42976,1056
1410 RETURN
1420 CLS
1430 INPUT "FILE NAME";F$
1440 LOAD F$,42976
1450 RETURN
1460 PEN#1,P
1470 LOCATE#1,GX,GY
1480 PRINT#1,"#";:PLOT GX*2-2,16-GY*2,P+3*(P=3)
1490 RETURN
```

r character!

Make your micro work

Programs to teach you a thing or two — about using your computer and about French and the Highway Code

French Revision Level 1 48K Spectrum £5

Southern Educational Software, 4 Priory Rd, Maidstone, Kent ME15 6NW

This program follows a familiar pattern in educational software. It starts by presenting a few pages of fact — in this case, the present tense of French verbs — then proceeds to test how well you have absorbed the knowledge.

It is difficult for any program of this type to be outstanding, but this cassette did have some interesting features. Colour, sound, and graphics have been combined well to make something as boring as French verbs as interesting as possible! In presenting pages of facts, you can move forward to the next page, or back to the previous page if something wasn't quite clear to you.

The tests appear at two levels. I didn't find either particularly difficult — and my French is virtually non-existent! As long as you know the French pronouns, then the answer to all questions can be guessed correctly every time. So, as tests go, these are simplicity itself, and once you know the trick in answering questions, rather pointless.

For those wanting to go further, SES offer a Level 2 tape which deals with prepositions and adjectives. **D.N.**

instructions	N/A
ease of use	80%
display	60%
value for money	50%

★ ★ ★

Character Creator TI-99/4A £4

Stephen McKearney, distributed by Stainless Software, 10 Alstone Road, Stockport

If you have difficulty coping with binary and hexadecimal numbers or you want to define large numbers of shapes, this is quite a useful utility. It is not totally crash-proof, so you should tread with care.

It will work in either TI or Extended BASIC, the choice being made at the start of the program. Although Extended BASIC will execute faster, there are fewer characters for redefinition. Here, TI BASIC provides for 48, while Extended BASIC allows only 32. For most purposes this should be sufficient A variety of operations are available, from initial creation of a shape in a manner similar to that provided by a program available in early versions of the TI Users' Reference Guide, to composite creation by positioning defined shapes within a nine by 11 character box. The hex definition strings produced can be loaded from or saved to tape or disc, or sent to a printer, and Epson type graphics are supported.

Image reversal, rotation, and inversion is possible, and shapes can also be edited after creation. One criticism: the inability to exit from LOADing or SAVEing without going through those operations. Documentation is sparse but adequate, and contains hints and warnings. **P.B.**

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

★ ★ ★ ★ ★

Paint Pic CBM 64 £19.95

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

This is one of a number of packages available to enable you to create works of art on the 64. This operates in multicolour mode and supplies a wide range of commands for handling graphics. Commands are available for the drawing of lines, triangles, circles, elipses, squares, arcs and parallelograms with optional fill. You can also form a range of operations on user defined blocks of screen and include text in your masterpiece. To aid construction of your masterpiece, perspective lines can be plotted.

I found the use of colour rather awkward in that you define the four colours initially and must then redefine the colours in specified blocks as you progress.

I found it difficult to remember which pen plotted which colour, especially when drawing complex pictures. Drawing is via a sprite cross hair cursor and, although preset movement positions were provided, I found movement sluggish and tiresome. Two movement speeds would have helped.

The system uses sequential files to SAVE, making use of pictures in your own programs awkward.

Overall I found this system a little unfriendly and the manual rather woolly, but with effort and patience, you can produce some amazing results. **A.W.**

instructions	75%
ease of use	65%
display	N/A
value for money	80%

★ ★ ★ ★

Spectrum Sound Effects 14K Spectrum £7.95

MFM Data Services, 141a Camden Rd, Tunbridge Wells, Kent

Recently, a number of software packages have appeared aimed at helping the inexperienced programmer produce professional graphic effects without machine code. Now, MFM offer the same style of package, but for sound.

There are 50 basic sounds with which to work. If this doesn't sound like many, bear in mind that by varying the delay built into each sound, the whole effect is changed. There are 40 different delays, together with a high and low pitch range.

It's difficult to imagine any sound that can't be synthesised with this; from horses hooves to a penny whistle, from lazer zaps to an old jalopy, though the excellence of the effect can only be appreciated with a little amplification!

You can isolate the sounds, saving the code to tape for your own use, and also create your own. The sounds can be called direct from the keyboard, their wave form drawn on the screen, then their delay varied.

The whole thing comes with a detailed manual, which also describes how to transfer to Microdrive. Well done MFM, a useful and versatile utility. **D.M.**

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

★ ★ ★ ★ ★

The Highway Code 48K Spectrum £6.95

Datek Computing, 11 Warwick Court, Princes Drive, Harrow, Middx.

This is a learning program for adults, aimed at taking the drudgery out of learning road signs for the driving test. The impressively packaged tape has a demonstration of traffic lights plus test on one side, together with a level crossing demonstration. The other is a teach and test quiz on traffic signs and road markings.

The general format offers the questions with their answers, a timed test with summary of results, the opportunity to see the answers to the ones you got wrong, and the chance to correct them. Each set of questions is loaded separately, which is a lengthy business. Microdrives would be the answer, but there's no save to Microdrive option.

All the signs and markings imaginable are graphically illustrated, making excellent use of the facilities of the Spectrum. The presentation is very good, using machine code throughout, though not up to the best games standard. When the solutions option is chosen, the questions flash momentarily across the screen.

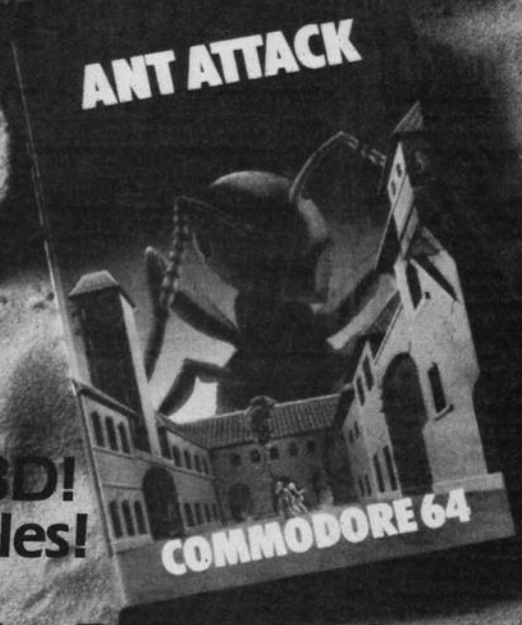
As an experienced driver, I learned something, so this must be worthwhile. It's certainly better than learning the Highway Code itself. **D.M.**

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

★ ★ ★ ★

They came from out of the desert to the lost city of Antescher and discovered the HORROR of the ANTS...

ANT ATTACK 3D



Real Moving 3D!
4 Camera Angles!

Explore the City, Battle the Ants,
AVAILABLE SOON FROM

QUICKSILVA

COMMODORE 64
Turbo load £8.95
SPECTRUM
48K £6.95

Cribbage 48K Spectrum £5.50

Gamma, 12 Milverton Rd, London NW6 7AS

I haven't played Cribbage for years. It's an interesting game, requiring skill, low cunning and simple addition.

This implementation is the five-card, two-player version with the Spectrum as your opponent.

If you've never played cribbage, the instructions painlessly teach you the rudiments and gives you prompts throughout the game to help you along.

The score is recorded on the cribbage board, displayed at screen top, with the green playing area below. The cards have nicely patterned backs, with clearly readable faces, and there is a running score of games won.

A more lifelike representation of the pegging than the thermometer-type graphics would be preferable.

I enjoyed playing but, apart from the first three games, I have not lost since. Advertised for expert or novice, it needs a second, expert skill level. Cribbage addicts without partners will like this. **D.C.**

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

★ ★ ★ ★

Card Games 48K Oric/ Atmos £15

Eborsoft, 81 Hull Rd, York YO1 3JS

Eborsoft has produced a number of card game compilations, grouped into sets of two to four per tape, each tape retailing at]15. The tapes covered in this review are Cards 4 (Tausendeins, 66, Schneider), Cards 5 (Jass, Klabberjass), Cards 9 (Euchre, five on Top, Eoarte) and Cards 11 (Yukon, Schapfkopf, Bassadewitz).

Comments for all tapes are much the same. All programs are written in BASIC, follow a similar style and are very poor.

Each game starts with only a sentence or two of instructions, written in a most confusing note form. Even an experienced card playing friend found the instructions almost impossible to follow. When we did manage to decipher the aim, most were very frustrating to play, with a long delay while the cards were shuffled then dealt. There were several simple bugs, and input error checking was very bad.

Programs of the standard offered by these tapes appeared soon after the launch of the Oric 1 — Oric owners have come to expect a lot better than these poor offerings from Eborsoft! **D.N.**

instructions	10%
playability	30%
graphics	30%
value for money	20%

★

Have a flutter

You're encouraged to gamble on this mixture of cards, dice and board games. Take the gamble out of buying software and read the reviews first

Four Dice/ Board Games (G23) 48K Oric/ Atmos £10.00

Eborsoft, 81 Hull Rd, York YO1 3JS

This offering from a new north-east software house combines four BASIC programs on one tape. The games follow a similar theme; requiring a mixture of skill and luck against the computer on board-type games.

The games are called Senat, Tablan, Chase the girls, and Palm Tree and they are very disappointing.

The only instructions provided are those on the tape when the game is loaded which are very poor, making it almost impossible to play. It took several hours to review this tape and I am certain the effort was not worthwhile.

Although you get four games on tape, they are so similar that it makes little difference which one you play. If there is any enjoyment it is in puzzling out how to play, as there isn't much to them once you manage to get going!

As there are an increasing number of good quality programs appearing for the Oric, this is out of place. It does not make the grade, made up of the types of programs which the micro magazines consider are not good enough to publish. **D.N.**

instructions	10%
playability	20%
graphics	30%
value for money	20%

★

Hustler Spectrum £6.99

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

Hustler is another version of pool for the Spectrum, but this also offers spin.

To aim, a cross must be moved around the white table. The power gauge is constantly changing so you must shoot when the gauge is showing the required strength. The keys for aim and shooting are the same as ZX Interface 2, so you can use a joystick. Use the keyboard if you want spin. There is top, bottom, left and right spin and the strength can be adjusted.

There are three game variations for one player and three for two players. You suffer penalty shots if you pot a ball in the wrong pocket or the wrong order, and the offending ball will then be out of play.

The graphics are poor — the balls aren't completely round, they're not coloured and their numbers flicker as they move.

The balls move extremely slowly, although they speed up after rebounding from the side!

I found the slow speed reduced my enjoyment, although the spin and different games variations should appeal to the pool fan. **S.E.**

instructions	75%
playability	45%
graphics	40%
value for money	50%

★ ★ ★

Four Board Games (G31) 48K Oric/Atmos £10

Eborsoft, 81 Hull Rd, York YO1 3JS

These four games are all similar, involving the skill of two players, or one player working against logic, on board-type games. Your opponent is usually the computer. Madelinette, Ashi, Fox and Hounds and Solitaire are the titles.

Poor on-screen instructions are easily overcome as most of the games are quite simple. Solitaire is familiar to most, but a good, rather slow demonstration explains the object and tactics of the game. Achi is a mixture of noughts and crosses and nine men's morris. In Madelinette the object is to trap your opponent's (the computer) pieces, while he tries to inflict the same fate on you. And Fox and Hounds should need no explanation.

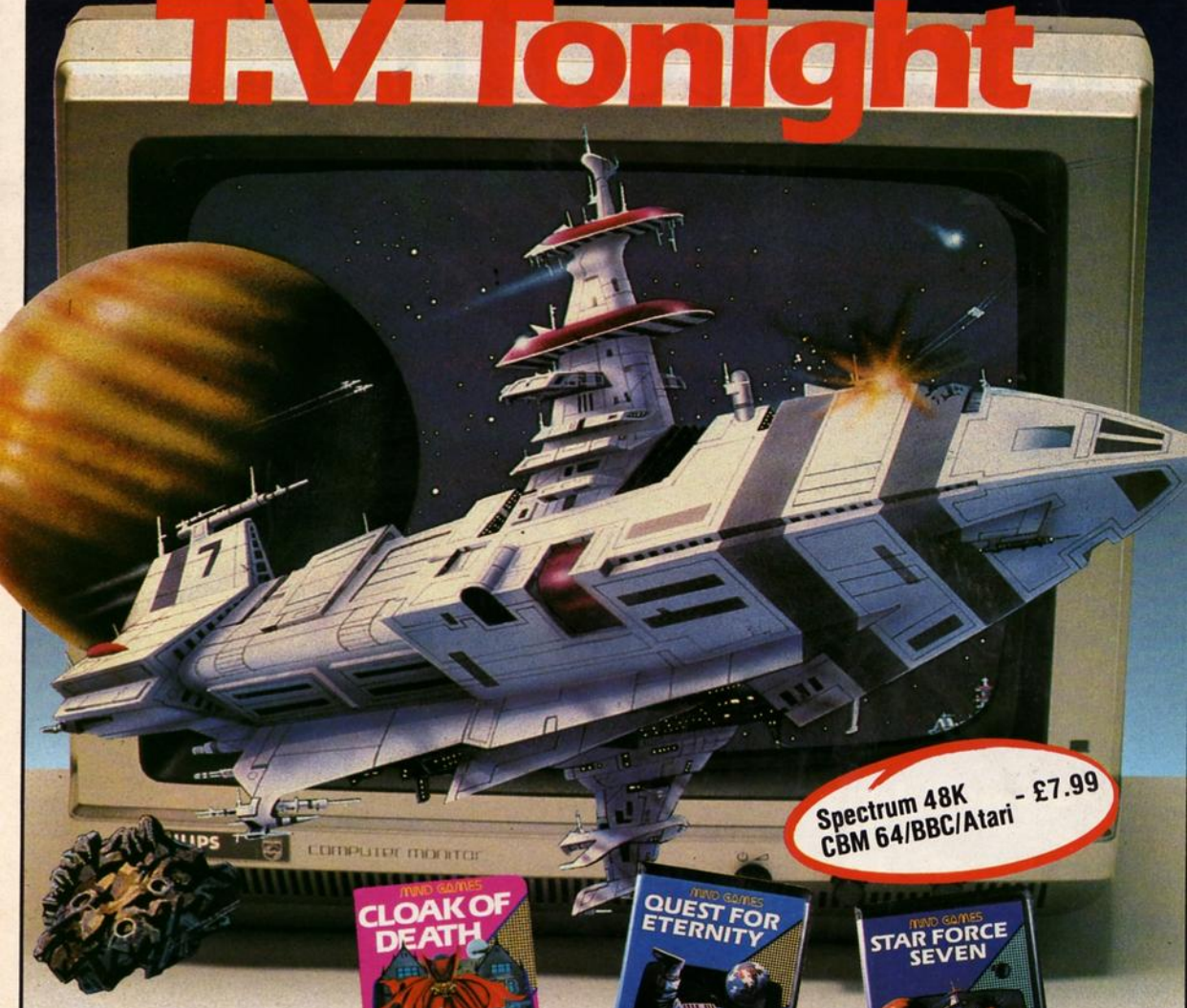
None of the games offered much excitement, nor are they likely to amuse for long. They test brain power rather than reaction speed, so won't appeal to the arcade game enthusiast.

A few bugs and untidy screen layout spoil an otherwise modest offering. Four programs on one tape for £10 may sound a good deal, but you'll get programs of equal or better quality every week in HCW! **D.N.**

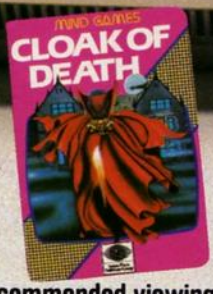
instructions	30%
playability	40%
graphics	40%
value for money	30%

★ ★

What's on Your T.V. Tonight



Spectrum 48K
CBM 64/BBC/Atari - £7.99



MIND GAMES

Argus Press Software Group

Recommended viewing
Early Evening
6.40 pm Cloak of Death

Starring **Ghosts Galore.** Spine chilling, blood curdling, great gory graphics. Horror, shock in the early evening. Avoid the rats and crazy dogs – you'll feel really good after this one!

Written by David Cockrain
Special Effects Dr Zambesi
Directed Martin Edwards
Produced Argus Press Software

Available for Atari, Spectrum and CBM 64

Mid-evening
9.00 pm Quest for Eternity

Starring **The Overlords of the Universe**

The candidate (you) have to get to the Chamber of Creation. It's a laugh a minute, since it's 2000 light years away on the most horrible planet in the Universe ... and your starship doesn't work either!

Written by David Cockrain
Directed Martin Edwards
Produced Argus Press Software

Available for Atari, Spectrum 48K, CBM 64.

Midnight Movie
11.55 Star Force Seven

Starring **The Zurgs**

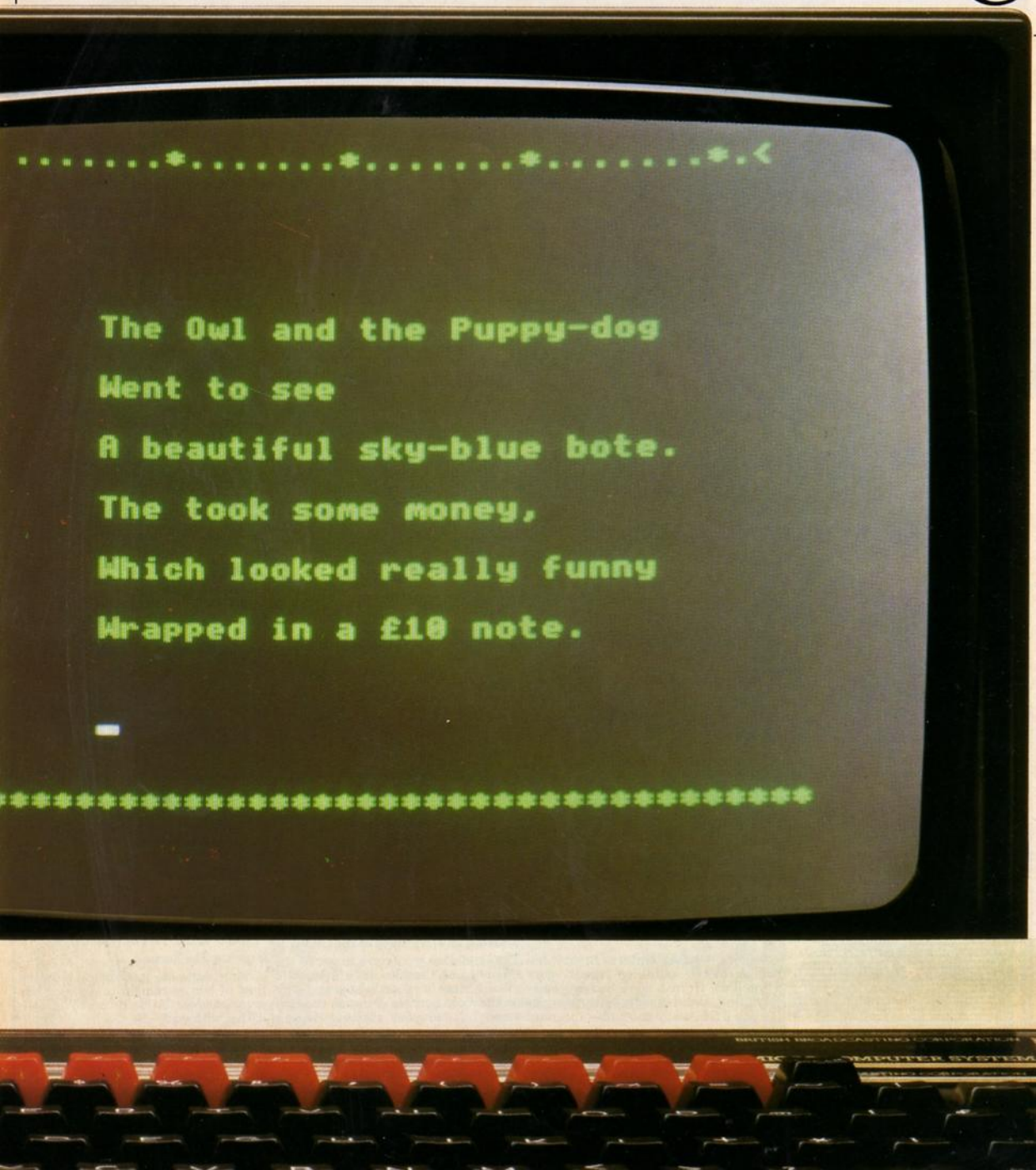
After a desperate space battle only one fleet of heroes remain to prevent the invasion of earth. The future of humanity lies with you!

Written by Ian Soutar
Special Effects Ian Soutar
Directed Martin Edwards
Produced Argus Press Software

Available for BBC, Spectrum 48K, CBM 64.

For mail order, write with cheque/ P.O./card No. to:
Mind Games, Argus Press Software Group, No. 1 Golden Square, London W1.

How to become before committing



a great writer yourself to paper.

It takes only two minutes and £59.80 to transform your BBC Micro into the heart of a word processor with VIEW from Acornsoft.

The VIEW word processing system is programmed into a single chip, a 16K plug-in ROM. Once it's installed into your BBC Micro – a simple job for your local dealer – you just switch on and VIEW is operating. (You can switch to other programs, like BASIC, with a single command.)

VIEW is a professional system, yet it's surprisingly straightforward to use.

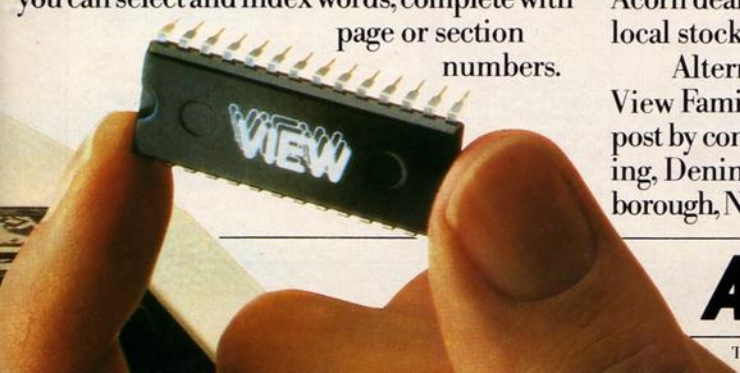
And it's so outstanding it's won the 1984 British Microcomputing Award for Home Software.

All you do is type out your text on the keyboard, and view it on the screen.

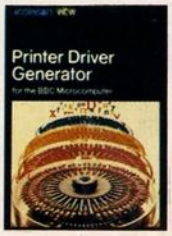
VIEW can search, change and replace particular words whenever they occur in your text. It can swap paragraphs. Automatically alter page numbers. Even count words.

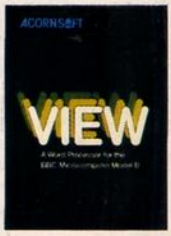
The possibilities are endless, because you can check, edit and change as much or as little as you like until you're satisfied. Then, with a single command, your final version will appear on the screen.

If you want to go even further, the simple addition of ViewIndex, just £14.95, means you can select and index words, complete with page or section numbers.



And of course, when you're ready, any printer that will operate with your BBC Micro will operate with VIEW. But if you want to use the printer's special facilities, such as bold printing or underlining, Acornsoft's Printer Driver Generator (£9.95 on cassette, £11.50 on disc) enables you to do so.





For the more specialised user who wants to take advantage of the extra power offered by the 6502 Second Processor, Hi-VIEW (£59.80) provides 47K of text space in any of the BBC Micro's screen modes.

So whether you're composing a 300 page business document, a letter to the gas board, or a bit of Victorian nonsense, you can polish it to your heart's content, wasting precious little time. And even less paper.

You can get VIEW products from your Acorn dealer. Just phone 01-200 0200 for your local stockist.

Alternatively, you can send off for the View Family brochure and order through the post by contacting Acornsoft, c/o Vector Marketing, Denington Industrial Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

ACORNSOFT

The text on the screen is in Mode 6.

CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

1	Daley Thompsons Decathlon	Ocean	Spectrum (1)
2	Beach Head	U.S. Gold	Spectrum (-)
3	Monty Mole	Gremlin	Spectrum (5)
4	Kokotoni Wilf	Elite	Spectrum (6)
5	Football Manager	Addictive	Spectrum (-)
6	Micro Olympics	Micro User	Spectrum (-)
7	River Raid	Activision	Spectrum (-)
8	Decathlon	Activision	CBM 64 (9)
9	Black Hawk	Creative Sparks	Spectrum (2)
10	Full Throttle	Micromega	Spectrum (-)

NON-ARCADE

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

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

SPECTRUM

1	Jet Set Willy	S Projects (8)
2	Full Throttle	Micromega (4)
3	World Cup	Artic (-)
4	Tornado Low Level	Vortex (-)
5	Matchpoint	Sinclair (2)
6	Code Name Matt	Micromega (-)
7	Night Gunner	Digital Int (-)
8	Lords of Midnight	Beyond (-)
9	Chequered Flag	Sinclair (-)
10	Stop the Express	Sinclair (-)

COMMODORE 64

1	Scrabble	Leisure Genius (1)
2	Hunchback	Ocean (-)
3	Decathlon	Activision (6)
4	Space Pilot	Mastertronic (9)
5	BMX Racers	Mastertronic (-)
=	Gilligans Gold	Ocean (7)
7	Manic Miner	S Projects (-)
8	Flight Path 737	Anirog (-)
9	Squirm	Mastertronic (-)
10	Snooker	Visions (-)

DRAGON 32

1	Cuthbert in the Mines	Microdeal (3)
2	Ring of Darkness	Wintersoft (2)
3	Dragon Chess	Oasis (-)
4	Hunchback	Ocean (-)
5	Chocolate Factory	Minits (-)
=	Morocco Grand Prix	Microdeal (-)
7	Bug Diver	Mastertronic (-)
8	Up Periscope	Beyond (1)
9	Space Shuttle Simulator	Microdeal (-)
10	Sprite Magic	Knight (-)

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

VIC-20

1	Flight 015	Craig Comms (3)
2	Snooker	Visions (1)
3	Chariot Race	Micro Antics (-)
4	3D Maze	Mastertronic (9)
5	Bridge Man	Voyager (-)
6	Mower Mania	Voyager (-)
7	Fourgates Freedom	Phoenix (-)
8	Computer War	Creative Sparks (-)
9	Maze Gold	Visions (-)
10	Tank Commander	Creative Sparks (-)

BBC

1	Scrabble	Leisure Genius (1)
2	Kensington	Leisure Genius (2)
3	Killer Gorilla	Precision Micro (-)
4	Fortress	Pace (7)
5	Rubble Trouble	Micro Power (6)
6	Checkout	Virgin (-)
=	Ghouls	Micro Power (5)
8	Hunchback	Superior (4)
9	Aviator	Acornsoft (3)
10	Spectipede	Mastertronic (-)

ZX81

1	Walk the Plank	Novus (2)
2	Planet Raider	Novus (6)
3	Black Crystal	PSS (3)
4	Scramble	Quicksilva (-)
=	Mothership	Sinclair (-)
=	Flight Simulation	Sinclair (3)
7	Meteor Storm	Dk'tronics (9)
=	Hopper	PSS (-)
=	Espionage Island	Sinclair (7)
10	Chess	Sinclair (-)

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Paul Liptrot, Home Computing Weekly, No.1 Golden Square, London W1R 3AB

Lazy Jones
Commodore 64
£7.95

Terminal, Derby Hse, Derby St, Bury BL9 0NW

This game is unusual in that it effectively uses video games within a video game.

Jones is an employee at a hotel which has 18 rooms arranged on three floors linked by a lift. The initial screen shows the doors to the rooms and the lift in side elevation.

Jones is a rather slothful being who would rather play computer games than work. Most of the rooms contain a computer on which he can play. The idea is to guide him from room to room so that he can play each game. He must evade people and objects on the corridors of the hotel.

Each sub-game is shown on a small screen roughly two inches square. The games are pretty representations of real games and you can make a score on them. Your overall score is the sum of scores achieved on each sub-game. Once you have visited all the rooms you start again but it's all a bit tougher.

I found the concept great fun but the novelty soon wore off and I was left playing a game which was low on challenge and somehow unsatisfying. **A.W.**

instructions	60%
ease of use	90%
graphics	80%
value for money	80%

★ ★ ★ ★

Terrorist
Commodore 64
£7.95

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

This is a completely original game. You are Red Leader, and together with your anti-terrorist squad you must defend a town against terrorist attacks.

The first part is a memory test: you are shown a map of the town, with a different layout every time. You have to memorise it well enough to re-create it by guiding your police car and gunship along the roads and rivers respectively.

This process is interrupted by terrorist attacks. You have to fly your helicopter to the scene of the attack, then, switching to a close-up shoot the terrorists before they can shoot you.

Guiding the car and ship is fairly easy, if you have memorised the map. Shooting the terrorists is harder, I found the gunsights rather difficult to control, and the terrorists kept disappearing, then re-appearing in different parts of the screen.

The hardest part is making sense of the scoring, which is unusually complicated.

The game fast-loaded first time, the graphics and sound are quite good, and it's worth considering if you want something that's a bit different. **M.N.**

instructions	85%
playability	80%
graphics	75%
value for money	80%

★ ★ ★ ★

Novelty value

Here's some new ideas which pep up boring old computer games. Games within games, memory tests and escape from Alcatraz

Alcatraz Harry
48K Spectrum
£1.99

Mastertronic, 111 Park Rd, London NW8 7JL

If you can imagine a Tranz-Am type plot, based on a prison camp, then you have the idea for Alcatraz Harry.

A large playing area, on which the screen is a small window, represents the camp, complete with guards, buildings and tunnels. You have a system of co-ordinated to help with location problems, and Harry must go around collecting escape gear; ladders, ropes, guns etc., watched by guards. Visit the same location twice, and they get nasty!

Once you have collected the gear, and recovered the secret files (perhaps using one of the cars left about) you can escape; if you can find the hole in the fence!

There's no question that Alcatraz Harry is not up to the highest standards of Spectrum software. It's largely in BASIC with the characters driven round as opposed to being animated by machine code.

The plot is well known, and the graphcis are just as good as some I've seen for £5.95. It is sometimes said that you get what you pay for! Here, by comparison, you get more than you pay for. A satisfactory game for a modest outlay. **D.M.**

instructions	100%
playability	90%
graphics	70%
value for money	100%

★ ★ ★ ★

Madhatter
48K Spectrum
£5.50

Gamma, 12 Milverton Rd, London NW6 7AS

Who sabotaged the Madhatter? There's party food thrown on the floor, vacuum cleaners running riot, sucking up anything in range, and mice eating everything they can lay their paws on.

You have to help him get tidy before the guests arrive, but it's not easy. Contact with mice, poison or Hoovers loses one of three lives. Your control over Madhatter is affected by the vacuum pull and you must pick up 10 sweets before getting a Swiss roll.

Touching the plug will turn the Hoovers off for a short period and a bonus life is given at level 4. Graphics, colour and sound are nice, keyboard keys comfortable and Kempston is available.

Spelling errors in the "instructions" mar an otherwise well organised program. The game is fast but I could not detect much difference between speeds 1 and 4.

With only three lives, the game at novice level is over too soon. An optional practice level, with more lives and less speed, or a wider differentiation of speed levels is desirable. One for the fast-fingered brigade. **D.C.**

instructions	90%
playability	75%
display	90%
value for money	90%

★ ★ ★

Pitfall
CBM 64 £9.99

Activision, 15 Harley Hse, Marylebone Rd, Regents Pk, London NW1

Harry is in the jungle, searching for hidden treasures. If you think that sounds like the scenario for an adventure, then you're wrong — this is an arcade gaem. The treasures are not really hidden, you just have to negotiate swamps and crocodiles in order to reach them.

You run along above ground, jumping crocodiles, snakes and rolling logs, and swinging on ropes over swamps and quicksand; or below ground, jumping scorpions.

Success requires careful timing rather than fast reactions, and you cannot take too long as there is a time limit on collecting all the treasures. However, as you start with only three lives and cannot earn any more, the 20-minute time allowance is unlikely to concern you.

It's rather reminiscent of Jet Set Willy in the skills it needs, though this game has less variety despite its high price. The jungle location is nicely drawn but the background doesn't change; it merely has different obstacles imposed on it, and there are only a small number of different obstacles to master.

Not a bad game, but not worth the money. **M.N.**

instructions	70%
playability	65%
graphics	75%
value for money	50%

★ ★ ★

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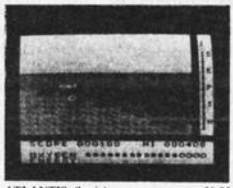

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5 Stars for addiction PCT

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4 Star reviews in HCW & Software Today.

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HCW 16/10/84

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Older and wiser

I would like to thank HCW for a wonderful magazine at a low cost. HCW has come to my aid many times and I would now be suffering from writers cramp saying 'thank you!'

I am one of the older readers (40+) and can find no fault with the magazine.

The second reason I am writing is to set the record straight. My first computer was an Aquarius; this was bought for the sole purpose of playing chess. Three months later, and much wiser, I purchased my Commodore 64.

Now, I am not merely praising my computer, although excellent. I am saying, shop wisely and ask computer owners before you buy.

Now for praise of my computer: I find that at last the country is waking up to the abilities of the Commodore 64 and more and more is being written for it and more packages are being made for this great machine.

Thanks for letting me blow off steam.

S J G Reeves, Birmingham

Programs problem

Having just become the proud owner of an AMSTRAD CPC464, my first ever computer, I was delighted to find in your magazine (HCW 81) that a program had been included for CPC464 because I thought that this would give me a change from still being in the position of learning about the machine and the basic language involved. I am of course referring to Steve Lucas's program, Castle of Desolation.

The program was very slowly and painstakingly keyed into my machine but alas I am unable to run the program. Every time I key in the word RUN, halfway through the game instructions I get syntax error on line 790. I have repeatedly re-written that particular line and tried putting in other symbols in place of the commas but all to no avail.

Please what am I doing wrong or is there in fact an error in Mr Lucas's program?

A further study of the program shows that line 800 is of a simular nature to 790, therefore if there is an error in 790 will it also apply to line 800?

HCW 81 is the first magazine I have purchased as quick perusals of other magazines have shown them to be far too technically written for my such limited experience. I have now placed a regular order with my newsagent for the magazine so I look forward to many hours of happy computing.

J H Bryan, Nottingham

Line 790 is OK. A syntax error means that you have made a mistake when entering the line. Check to make sure that you have left a space between the command DATA and the first datum on the line. It is worth remembering that there is a bug in Locomotive BASIC which means that you can't have a REM on the same line as DATA. If you want to REM DATA you will need to use a separate line.

Pig in a poke

Can anyone help me? I purchased a Tandy TRS 80 Colour Computer 16K at a good price from Tandy. Now Tandy have reduced the price again. Have I got a pig in a poke?

The only software I have been offered is ROM cartridges at £17 to £20 each.

I am disabled and not working and I really need some software such as the usual utilities: Database, Address etc.

I am told that the Colour Computer BASIC is different from the normal TRS 80 BASIC.

Please, what can I do? Is any other software compatible? Is the machine dead now?

R A Pyatt, Orpington

Lonely from Bognor

I am an Amstrad owner and I am wondering if I am the only person in the country who possesses one of these excellent computers.

I think that Amstrad owners should become more vocal. Every week in HCW I have to read letters from angry TI-99/4A owners or big-headed games players who think the world should revolve around the fact that they've got the highest Jet Set Willy score.

Am I the only HCW reader who thinks that computers are worth being used for something other than mindless alien zapping? For goodness sake, everyone in the UK must know how to get on to the conservatory roof by now!

I would like HCW readers to show that they have a real interest in using their computers to their full potential. It's no wonder some people are saying that they cause anti-social behaviour! When people own great machines like the Spectrum, Commodore 64 and BBC, it's a terrible waste to use them just for adventures and arcade games.

I hope there are a few other readers who feel like me. Surely I can't be in a minority of one?

Linda Magyar, Bognor Regis

Record score

I'm writing in response to R Fillingham's letter in HCW 81 — he asks whether his high score of 6481 is a record on Automania.

My highest score is 885 (code MAGJSAX) and I just fail to reach the sixth car.

Has anyone beaten this?

Jason Hudson, Stoke-on-Trent

Give us a break

In Home Computing Weekly you encourage us to write in and sound off on anything which bothers us — well, that's just what I'm about to do.

I've had my computer since Christmas last year and I'm now an old hand at arcade and adventure games. I spend a few hours most days sitting in front of my micro and I'm also very interested in learning BASIC and sorting out exactly what my computer can or can't do. I'm a Spectrum owner, by the way.

I buy software whenever I can, but I must admit that I also copy my friends' games. I'm not ashamed — we also tape each other's records and there's not nearly as much fuss made about that. Software prices are too high for me to buy many games, and yet I do enjoy playing with commercial software, so this is the only way I can afford to do it.

Software houses and magazines like Home Computing Weekly create a big stir about software piracy. What they don't consider is that if all software cost only £1.99, like Mastertronic's games, there would not be anything like the problem there is at the moment.

Games can cost anything over £5 or £6 — and I can't afford to spend that much money every week, which is the frequency with which I would like to buy new programs. Can't software houses realise that larger volume would promote more sales?

From the moral point of view, I don't consider copying tapes wrong. It's not sales lost for software houses — often my friends have games which I personally wouldn't buy, but don't mind copying. It's my computer, and my blank tapes, so why should any trumped-up software house tell me I'm wrong?

Video recording from the television must amount to more or less the same thing — yet everyone who has a VCR copies, and with what amounts to the manufacturer's blessing. Why else would there be the facility for recording on a VCR, if all the customer was going to do was to play pre-recorded tapes?

I'm sorry for the software houses if they're losing revenue, but give us a break as well. We're only poor consumers, and we don't appreciate being ripped off at every opportunity.

Bernadette Barron, Isle of Skye

Machine dream

I have written more than seven programs for my VIC-20, all of which are in BASIC. This is because I have not yet learned machine code.

I would be grateful if any reader could give me information on this subject, perhaps where I could purchase a book on machine code.

Ian Longdon, Hinckley

Angry of Mayfair

I am sick of reading letters about how to cheat in Jet Set Willy. I'm sure this must spoil the fun for anyone seriously interested in playing the game and it certainly makes for boring reading.

I must admit I'm also thoroughly cheesed off with hearing how wonderful the TI-99/4A is. I know Texas owners have had a hard time and there's not much software support for their machine, but I really don't wish to keep hearing about it.

I own a Commodore 64 and am quite happy with my machine, but I don't doubt that I would also be quite content with a Spectrum, BBC or whatever else is on offer. It's not the machine that counts — it's how you make use of it.

Anyone can sit in front of a computer for hours and play arcade games. The interesting part, and how you get the most benefit from your machine, is in using your own resources to stretch the computer to its own limits.

So come on, all you HCW readers, write and share your best thoughts and give your hints and let's not get bogged down with cheating on top games. The letters page is for communication between readers, and (as you can see by my example!) if you write something interesting or controversial, it will get published. This is our opportunity to make our point of view known.

Paula Le Page, Guernsey

Software winner

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.

It's a war! And you're fighting a deadly virus!

This lethal virus will be the death of you unless you can muster up all your skill. This extraordinary game is brought to you by HCW regular David Rees — and it's recommended

Here is an original arcade quality game (in speed, sound, graphics and potential) for the Commodore 64 with an extra challenge: it needs use of tactics as well as quick reflexes.

Location: a floor in a remote germ warfare laboratory. A new virus has been developed which, while not breeding fast, is lethal to the touch, moves fast and can break down virtually any substance. You are working on that floor when the virus breaches its container, and you're trapped when all the exits are sealed.

You have only one choice: to trap the virus and destroy as much of its lethal contaminated trail as possible. There are only two aids to help you: a set of chequered blocks spread around the lab which the virus cannot break down, and a disinfecting gun with 300 rounds of special ammunition.

The set on which you play the game is about 128 by 80 size, each element being the size of a character square. As this would not fit on a screen, you scroll through it with your little man character always staying in the centre of the screen. To move up, use key @, and use key / to move down. Keys : and ; move you left and right, respectively. Movement is very fast, and all keys have auto repeat to give smooth fast handling. But beware, as you can sometimes move a few characters more after you release the key, and if you are next to some of the virus slime, this could be fatal. Also note that solid blocks stop your motion.

Your shots are fired using F3. Shots are aimed in the last direction in which you moved and carry on until they meet an object or reach the end of their range. As soon as all your shots are used up or you lose your lives the game ends.

The final key is F1, which controls your picking-up power. If you press this key while the little man is coloured black (carrying a block), you will put down a block in the character square underneath you, and your man will turn white. If you are on top of a chequered block and your man is white, pressing F1 will pick up this block. Using this facility, you shift blocks around and form a solid wall against the virus.

The game itself is very challenging. The object is to keep as many of your lives as you can, and leave as few contaminated spaces as possible after you have fired your last shot. Your score is then calculated from lives remaining multiplied by clean spaces in the building (my record is 54192). Obviously, if you lose all your lives you will not get a score as you will be in no fit state to appreciate it!

Also, you cannot see the virus itself, only the trail it leaves. This lends a special tension to the game, since if the virus is in the large block of its own trail and you have to trap it, you cannot tell when or if it is going to pounce on you (just like classic horror movies).

A few tips may help. Firstly, don't let the trail overrun the top left hand corner of the screen — this is where you appear after losing a life, so you may lose all your lives at once.

Secondly, fill all corners of your blocking wall, as the virus can move diagonally. Finally, do not place your wall on the random square. This is on the left hand side of the floor and changes from time to time. Though it can be useful, if it's beneath a wall it could be a weakness.

To sum up, this is a game of speed and skill, lacking the aggressive fervour of some arcade games, but adding the need for challenging tactics, as well as giving a good display and sound effects. To come through, you are going to need all the luck you can get.

Hints on conversion

Unfortunately, as with all arcade standards, it is very difficult to translate a game for use on another machine. Even if you used just the basic idea, lots of machine code would be needed to implement the game. If you are not adept at code programming, it is best not to attempt this game.

Main variables

B bombs left
D your screen position
F% machine code variable
K your position on the grid
L lives left
P, Q machine code routine starts
PU picked up a block?
S your score
T timing and totals
V video register start
X, Y room start
X1, Y1 start of virus
BS(0), BS(1) warning strings

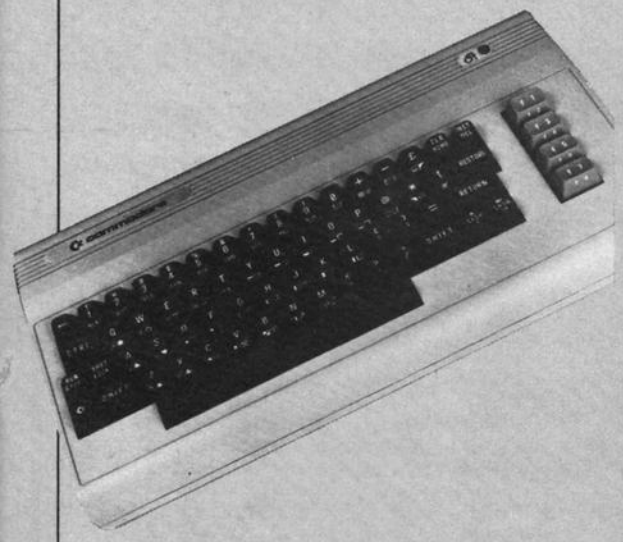
How it works

10 sets memory limits
20 sets screen colours
30 sets auto repeat and code postions
40-50 set warning string
100-130 flash warning symbol
140-160 PRINT instructions
170-185 flash warning symbol
190 if machine code already in place, don't re-POKE it
200-240 POKE code section one in
300-340 transfer fixed character definitions to RAM
350 character set position
360-380 PRINT code section one total
400-490 POKE sprite and character DATA in
500-530 POKE code section two in
540-560 PRINT code section two total
600 condition notice
610 clear play area
620-650 set outer wall of area
660-730 set room pattern of area
740 POKE spare blocks in
800-810 set sound registers
820-830 start game
840 clear code registers
900-910 set video registers
920 set code registers
930 ensure character set position
950-960 calculate virus start
970-990 set screen display and game variables
1000 update display and positions
1130-1150 pressed F1
1170-1180 pick up a block
1200-1210 put down a block
1300 press F3
1310 if no bombs end game
1320 fire sound
1400-1420 set display and registers and choose direction
1430-1720 fire shots in different directions
1800-1830 if shot hits something
2000-2040 lost a life
2100-2120 calculate score, end display
2130-2160 PRINT score
2200-2230 you lost
2300-2340 another go?
4000-4070 POKE the pattern of one room
5000-5630 code DATA section one
6000-6090 character DATA
6100-6190 sprite DATA
7000-7550 code DATA section two

```
  1 REM**************
  2 REM*GREEN PLAGUE*
  3 REM*      BY     *
  4 REM* DAVID REES *
  5 REM*   (MAY 84)   *
  6 REM**************
 10 POKE52,52:POKE56,52
 20 F%=0:V=53248:POKEV+32,0:POKEV+33,6
 30 POKE650,128:P=49152+192:0=207*256
 39 REM*RVS OFF*
 40 B$(0)="■EMERGENCY"
 49 REM*RVS ON*
 50 B$(1)="■EMERGENCY"
 99 REM*CLS*
100 PRINT"□";:L=0
109 REM*HOME*
110 FORN=0TO9:PRINT"■",B$(0)
119 REM*HOME*
120 FORT=0TO99:NEXT:PRINT"■",B$(1)
130 FORT=0TO99:NEXTT,N
139 REM*GREEN*
140 PRINT"■ A FAST SPREADING PLANT HA";
145 PRINT"S ESCAPED FROMONE OF THE ";
150 PRINT"GERM WARFARE LABS."
155 PRINT"YOUR TASK IS TO CONTAIN";
159 REM*LIGHT BLUE*
160 PRINT" THIS MENACE.□"
169 REM*HOME*
170 FORN=0TO19:PRINT"■",B$(0)
174 REM*HOME*
175 FORT=0TO99:NEXT:PRINT"■",B$(1)
180 FORT=0TO99:NEXTT,N
184 REM*DOWN*
185 PRINT"■■■"
190 IFPEEK(49152)=169THEN600
200 X=49152:T=0
210 FORN=0TO7
220 FORM=0TO255:READA:IFA=-1THEN240
230 T=T+A:POKEX+N*64+M,A:NEXT
240 NEXTN
300 POKE56334,PEEK(56334)AND254
310 POKE1,PEEK(1)AND251
320 SYS49152
330 POKE1,PEEK(1)OR4
340 POKE56334,PEEK(56334)OR1
350 POKEV+24,31
360 PRINT"CODE SECTION 1 TOTAL"
370 PRINT"THE TOTAL IS"T
380 PRINT"IT SHOULD BE 52582"
400 FORN=0TO63
410 READA:POKE15624+N,A
420 NEXT
430 FORN=0TO4
440 FORM=0TO63
450 READA:IFA=-1THEN470
460 POKE15872+M+N*64,A:NEXT
470 FORL=MTO63
480 POKE15872+L+N*64,0:NEXT
490 NEXTN
500 FORN=0TO3
510 FORM=0TO255:READA:IFA=-1THEN530
520 T=T+A:POKE51200+M+N*256,A:NEXT
530 NEXTN
540 PRINT"CODE SECTION 2 TOTAL"
550 PRINT"THE TOTAL IS"T
560 PRINT"IT SHOULD BE 88825"
599 REM*CYAN  LIGHT BLUE*
600 PRINT"■PREPARING SCENE CONDITIONS□"
610 SYS49600
620 FORN=0TO89:POKE18963+N,160:NEXT
630 FORN=0TO89:POKE37395+N,160:NEXT
640 FORN=1TO71:POKE18963+N*256,160:NEXT
650 FORN=1TO71:POKE19052+N*256,160:NEXT
660 L=-1
670 FORY=3TO60STEP8
680 M=-1:L=L+1:IFL=2THENL=-1:Y=Y-5:GOTO730
690 FORX=6TO75STEP8
700 M=M+1:IFM=2THENM=-1:X=X-4:GOTO720
710 GOSUB4000
720 NEXTX
730 NEXTY
740 FORN=0TO50:POKE19220+N,102:NEXT
800 POKE54286,255:POKE54287,255
810 POKE54290,129
820 PRINT"PRESS ANY KEY TO START"
830 GETA$:IFA$=""THEN830
840 FORN=0TO9:POKE0+N,0:NEXT
900 POKEV+21,255:POKEV+16,0:POKEV+23,0
910 POKEV+29,0:POKEV,184:POKEV+1,146
920 POKE207*256,0:POKE207*256+1,0
930 POKEV+24,31
950 X1=INT(RND(1)*60)+5:POKE53000,X1
960 Y1=INT(RND(1)*40)+5:POKE53001,Y1
969 REM*CLS*
970 PRINT"□BOMBS LEFT:","LIVES LEFT:4"
980 SYSP:F%=0:B=300:L=4:T=999
990 POKE26903,32
999 REM*MAIN SECTION*
```

```
1000 SYSP:IFF%=0THEN1000
1130 IFF%<>1THEN1300
1140 K=19220+PEEK(Q)+256*PEEK(Q+1)
1150 PP=(PP+1)AND1:IFPP=1THEN1200
1160 IFPU=1THEN1000
1170 IFPEEK(K)<>102THEN1000
1180 PU=1:POKEV+39,0:POKEK,32:GOTO1000
1200 IFPU=0THEN1000
1210 PU=0:POKEK,102:POKEV+39,3:GOTO1000
1300 IFF%<>2THEN2000
1310 IFB<1THEN2100
1320 SYS51712:SYS51728
1400 A=PEEK(Q+6)AND3:D=1525:N=0:B=B-1
1409 REM*HOME   CRSR LEFT*
1410 PRINT"■BOMBS LEFT:"B"■■ "
1420 IFA<>0THEN1500
1430 IFPEEK(D+N)<>32THEN1800
1440 POKED+N,42:N=N+1:IFN<19THEN1430
1450 GOTO1000
1500 IFA<>1THEN1600
1505 N=N-1
1510 IFPEEK(D+N)<>32THEN1800
1520 POKED+N,42:N=N-1:IFN>-19THEN1510
1530 GOTO1000
1600 D=D-1:IFA<>2THEN1700
1610 IFPEEK(D+N*40)<>32THEN1820
1620 POKED+N*40,42:N=N+1:IFN<10THEN1610
1630 GOTO1000
1700 IFPEEK(D+N*40)<>32THEN1820
1710 POKED+N*40,42:N=N-1:IFN>-10THEN1700
1720 GOTO1000
1800 K=19221+PEEK(Q)+256*PEEK(Q+1)+N
1810 POKEK,32:GOTO1000
1820 K=19220+PEEK(Q)+256*PEEK(Q+1)+N*256
1830 POKEK,32:GOTO1000
2000 L=L-1:IFL=0THEN2200
2009 REM*HOME*
2010 PRINT"■",,"LIVES LEFT:"L
2020 POKEQ,1:POKEQ+1,1
2040 GOTO1000
2100 SYS51456:T=PEEK(781)+256*PEEK(253)
2110 S=(13568-T)*L
2120 FORN=0TO499:GETA$:NEXT
2129 REM*CLS*
2130 PRINT"■YOUR SCORE WAS:"S
2140 POKEV+21,0:POKEV+24,21
2150 PRINT"YOU HAD"L" LIVES LEFT"
2160 GOTO2300
2199 REM*CLS*
2200 PRINT"■BAD LUCK, YOU LOST ALL";
2210 PRINT" YOUR LIVES."
2220 PRINT"NEVER MIND!"
2230 POKEV+21,0:POKEV+24,21
2300 PRINT"DO YOU WANT ANOTHER GO?"
2310 PRINT"ANSWER 'Y' OR 'N'"
2320 GETA$:IFA$="N"THENEND
2330 IFA$<>"Y"THEN2320
2340 GOTO600
2999 END
4000 K=X+Y*256+19476
4010 FORN=0TO7:POKEK+N,102
4020 POKEK+1792+N,160:NEXT
4030 FORN=1TO6:POKEK+N*256,160
4040 POKEK+7+N*256,160:NEXT
4050 IFL=1THEN4070
4060 POKEK+4,32:RETURN
4070 POKEK+1796,32:RETURN
4999 REM* CODE SECTION 1 *
5000 DATA169,,133,251,133,253,169,208
5010 DATA133,252,169,56,133,254,160,
5020 DATA177,251,145,253,200,208,249
5030 DATA230,252,230,254,165,252
5040 DATA201,216,208,239,96,-1
5050 DATA169,64,24,109,1,207,24,133,252
5060 DATA133,26,173,,207,133,251,24
5070 DATA105,128,24,133,25,169,40
5080 DATA133,253,133,27,169,4,133,254
5090 DATA169,216,133,28,162,23
5100 DATA160,39,177,251,145,253
5110 DATA177,25,145,27,136,208,245
5120 DATA177,251,145,253,177,25,145,27
5130 DATA230,252,230,26,165,253,24
5140 DATA105,40,144,5,24,230,254
5150 DATA230,28,133,253,133,27,202
5160 DATA208,212
5200 DATA96,-1,-1
5205 DATA160,3,169,,145,45
5210 DATA173,,207,141,2,207,173,1,207
5215 DATA141,3,207
5220 DATA32,159,255,32,228,255
5230 DATA201,64,208,11
5240 DATA173,1,207,240,78,206,1,207
5250 DATA24,144,70,201,47,208,13
5260 DATA173,1,207,201,70,240,66
5270 DATA238,1,207,24,144,55,201,58
5280 DATA208,11,173,,207,240,46
5290 DATA206,,207,24,144,40,201,59
5300 DATA208,13,173,,207,201,87,240,29
5310 DATA238,,207,24,144,23
5320 DATA201,133,208,9,160,3,169,1
5330 DATA145,45,24,144,10
5340 DATA201,134,208,6,160,3,169,2
5350 DATA145,45
5360 DATA169,64,24,109,1,207,24,105,11
5370 DATA24,133,252
5380 DATA173,,207,24,105,20,24,133,251
5390 DATA160,,177,251,201,160,208,15
5400 DATA173,2,207,141,,207,173,3,207
5410 DATA141,1,207,24,144,11
5420 DATA201,168,208,7,160,3,169,3
5430 DATA145,45,96
5470 DATA32,64,192,32,,200,32,,203
5480 DATA169,252,141,248,7
5500 DATA173,,207,205,2,207,240,25
5510 DATA56,237,2,207,144,10,24
5520 DATA169,248,141,248,7,141,6,207,96
5530 DATA169,249,141,248,7,141,6,207,96
5540 DATA173,1,207,205,3,207,208,1,96
5550 DATA56,237,3,207,144,10,24
5560 DATA169,250,141,248,7,141,6,207,96
5570 DATA169,251,141,248,7,141,6,207,96
5580 DATA-1,-1,-1,-1
5590 DATA169,,133,253,169,64,133,254
5600 DATA160,,169,32,145,253,200
5610 DATA192,128,208,249,169,14
5620 DATA145,253,200,208,251,230,254
5630 DATA165,254,201,160,208,232,96,-1
5999 REM* GRAPHIC NUMBERS *
6000 DATA255,255,255,239,255,247,255
6010 DATA255,255,239,247,255,191,247
6020 DATA255,255,255,237,247,255,191
6030 DATA247,111,255
6040 DATA223,237,247,254,191,247,111
6050 DATA254,223,237,123,155,191,215
6060 DATA111,194,215,205,91,151,175
6070 DATA211,47,36,125,211,142,229,146
6080 DATA213,68,187,194,111,215,191,155
6090 DATA123,237,223
6100 DATA12,,,12,,,4,,,12,,,30,,
6110 DATA12,,,20,,,18,-1
6120 DATA12,,,12,,,8,,,12,,,30,,
6130 DATA12,,,10,,,18,-1
6140 DATA28,,,28,,,8,,,63,,
6150 DATA93,,,92,,,20,,,4,-1
6160 DATA28,,,28,,,8,,,126,,
6170 DATA93,,,29,,,20,,,16,-1
```

```
6180 DATA28,,,28,,,8,,,62,,
6190 DATA93,,,93,,,20,,,20,-1
6999 REM* CODE SECTION 2 *
7000 DATA173,9,207,24,105,75,24,133,252
7010 DATA173,8,207,24,105,20,24,133,251
7020 DATA173,8,207,141,10,207,173,9,207
7030 DATA141,11,207,160,,177,251
7040 DATA201,168,208,123
7050 DATA173,27,212,41,3,201,3,208,2
7060 DATA169,1,24,109,8,207,56,233,1,24
7070 DATA201,255,208,2,169,,201,88
7080 DATA208,2,169,87,141,8,207
7090 DATA173,27,212,41,3,201,3,208,2
7100 DATA169,1,24,109,9,207,56,233,1,24
7110 DATA201,255,208,2,169,,201,68
7120 DATA208,2,169,67,141,9,207,24
7130 DATA105,75,24,133,252,173,8,207
7140 DATA105,20,24,133,251,160,,177,251
7150 DATA201,102,208,13
7160 DATA173,10,207,141,8,207
7170 DATA173,11,207,141,9,207,96
7200 DATA201,168,208,1,96,201,167
7210 DATA208,11,169,168,145,251,160,128
7220 DATA169,5,145,251,96
7230 DATA201,32,240,241,160,,177,251
7240 DATA24,105,1,24,145,251,96,-1
7300 DATA169,0,133,251,133,253,169,64
7310 DATA133,252,162,,160,,177,251
7320 DATA201,168,208,5,232,208,2
7330 DATA230,253,200,192,128,208,240
7340 DATA230,252,165,252,201,160
7350 DATA208,230,96,-1
7400 DATA169,,141,4,212,169,10
7410 DATA141,5,212,169,1,141,6,212,96
7420 DATA169,15,141,24,212,169,129
7430 DATA141,4,212,169,50,141,1,212
7440 DATA96,-1
7500 DATA173,248,7,201,252,208,1,96
7510 DATA169,,141,4,212,169,3
7520 DATA141,5,212,169,0,141,6,212
7530 DATA169,15,141,24,212,169,33
7540 DATA141,4,212,173,248,7,41,3,24
7550 DATA105,10,24,141,1,212,96,-1
```



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Martian Monsters TI-99/4A £5

Stainless Software, 10 Alstone Rd, Stockport

The title of Martian Monsters has nothing to do with this Donkey-Kong lookalike.

There are the usual ladder-linked levels, the object to be rescued by you in your spaceship is a man. The only obstacles are the Androids, who are the Monsters in question, and who chase you around the screen.

The game is one of strategy, as the number of homing androids increases with the number of men rescued, and some nifty footwork is necessary to avoid annihilation.

Directional control is achieved through the keyboard's E, S, D, and X, and there are three lives.

One peculiarity is that if caught while carrying a man, and with lives remaining sufficient to continue, you will still be carrying that man and must finish the rescue before returning to attempt another.

Documentation is sparse but sufficient, and the speed is reasonable considering the deficiencies of TI BASIC, but this seems to be at the expense of adequate keyboard debouncing. The level of difficulty increases gently, and this game would be suitable for all but the younger child. **P.B.**

instructions	85%
playability	90%
graphics	50%
value for money	70%

★ ★ ★ ★

Crossums TI-99/4A £10

Stainless Software, 10 Alstone Rd, Stockport

This is a peculiar intellectual game similar to scrabble. If its potential had been realised, it could have been a challenging alternative to the zap 'em smash 'em games.

The playing area is an on-screen board of 20 by 20 positions in which numbers are placed, by row or column. The aim is to reach a predetermined total by summing your rows or columns. Each attempt must total a multiple of a chosen number.

Once the rules are understood, the game is one of strategy. Up to five players may participate, and it is possible to play against up to five computer opponents. The computer may also play against itself.

The drawbacks? The keyboard scans are terrible, and not properly debounced, so leaving your finger on a key for too long causes problems. The program's logic is faulty, and the computer frequently misses winning opportunities.

You win by reaching the predetermined score, but you must wait for the other players to complete their turns before your win is declared.

Slow search algorithms and poor programming detract from what could have been an enjoyable mental challenge. Needs Extended BASIC. **P.B.**

instructions	85%
playability	90%
graphics	70%
value for money	20%

★ ★ ★

Battle for Midway CBM 64 £9.95

PSS, 452 Stoney Stanton Rd, Coventry CV6 5DG

This simulation puts you in command of the US fleet defending Midway island. As such, you must decide how the fleets are to be moved and how the various air divisions are deployed.

The main display is a map of the area showing the positions of the various fleets and air divisions of both sides. All actions are controlled via a box-shaped cursor and using this you can move your forces and examine the strength of any particular unit. As time goes on the Japanese fleets approach and you must locate them using your spotter aircraft. Once you have them in your sights, you send in the fighters and bombers.

All attacks are portrayed with rather pretty pictures showing aircraft attacking ships. During these phases, you can use the joystick to move a gunsight so that you can join in. I felt this feature was rather pointless, and in fact the attack scenes soon became repetitive and tiresome.

Overall the game is fairly complex and offers three levels of difficulty. Unfortunately I didn't find it as gripping as I had hoped and there was little variation between games in spite of my use of radically different ploys. If you're fed up with mindless destruction of aliens etc, I recommend you give this a try. It's not easy and it will give your intellect a good work out. **A.W.**

instructions	80%
ease of use	70%
graphics	80%
value for money	70%

★ ★ ★ ★

Hyperaction 48K Spectrum £5.95

Silversoft, London Hse, 271-273 King St, London W6 9LZ

This Pacman-style maze game has the novel twist that you are a spider and the Pacmen are chasing you.

The mazes are randomly generated and you can customise them to your own requirements by pushing the walls into new positions. Collecting all the flashing objects in a particular maze moves you on to the next one to be chased by such adversaries as hedge clippers, mutant chips and jellyfish.

You have five lives and collecting all the objects has to be done against the clock. A high degree of manual dexterity is required and I constantly found myself short of time and lives, but still with the desire to have another go. The game is compatible with the various joysticks and I feel that to make good progress, one of these would be mandatory.

Although not the zenith of the programmer's art, it is quite addictive and has a good game balance.

The hi-resolution graphics are smooth and the choice of colours gave a clear display with the minimum of the dreaded colour crawl which occurs with certain colour combinations. **M.B.**

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

★ ★ ★ ★

Interdictor Pilot Commodore 64 £ .

Supersoft, Winchester Hse, Canning Rd, Wealdstone, Harrow, Middx

The popularity of simulations such as war games and flight simulators is increasing. To perform well you must invest time and effort but the rewards are great.

This program is to space rocket simulators what Flight Simulator II is to aircraft.

Have no illustions, this game requires a lot of work. The A5 size, 47 page instructions will take time to digest. It is written as a pukka training manual of the future.

On loading you get a front view with instrument panel and view out of the canopy. You take off down a ramp and go into space. The instrumentation is bemusing and described in detail in the manual.

In true tradition of space games, you patrol the universe and zap the aliens. Not easy since the opposition is aggressive. There is a training mode which goes through the various phases at a gentle pace.

The graphics aren't exceptional but very nicely designed and all performs smoothly and faultlessly.

If you enjoy a challenge with the opportunity to slice up aliens, give this a close look. You won't be disappointed. **A.W.**

instructions	100%
ease of use	75%
graphics	75%
value for money	90%

★ ★ ★ ★ ★

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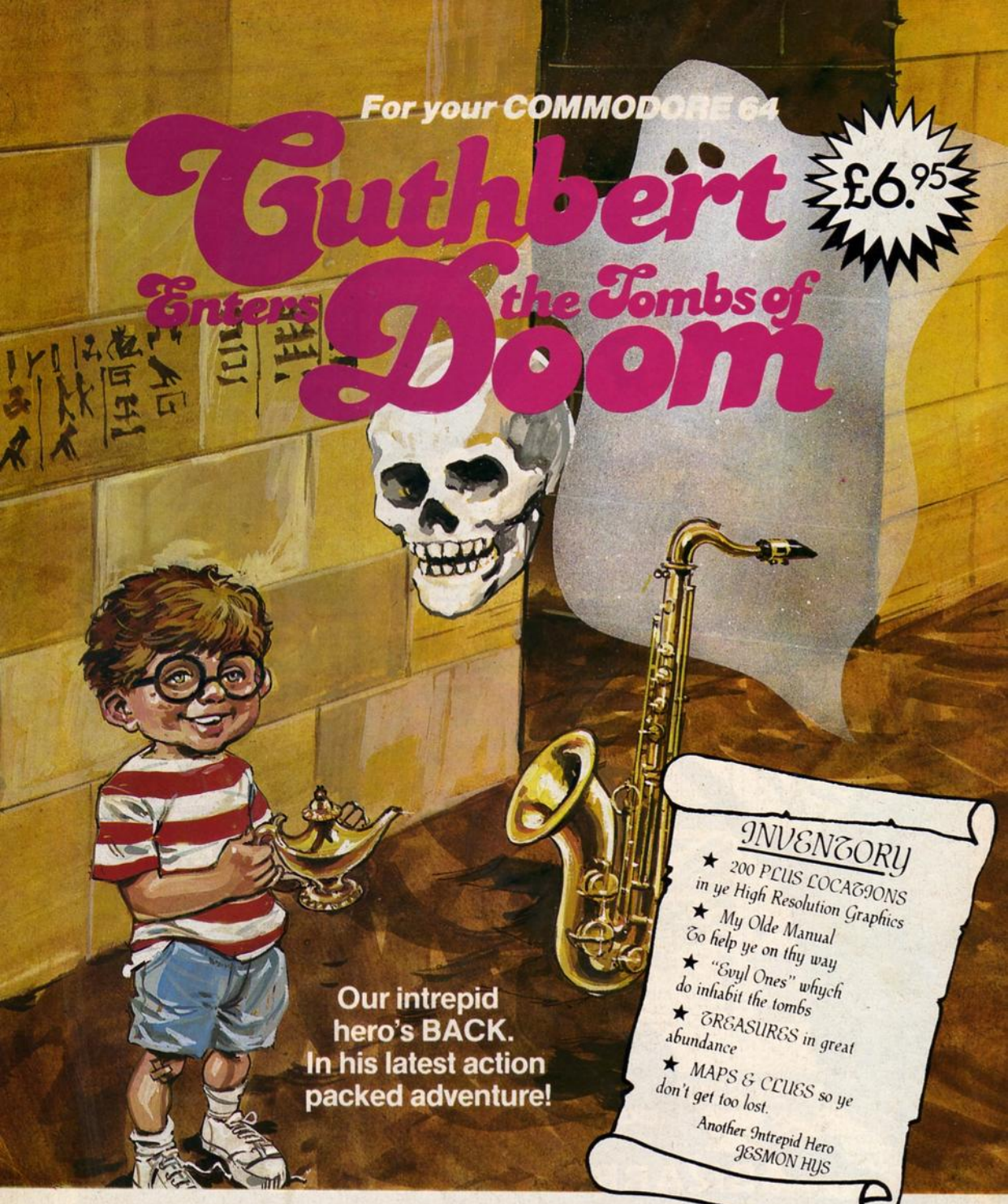
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