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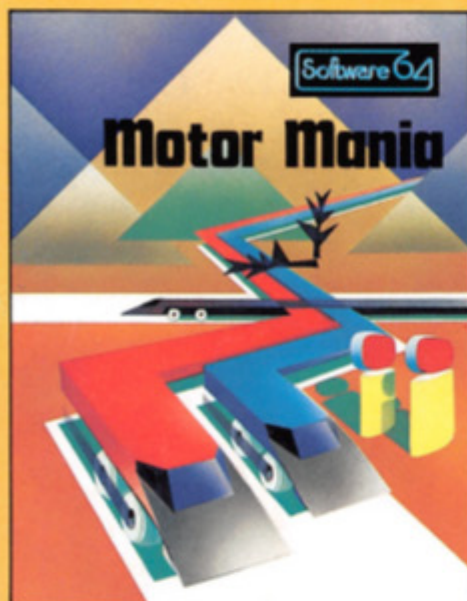
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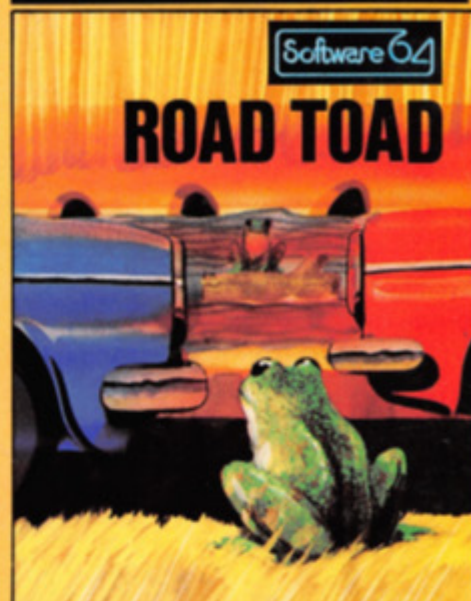
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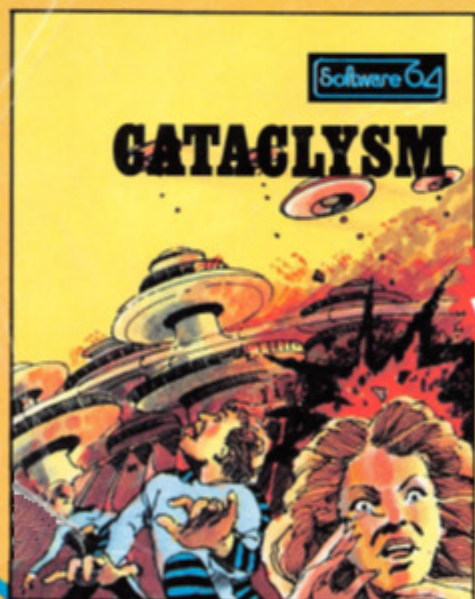
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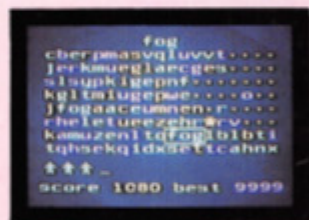
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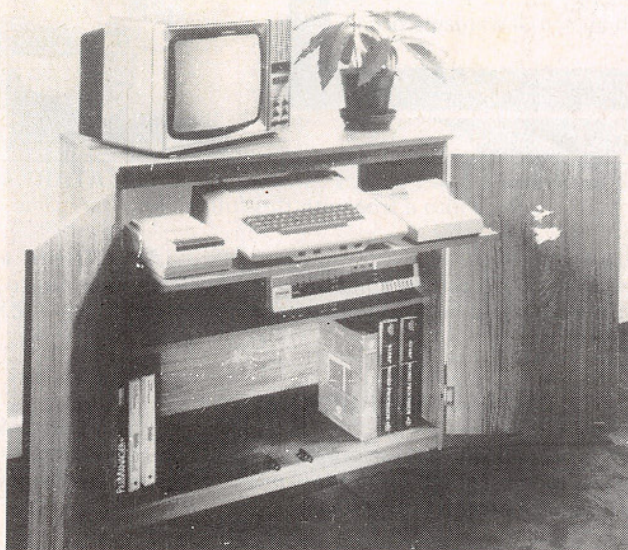
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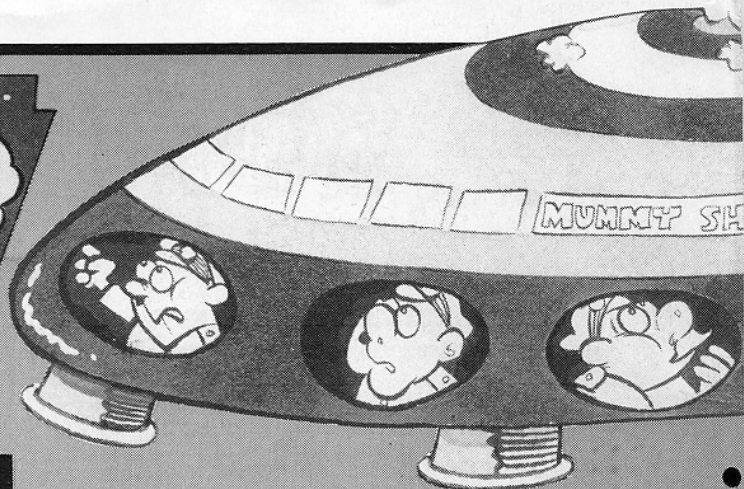


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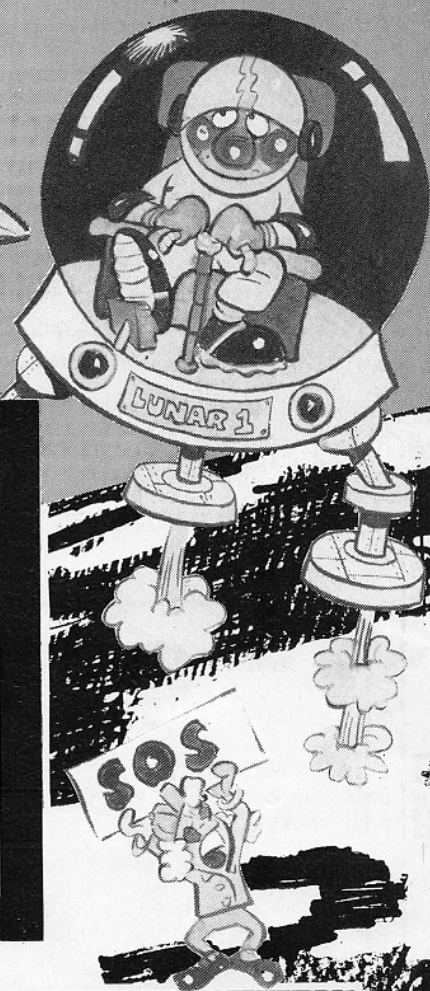
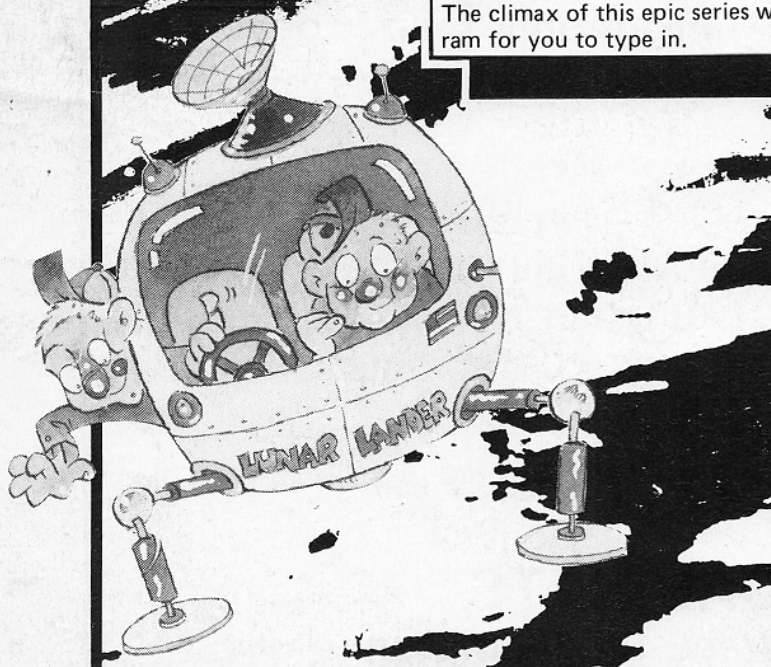
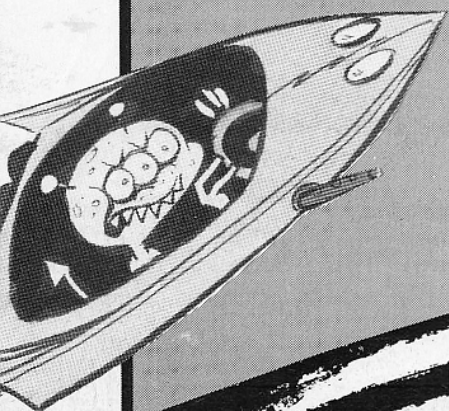
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New releases from CBS

CBS has a number of new releases out shortly including two for the recently introduced Turbo expansion module (reviewed last issue).

They are called Pitstop and Dukes of Hazard. Pitstop is a racing game and is similar in some ways to Pole Position. Dukes of Hazard is a race chase game based on the popular American series. Both these games can use the Turbo module which is a full sized steering wheel and acceleration pedal.

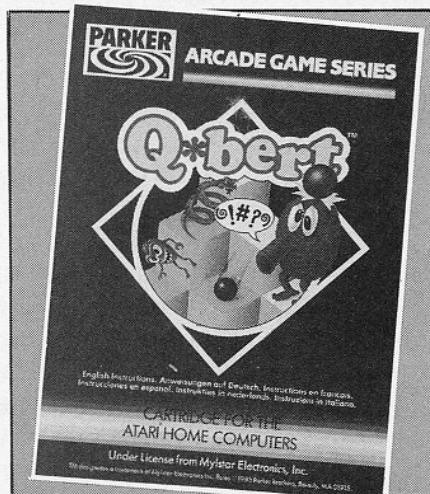
New releases for the standard Colecovision are the long awaited Time Pilot and Mr Do. Time Pilot makes you the pilot of a futuristic space plane capable of travelling through time. There are a number of different levels corresponding to the time zones you are in. You start off fighting against World War I bi-planes and end up after five different time zones in 2001 fighting against space ships.

Atari owners can now play Zaxxon which is CBS' latest release for the Atari VCS/2600 system. This is one of the best games ever written for the Atari and is sure to be a big success due to the astounding graphics.

Details are now emerging of the software that will be available for the Adam (reviewed this issue). Called 'Super Game Packs' each carries data for a very expanded and extensive game producing excellent results. The games that are to be released are Super Zaxxon, Donkey Kong, Front Line, Star Trek, War Games, Smurf Rescue, and Tunnels and Trolls. Some of these are already available for the Colecovision but these are in a much more expanded form to suit the Adam. Star Trek and War Games are games that are based on the films of the same title.

The much praised Dragons Lair is to be on a Super Game Pack for the Adam as well as how it was in the arcades, on laser disk. The laser disk adaptor for the Colecovision has just been released in the USA and will probably take eight months to a year to arrive over here. This is an exciting new development in computer graphics as the computer has no part in the production of the graphics, the laser disk does that, and just tells the disk player what pictures to display. This means that graphics are not just of TV quality, they are of TV quality and are actual TV pictures! The animation for Dragons Lair was done by an ex Walt Disney animator and the results are astounding.

CBS are at Headly Road East, Woodley, Berks.



Spectrum ROMs from Parker

Parker Video Games, the toy giant and independent video game manufacturing company, is branching out into the lucrative world of computer software manufacturing.

Five new games are to be released for the ZX Spectrum + Interface 2 on ROM cartridge. Three of the five games are conversions from Parkers existing video games. Popeye, Q*bert, and Return of the Jedi — Death Star Battle are the conversions. Gyruss and Star Wars are totally new, having just been translated from the arcades.

Gyruss has a total of 22 different screens and has the player travelling around the edge of the screen with the attackers coming from the centre. Star Wars has been translated from the 3D, eight colour vectorgraphic, voice synthesising monster of a video game made by Atari. The game re-inacts the final attempt to destroy the Death Star and comes complete with TIE fighters and the famous trench to fly down.

Parker Video Games are at Owen St, Coalville, Leicester LE6 2DE.

64 Graphics Games Made Easy

SCOPE, the compiling graphics game generating language from ISP marketing for the ZX Spectrum has received a face lift. Called SCOPE II the program has many improvements over the original and is also now available for the Commodore 64.

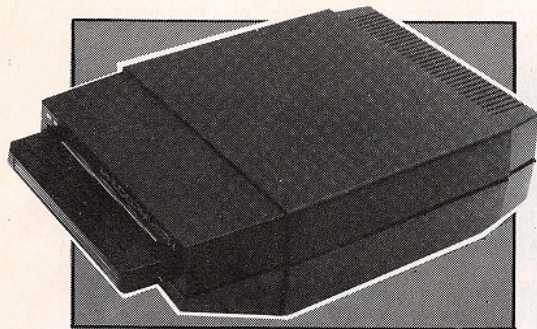
The original Scope was one of the best selling utilities of 1983 enabling the user to write his own graphics orientated games in a language that is between machine code and BASIC but converts into a machine code type program with the corresponding speed advantage.

The new Scope is similar to the old version except that the resultant output is pure machine code and runs very fast. The instruction set of the compiler has also been extended and the Commodore 64 version has even more extensions to cover its more advanced graphics and sound features.

Graham Lomax of ISP said that they looked into the criticisms of the original Scope and have made many modifications that have been suggested by users. "We made the manual spiral bound instead of like a book so you can lay it flat" said Mr Lomax "I wouldn't have thought of that, but it was suggested by the users themselves". Users of the old Scope will not feel cheated. ISP marketing will replace any copies of the old Scope for a copy of Scope II for the difference in price. ISP will be operating a 'hot line' here they will solve any programming problems that Scope II users will have. In addition there will be a Scope users club to swap ideas and solve problems. I just wish other software houses were as "user friendly".

Scope II for the ZX Spectrum and Commodore 64 costs £17.95 on cassette and £18.95 for the disk version for the Commodore 64.

ISP marketing are at Crown House, 38 High St, Godalming, Surrey GU7 1DZ.



Cheap alternative to Phloppys

A new alternative to disk and so called 'floppy tapes' or 'micro drives' has just been introduced by a company called Phi Mag Systems, named the 'Phloopy'.

New from Hewson

Hewson Consultants have released two new games for the ZX Spectrum and some conversions of their existing range for other computers.

3D Luna Attack is the third in the best selling 'Seidab' series. It features full 3D graphics and three different zones of nasties to fight your way through in your Z5 hover fighter. 3D Lunar Attack will run on a 16K Spectrum and is priced at £7.95.

Fantasia Diamond is a graphics adventure for the 48K ZX Spectrum where 'Boris the master spy', who is after the recently stolen Fantasia Diamond, gets kidnapped and it is your job to recover both him and the diamond that he was meant to be after. Fantasia Diamond has a vocabulary of over 300 words and features full lexicon checking, so the player can type in a sort of pigin English to communicate with the machine in a similar manner to the Hobbit. Fantasia Diamond is available for £5.95.

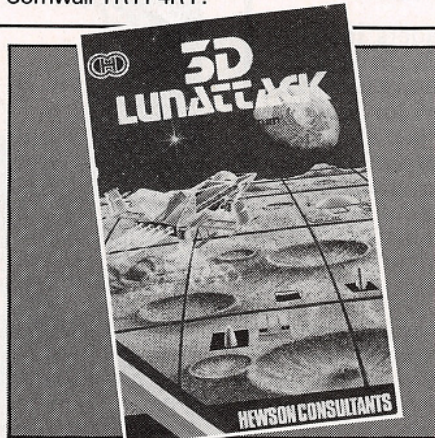
The first two programs in the Seidab series are now available on the dragon 32, 3D Seidab Attack and 3D Space Wars. The two programs feature the full 3D graphics action of their Spectrum counterparts. Both programs retail at £7.95.

Finally 'Heathrow Air Traffic Control'

The new system is for the BBC but will be converted to run on other systems shortly. The most important new development is the tape itself. The tape is held in a large cartridge about 4' by 2' and instead of having a spool or some reel mechanism the tape just gets shoved in one end and comes out the other, so there is no twisting of the tape to degrade quality like Sinclair Microdrives.

The system takes three to four seconds to scan the whole tape and then can load in a program at a rate of 10K a second. Each cartridge can store 100K and the tape drive costs £99 + VAT. The interface for the BBC costs £26 + VAT.

If you are wondering why they are called Phi Mag Systems it is because PHI is the scientific symbol for magnetic flux (whatever that is). Their address is Tregonigge Industrial Estate, Falmouth, Cornwall TR11 4RY.



has been adapted to run on the BBC or Electron Computers. Heathrow ATC was written by an actual air traffic controller at Heathrow, so I'm sure that it's accurate. This version has been expanded from the original Spectrum version. It now features Concorde, which presents an extra challenge due to its extra speed and lack of fuel — if you don't get it down fast it runs out of fuel and a few hundred people get killed. Heathrow ATC is available for the BBC 'B' and the Acorn Electron at £7.95.

Hewson Consultants are at 7 Grahame Close, Blewbury, Oxon OX11 9QE.

A new age for Aquarius

Yet more new machines will be on their way to the shops shortly.

Radofin, the company that took over the flaging Aquarius from Mattel are launching the Aquarius 2. The new machine will have a real typewriter keyboard similar to the new Atmos and extra capabilities over the old Aquarius. Extended BASIC is built in as standard allowing the use of the limited resolution graphics of the machine. 16 colours on screen are supported and 80 by 50 plotting. The case is the same as the old Aquarius, in the same colour with the only difference being the keyboard.

As well as the new machine, Radofin are launching a four colour printer/plotter identical to the Commodore/Tandy/Sharp/Oric/Atari design and some other, as yet undisclosed, new peripherals. The Aquarius 2 is priced at £80.

Amstrad, the British Hi-Fi manufacturer, is shortly to release its new machine onto the market. It is thought to come in five versions having 64K of memory, a Z80B processor, and have a custom operating system with a new type of

BASIC. The new machine will come in two separate parts connected by cable. The first box contains a tape deck and real keyboard, the second box contains a green screen monitor with a power supply.

There is a colour monitor option for £100. Hi-res colour and sound are standard, but a colour monitor or television is needed. The tape deck and monitor are both made by Amstrad who has a lot of experience in this field. The tape deck is a standard audio type and not a digital as in the Commodores and the new Adam, however, the tape recorder will function at two data transfer speeds.

The Amstrad micro will probably retail between £199 and £399 depending on the version. The machine will be sold from Rumbelows, who have over 380 outlets, and possibly Amstrad's existing hi-fi dealers. A company to write software for the new machine called, imaginatively, Amsoft has been set up. Other software companies are writing software.

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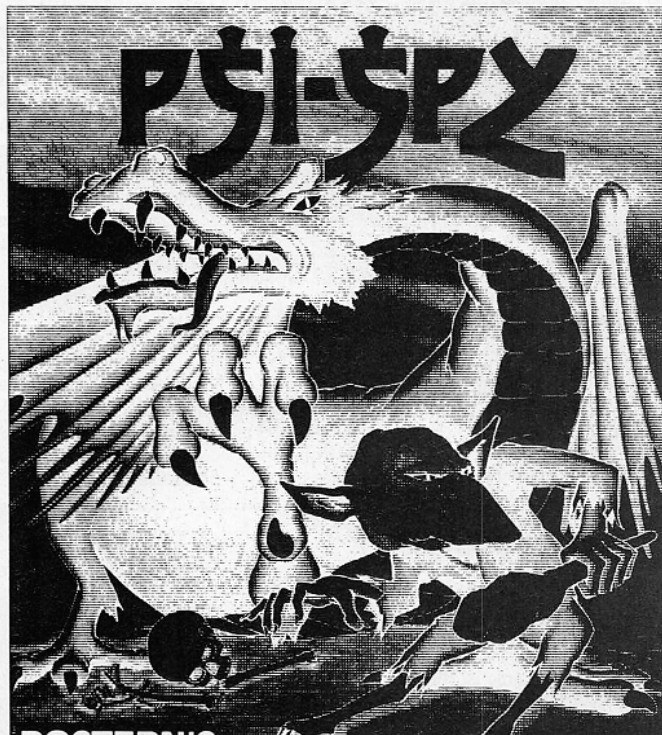
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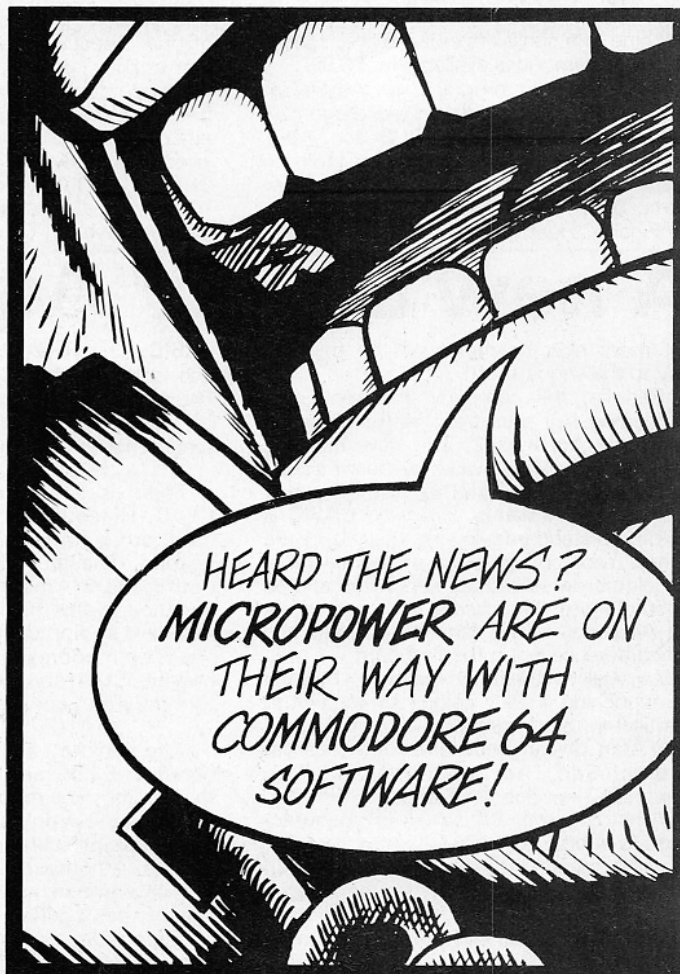
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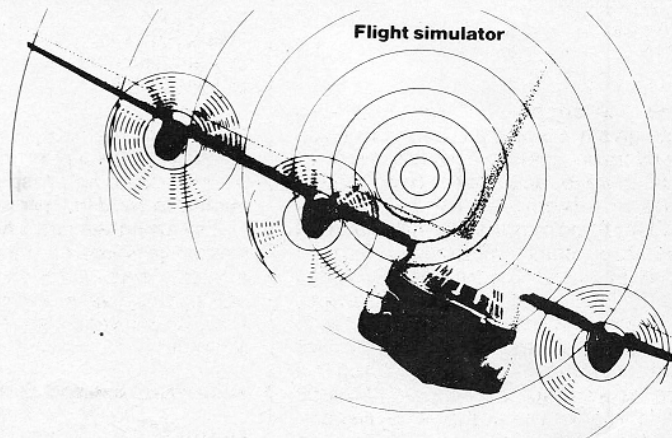
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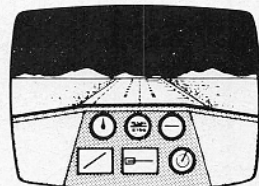
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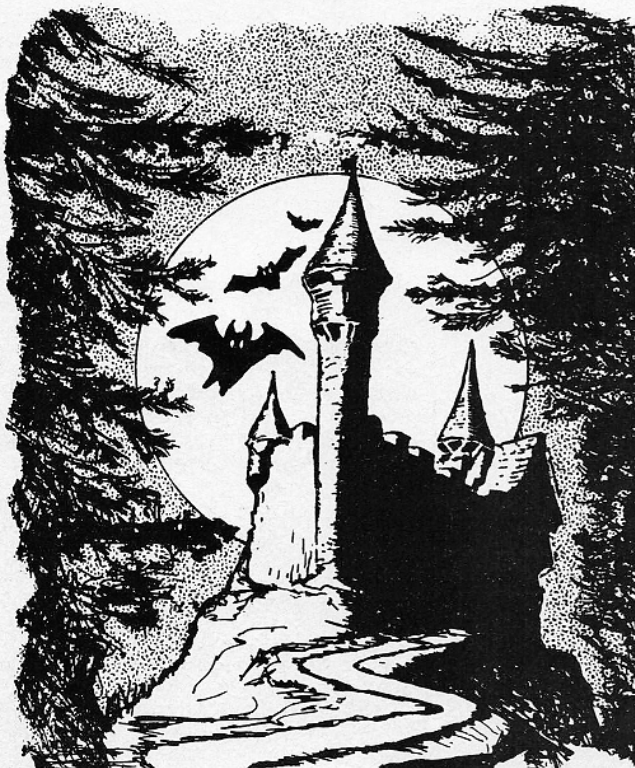
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The Runaway Robot Replies

Dear Editor

This is a desperate call for help! Can anyone give me a clue as to how to finish two adventure games I have for the TI-99/4A. I have had these two games, "Pirate's Adventure" and "Savage Island" for three months and still can't find any treasures, passwords, or keys required to finish the game. The furthest I've got in "Pirates" is to the hallway in the cavern, but the door at the end is locked, and with no key it appears to be impossible to get through. Another door next to the crocodiles is also locked. In "Savage Island" I've got as far as inside the volcano and to the ledge on the west side of the lake — not even any locked doors!

Has some Mega-super being got any further? If so could they pass on the answer to a desperate TI-99/4A adventurer.

Luckily I haven't done so badly in "The Attack", where my high-score, on level one, is 182 200 reaching stardate 26. On level four it is 102 800, reaching stardate 9. These scores are more or less the highest, because after these stardates the game doesn't get any harder — so you could say that I've beaten the computer! (in at least one game), but the computer still leads 2-1.

Stephen Joyce
Halifax

Are there any mega-super beings out there? If so have some mercy on this poor, distraught, TI adventurer and tell us the answer.

Dear Editor

Thank you for a great mag, its the only value for money mag on the market, and thanks for supporting the TI-99/4A, not many do. I'm sure all the TI owners will stand behind me and say 'thank you very much indeed.'

Could you please tell me which, in your opinion, would be a good program for filing and where I could get one as the ones that I have found have been very poor and not up to the job.

Yours Faithfully
W Fairbairn
Inverness-shire

Thanks for the compliment about the TI. We will still be supporting the TI-99/4A in future issues, so prospective authors are invited to send in their work.

I'm afraid we can't help with the filing system problem as we know of no such available system for the TI-99/4A (even bad ones). If anybody out there has one, send in the details so we can tell people about it.

Dear Editor

I have been receiving *Games Computing* since it first came out, and have typed in the various Sharp MZ80K and MZ80A games. Glancing through the magazine, one finds an amazing array of games for the Spectrum, Commodore, Oric and others, all look superb. But no programs for us Sharp users. I know that we have no high-resolution graphics or colour but surely many people send in some very good games. Please, please include more Sharp games in following issues of this great magazine.

Richard Corner
Wirral

I'm afraid that you are wrong about Sharp games being sent in, Richard. We get few games sent in for the older Sharps (and very few for the MZ700 either) and this

reflects the relative popularity (or lack) of these machines. We may still publish the occasional game for Sharp computers, as and when we receive programs which we feel are suitable for publication.

Dear Sir

The first issue of your magazine I bought was the February issue. I must admit with all the colour drawings and programs I was very impressed, and found it even better than Computer and Video Games magazine.

One thing I liked an awful lot was the section on computer animation, the article was well written and the pictures were brilliant, I also thought that your letters page was very good and I enjoyed reading other people's praise and suggestions for the magazine.

I would like to congratulate *Games Computing* magazine as being the first magazine I have seen to put an Oric game on the front cover and also having more than one Oric game included. In most magazines two or three Oric games is a rare sight. I think like many other Oric owners this is great news.

Altogether I think your magazine is great.

Yours Faithfully
Jaques D'Arcy
Dublin


Well Jaques, I don't think we can take all the credit for being the first. I am sure that someone else has published more than one program for the Oric. I hope you continue to enjoy reading *Games Computing* for many months to come. Thanks for your encouragement.

Have you got any opinions to air, has someone somewhere upset you and you want to grizzle and gripe? Or maybe you're full of the joys of spring and feel like telling a happy story?

Whatever you want to say, be it good, bad or indifferent drop us a line here at Games Computing and get it off your shoulders.

Send your letters to:

'Postman Pat', Games Computing, 1 Golden Square, London W1.



DOG FIGHT

You are flying peacefully through international airspace, when you come across an alien MK30. Being a member of the BCM (Ban Centralism Movement) you are obliged to shoot it down.

You are equipped with the latest missiles and scanning equipment. At the top of the screen you are told whether you are *behind, ahead* or *level* with the Alien. If you are level, a warning will sound (a bleep). This is when you must fire. If you are ahead, you should decelerate using "D". If you are behind, you should accelerate, using "A". Use "F" to fire.

Lower down you are told whether you are going faster, slower or at the same speed as the enemy. This is to tell you if you need to accelerate or decelerate more, or if you have not accelerated enough to exceed his speed and catch him up.

In the lower part of the screen an electronic infra-red print out shows your position (you are the white plane) and your enemy's position (the green plane).

You have 10 skill levels and the game becomes harder as you go along. You must destroy as many MK30's as you can before either:

- a) he shoots first or
- b) he gets away.

There is a high score table to 3 places with the scorer's name.

Hints

1) Do not be confused by the position of the keys. Remember:

- "A" = accelerate
- "D" = decelerate
- "F" = fire.

2) If you accelerate towards the Alien, just before you get level decelerate, so

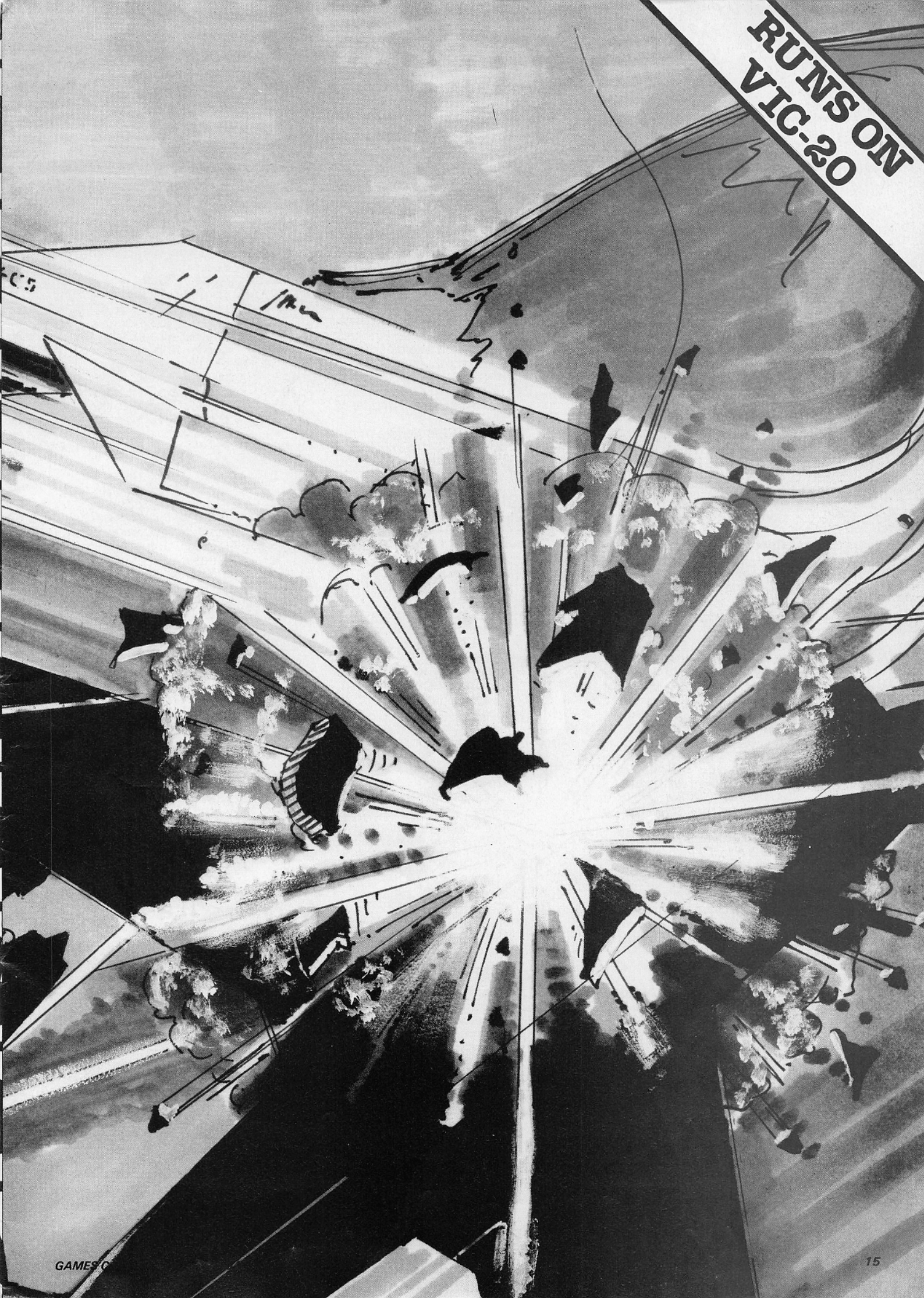
that you will be going slower when you level up, giving you more time to fire and more chance of hitting him.

3) If you are decelerating, do the same as 2 but accelerate just before you get level.

4) use skill levels 6-8 most of the time. Definitely not 10.

5) KEEP ALERT.

**RUNS ON
VIC-20**



DOG FIGHT

RUNdown

Line	Action				
10	Clears screen. Sets screen to black and border to green. Sets up volume and "A" and "B" music channels.	170	Sees whether Y (see line 150) is equal to 18 (the value for D), if so, decrease speed "V" by 1.	1510-1530	Same as 232-235.
15	Sets hi-scorer to "NOBODY". Sets score to 0 and hi-score to 0.	180	Sees if "Y" (see 150) if equal to 42 (the value for F) and if the distance between you is 0, i.e. you are level. If so, goes on a firing routine to line 250.	1540	Goes to 3000.
20	Moves DOGFIGHT across the screen slowly, while bleeping.	190	Works out the new distance between you and the Alien.	2000-2030	"ENTER YOUR NAME CHAMP". These lines are used for the hi-scorer to enter his name.
21-24	Flashes the word DOGFIGHT.	195	If the distance between you is more than 20, goes to 200 and avoids printing you and the Alien on the screen.	2040	Goes to 3000.
25	Sets cursor 4 lines down.	196	Prints the Green plane (the Alien) in the middle of the screen.	2100-2130	Same as 2000 to 2030, but with the person who is second.
26	READ DATA in line 28.	197	Prints in the middle of the screen + 'S' (see line 40: 'S' may be negative, so you could be behind him). You are the white plane.	2140	Goes to 3000.
27	Makes machine gun sound.	200	Delays loop for the length of "D". D is worked out by the skill level in line 5140.	2200-2230	Same as 2000-2030, but with third person.
28	Data for By R P NEWMAN.	220	Goes to 50 to start loop again.	2240	Goes to 3000.
29	Gosubs instructions. Delay loop.	230	Clears screen.	3000	Clears screen and sets border to purple.
30	Sets score to 0.	231	Prints in reverse field "HE GOT AWAY".	3001	Turns off sound.
31	Sets Velocity "V" to a random number between -5 and +5. The Alien speed is 0.	232	Sees if you got the hi-score. If so, re-positions the places and goes to 2000.	3010 3132	Hall of Fame.
40	Chooses a number for your distance from the Alien and defines it as "S". It is negative at the start, so you are behind him.	233	Sees if you have got second place and, if so, repositions the places and goes to 2100.	3040	Delay loop. Set border to green. Gosubs to the "Input skill level" bit; goes to 30.
50	Checks if the distance between him and you is more than 20; if so, goes to line 230 and says you have lost sight of him.	234	Sees if you have third place and, if so, repositions the places and goes to 2200.	5000	Prints cursor four lines down.
60	Clears screen.	235	Goes to 3000.	5001-5104	Read and Data statements printing out the instructions letter by letter, whilst making a machine gun sound.
70	Prints 5 lines down from the top of the screen "Enemy Indicator Reads" in white.	250	Comes into operation when the fire button is pressed and you are level (line 180). Checks if speed is less than 2 (ignoring + or -). If it is, it goes to 290.	5110	Makes you hit a key to go on using GET.
80	If "S", the distance between you and him is positive, then it prints ahead and poke A (a sound channel defined in line 10) to 0 (no sound).	251	Goes to 40.	5120	Clears screen.
90	If "S" is negative, then pokes A to 0 (see previous line for explanation).	252-254	Same as 233-235.	5130	Prints.
100	If "S"=0 then prints Level (now is the time to fire) and plays a note by poking A to A number from 28 to 255 (see line 80).	280	Goes to 40.	5131-5132	Prints out ENTER SKILL LEVEL" letter by letter using a different method whilst making an interesting sound.
110	Prints at 9 lines down (in white) "Velocity =".	290	If random number (0-1) is greater than 0.7 it goes to 1000 meaning he shot first (see 250).	5140	Inputs skill level, takes is away from 10 and multiplies the result by 100. The result is used as a delay loop. E.g. if 1 were entered the delay loop would be 900; if 8 were entered it would be 200 and so on. It then returns from the sub-routine at either 3040 or 29.
120	If "V", the velocity (set up in line 31) is positive, prints "Faster".	300	Goes to 500.	10000	REM these will tell what the graphic keys are. If you are not sure, look at these.
130	If "V" is negative, prints "Slower" (see previous line for "V").	505	Clears screen and prints "YOU GOT HIM".		
140	If "V" is 0 then prints "Same" (see line 120).	510	Increases score by 1.		
150	Sets Y to PEEK (197): PEEK (197) is a form GET except that, instead of having to keep on pressing a key, you can keep your finger down.	525	Prints score.		
160	If "Y" (see previous line) is equal to 17 (the value for A) then increase speed by 1.	530	Pokes A to 220 giving-music (see line 101). Delays loop.		
		1000	Turns music off and goes back to 31.		
		1010	Pokes B (see 10) to 220 and turns the border to red.		
		1020	Clears screen and prints "HE GOT YOU".		
		1121	Prints score.		
			Delays loop: turns sound off.		

Variables

SC	Your score.
V	Your speed; velocity.
S	Distance between you and the Alien.
A	Sound channel 36876.
B	Sound channel 36877.
GH	Same as A.
HI	High score.
HI\$	Hi-scorer's name.
H1	2nd highest score.
H1\$	His name.
H2	3rd highest score.
H2\$	His name.
D	Skill level -/- delay loop.
T	Used in most delay loops.
KL\$	Used in setting up instructions.
Y	PEEK (197).
	All others are just "Flags" and serve no real value. This game uses almost 3200 bytes.


```

10 PRINT "J":POKE36879,13:POKE36878,15:A=36876:B=36877
15 H1$="NOBODY":SC=0:HI=0
20 FORT=1T07:PRINTTAB(0);"J DOGFIGHT":POKE36875,150:FORZ=1T0200:NEXTZ:
POKE3687 5,0:Q=Q+1:
21 NEXTT:FORT=1T020:PRINT"#####DOGFIGHT#"
22 FORC=1T050:NEXTC
23 PRINT"#####DOGFIGHT"
24 FORC=1T050:NEXTC
25 NEXTT:PRINT"#####"
26 READA$:IFA$="*"GOTO29
27 FORT=255T0128STEP-2:POKEB,T:NEXTT:POKEB,0:PRINTA$:GOTO26
28 DATAB,Y," ",R," ",P," ",N,E,W,M,A,N,*
29 GOSUB5000:FORO=1T02500:NEXTO
30 SC=0
31 V=INT(RND(1)*11)-5
40 S=-INT(RND(1)*3)+1
50 IFABS(S)>20THEN230
60 PRINT "J"
70 PRINT"#####ENEMY INDICATOR READS"
80 IFS>0THENPRINT" AHEAD!":POKEA,0
90 IFS<0THENPRINT" BEHIND!":POKEA,0
100 IFS=0THENPRINT" LEVEL!":POKEA,220
110 PRINT"#####VELOCITY=";
115 IFV>0THENPRINT"FASTER"
120 IFV<0THENPRINT"SLOWER"
130 IFV=0THENPRINT"SAME"
150 Y=PEEK(197)
160 IFY=17THENV=V+1
170 IFY=18THENV=V-1
180 IFY=42ANDS=0THEN250
190 S=S+V
195 IFABS(S)>10THEN200
196 PRINTTAB(22/2);" "
197 PRINTTAB(S+22/2);" "
200 FORI=1TOD:NEXTI
220 GOTO50
230 PRINT "J"
231 PRINT"#####HE GOT AWAY"
232 IFSC>H1THENH2=H1:H1=HI:HI=SC:S2$=S1$:S1$=SC$:SC$="":GOTO2000
233 IFSC>H1THENH2=H1:H1=SC:S2$=S1$:S1$=SC$:GOTO2100
234 IFSC>H2THENH2=SC:GOTO2200
235 GOTO3000
250 IFABS(V)<2THEN290
251 GOTO40
252 IFSC>H1THENH2=H1:H1=HI:HI=SC:GOTO2000
253 IFSC>H1THENH2=H1:H1=SC:GOTO2100
254 IFSC>H2THENH2=SC:GOTO2200
280 GOTO40
290 IFRND(1)>.7THEN1000
300 GOTO500
500 PRINT "JYOU GOT HIM"
505 SC=SC+1
510 PRINT"SCORE=";SC
525 POKEA,220:FORT=0T01000:NEXTT:POKEA,0
526 D=D+10
530 GOTO31
1000 POKEB,220:POKE36879,10
1010 PRINT "JHE GOT YOU"
1020 PRINT"SCORE=";SC
1121 FORT=1T01000:NEXT:POKEB,0
1510 IFSC>H1THENH2=H1:H1=HI:HI=SC:S2$=S1$:S1$=SC$:SC$="":GOTO2000
1520 IFSC>H1THENH2=H1:H1=SC:S2$=S1$:S1$=SC$:GOTO2100
1530 IFSC>H2THENH2=SC:GOTO2200

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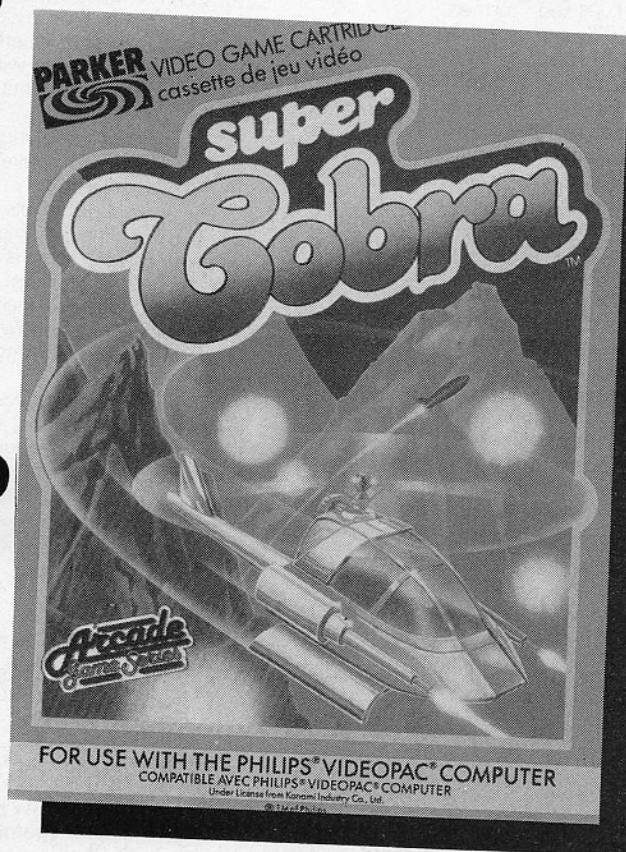

DOG FIGHT >>>>>

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1540 GOTO3000
2000 PRINT"YOU HAVE THE HISCORE CHAMP"
2001 POKEA,0:POKEB,0
2010 PRINT"ENTER YOUR INITIALS"
2030 INPUTSC$
2040 GOTO3000
2100 PRINT"YOU ARE SECOND "
2101 POKEA,0:POKEB,0
2110 PRINT"ENTER YOUR INITIALS"
2130 INPUTS1$
2140 GOTO3000
2200 PRINT"YOU ARE THIRD"
2201 POKEA,0:POKEB,0
2210 PRINT"ENTER YOUR INITIALS"
2230 INPUTS2$
2240 GOTO3000
3000 PRINT"POKE36879,15
3001 POKEA,0:POKEB,0
3010 PRINT"HI-SCORE"
3030 PRINT"1.";SC$;HI
3031 PRINT"2.";S1$;H1
3032 PRINT"3.";S2$;H2
3040 FORT=1T03000:NEXT:POKE36879,13:GOSUB5120:GOTO300
5000 PRINT:PRINT"GH=36876
5001 READC$:IFC$="*"THEN5080
5002 FORT=255T0128STEP-6:POKEGH,T:NEXT:POKEGH,0:PRINTC$:GOTO5001
5003 DATAT,H,E," ",O,B,J,E,C,T," ",O,F," ",T,H,E," "
5014 DATAG,A,M,E," ",I,S," ",T,O," ",L,E,V,E,L," "
5024 DATAY,O,U,R," ",W,H,I,T,E," ",P,L,A,N,E," ",W,I,T,H," "
5034 DATAY,O,U,R," ",E,N,E,M,Y," ",G,R,E,E,N," ",P,L,A,N,E," "
5044 DATAI,F," ",Y,O,U," ",A,R,E," ",B,E,H,I,N,D," ",-," ",
A,C,C,E,L,E,R,A,T,E," ",
5054 DATAI,F," ",Y,O,U," ",A,R,E," ",A,H,E,A,D," ",-," ",
D,E,C,E,L,E,R,A,T,E," "
5064 DATAI,F," ",A,R,E," ",L,E,V,E,L," ",Y,O,U," ",M,U,S,T," ",F,I,R,E!
" "
5074 DATA" ",U,S,E," ",T,H,E,S,E," ",K,E,Y,!,*
5080 READA$:IFA$="*"THEN5090
5082 FORT=255T0128STEP-6:POKEGH,T:NEXT:POKEGH,0:PRINTA$:GOTO5080
5084 DATA" ",A,-,A,C,C,E,L,E,R,A,T,E," ",D,-,D,E,C,E,L,E,R,A,T,E,*
5090 PRINT
5091 READZ$:IFZ$="*"THEN5100
5092 FORT=255T0128STEP-6:POKEGH,T:NEXT:POKEGH,0:PRINTZ$:GOTO5091
5094 DATAF,-,F,I,R,E,*
5100 PRINT
5101 READZ$:IFZ$="*"THEN5110
5102 FORT=255T0128STEP-6:POKEGH,T:NEXT:POKEGH,0:PRINTZ$:GOTO5101
5104 DATA" ",H,I,T," ",A,N,Y," ",K,E,Y,!,*
5110 GETA$:IFA$="*"THEN5110
5120 PRINT"J"
5130 PRINT
5131 KL$="ENTER SKILL LEVEL":FORT=1TLEN(KL$):P$=MID$(KL$,T,1):PRINTP$;
5132 FORGH=255T0128STEP-6:POKE36876,GH:NEXT:POKE36876,0:NEXTT
5140 INPUTD:S=10-D:D=S*100:RETURN
10000 REM"  CTRL+1          CTRL+2          CTRL+3"
10010 REM"  CTRL+4          CTRL+5          CTRL+6"
10020 REM"  CTRL+7          CTRL+8          CTRL+9"
10030 REM"  CTRL+0          COMM.KEY+I,O,F"

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VIDEO Y I N G



Super Cobra

Runs on: Philips G7000
Made by: Parker
Price: £34.50

The concept of this game is to pilot a helicopter on a hair-raising adventure. You have to steer the chopper through a 13 mile obstacle course, over mountain tops, around city buildings and through jagged tunnels. And on the way igniting rockets, ground artillery, UFO's and roof bombs which try to destroy you. Difficult stuff!

This is a one player game and you need a joystick to play. To shoot bullets press and release the action button quickly and to drop bombs keep the button pressed down.

Your chopper starts the game with ten turns, the number of helicopters left is shown at the bottom of the screen.

As soon as the game begins, start to fly down screen to the right. If you hit any obstacle or are shot down, the number of helicopters decreases by one. In addition to gaining mileage, try to shoot down the weapons throughout the course, as this and you will be rewarded with extra points. There are six different types of weapons — ground artillery, slow and fast rockets, roof bombs and armed and unarmed UFO's. The type of

weapon depends on the level — there are 13 scenes, signifying the 13 miles. If you shoot enemy fuel tanks you score extra points, and these will not fire back!

Every time your chopper enters a new level a rather long pause has to be endured, but a tune can be heard to stop you from getting bored. Each level shows a new air route and displays a different combination of weapons.

Points are gained by direct hits, picking up the booty which appears at the end of the 13 rounds, and taking it to safety, but this stage is very difficult to reach.

The high score is displayed on the left hand side of the screen. As soon as you beat this, your name may be entered.

The fun ends when your chopper loses all of it's turns. At that point the helicopter falls apart with an explosion. First the tail drops off and then the cabin falls to the ground! After a brief pause the game restarts back at the beginning.

A useful booklet is provided, showing what can be found on the various levels and how many points are awarded for hitting the weapons.

The graphics are fairly good and zaps and bangs can be heard throughout. Control is good and the game is fairly addictive because the booty is so difficult to reach, but patience is therefore needed.

Q-Bert

Runs on: Philips G7000
Made by: Parker
Price: £34.50

The object of this game is to score points by changing the colour of cubes in a pyramid. To do this you have to hop Q-Bert from cube while avoiding "nasties" who try to stop him.

Each time a whole pyramid is changed to the destination colour, you will proceed to a new pyramid or round. There are nine game levels in all with four rounds per level.

Q-Bert is moved from cube to cube, only in the diagonal directions, by the use of a joystick.

You will start the game with seven Q-Berts, the first one appears on the top cube and the number of Q-Berts left is shown on the left of the screen. The destination colour, the colour that Q-Bert has to change the cubes to, is also shown on the left.

If Q-Bert jumps off the sides or the bottom of the pyramid, he falls and that Q-Bert is lost. You will hear an explosion signifying that he is dead. The next Q-Bert appears on the top cube, ready for you to try again.

Q-Bert has five enemies. Red Ball can squash him if Q-Bert does not get out of his path. Purple Ball holds the same danger, but when he reaches the bottom of the pyramid he hatches Coily the Snake. Coily can then follow Q-Bert and if he catches him, Q-Bert dies. The best way Q-Bert can avoid being killed is to hop onto a flying disc. There is an exit cube within the pyramid and if Q-Bert hops onto it and then boards a disc it takes him to the top of the pyramid. As Coily blindly follows Q-Bert he falls off the side of the pyramid because the disc is no longer there. The number of discs and where they are placed will differ depending on the game level and round.

Wrongway can also kill Q-Bert. Wrongway travels sideways and upwards in the lower part of the pyramid.

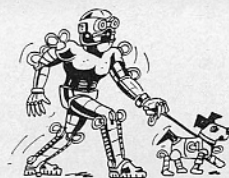
Slick can not catch Q-Bert, but he can change the cubes back to their original colour, so that Q-Bert has to retrace his steps. However, Q-Bert can stop him by running in to him.

Green Ball, too, can not catch Q-Bert but, if Q-Bert catches Green Ball, all the characters except Q-Bert freeze for a moment and he has an easy chance to change the cube colours.

The game ends when you run out of Q-Berts. After a brief pause the game restarts. A different level can be selected by pressing Reset and if the high score is beaten, you can type in your name.

Points are awarded for changing the cube colour, for luring Coily off the pyramid and for completing each round. Each time 300 points are scored, an extra Q-Bert is awarded.

The graphics are reasonable and sound is good, for example a tune is played when a pyramid is completely changed and a noise is heard when the discs fly to the top of the pyramid. This is a fairly enjoyable game.



Frogger

Runs on: Philips G7000

Made by: Parker

Price: £34.50

The object of this game is to hop as many frogs as you can to their homes across the river, scoring as many points on the way as possible. There is a dangerous road to cross and a speeding river to leap.

The first thing that you see on the screen when you switch Frogger on is a small frog jumping from one side of the screen to the other — this is the frog you have to guide through the perilous journey.

Frogger's journey takes place on two different screens. The first is the road. He starts the game on the pavement facing five levels of cars and trucks. The traffic travels in alternating directions and at different speeds. Frogger is killed if he touches any part of a vehicle.

When he reaches the next pavement the screen will switch to the river phase. Because frogger can't swim — the current is too strong — you have to hop him from one row of logs, turtles, or alligators onto the next one in order to reach home.

Frogger can hop from side to side on a log and he can jump forward or backward onto

other floating objects. The red objects floating on the river are turtles, he can hop on their backs as well as between a set of them. Once the turtles turn blue they can dive, taking the reluctant Frogger with them to his demise. When you see a blue turtle appear on the screen it means that they are coming up for air and will soon turn red.

On his way across the river, Frogger may see a lady frog on a log, if Frogger rescues her by jumping on her, you will hear a sound and see only one frog. If you manage to take her home bonus points are awarded.

Alligators also float in the river. They love to eat tender frog morsels, so don't jump on to their jaws.

Snakes may appear on the riverbank as the game gets more difficult. Frogger must keep away from these. Frogger must also not float off the screen or he will die.

The next mission Frogger has to undertake is to jump into a home bay. If he hits any part of the shrubbery on the sides of the home bay he will die. Frogger can't jump into an already occupied home bay, and if an alligator's head is showing in a home bay he again cannot jump into it. However if Frogger jumps into a bay that has a fly in it, Frogger gets a free meal and you score extra points.

You start the game with five frogs. The number of frogs remaining is indicated by blue rectangles on the left side of the screen. The game ends when no frogs are left.

There is a 45 second time limit to get from the pavement to his home. There is a timer in the lower part of the screen. A warning sound can be heard when ten seconds remain. If you run out of time another sound occurs and a skull appears where Frogger was. If Frogger reaches home with time remaining you score 10 extra points for every second left.

Frogger can jump most ways including over vehicles and snakes although these jumps are dangerous.

There are eight levels of difficulty, each time five frogs reach home you will move to a higher level. Your score is shown on the right of the screen at all times.

Included with Frogger is a good detailed instruction booklet showing clear diagrams of all the hazards Frogger may come up against.

There are noises and sound effects all the way through this game, including bounding noises when Frogger jumps. The graphics are not nearly as good as in other versions, but that is to be expected.

Mario Bros

Runs on: 2600/VCS

Made by: Atari

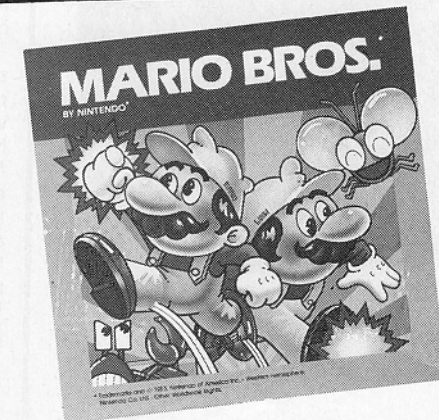
Price: £29.99

In this game, if you are using the one player option, you control Mario — a little carpenter dressed in blue. The aim is to catch the pests in his house, including Shellcreepers and Fighterflies.

If the two player option is chosen, Luigi, Mario's brother, also tries to catch the animals. Mario and Luigi can either play against or with each other. They have separate point indicators, so you can see who is the best pest — catcher even if they are trying to kill the animals together.

The way to kill the pests is to make Mario or Luigi jump up, by pressing fire, so that they hit their heads against the next floor up. If a pest is directly above their heads, it is knocked unconscious, but, after a while the Shellcreeper, for example, stands up, then lies on his back with his legs in the air and then he comes to life again.

To avoid the pests returning to life, the little men have to walk over them after they have been knocked out and before they recover. This makes the pest fall to the bottom of the screen, thus being killed.



If Mario or Luigi walk into the live animals, the men are killed. Mario and Luigi can walk off one side of the screen and on to the other. This is useful as there are also objects that chase the men, and these can kill them. Bonuses are awarded for collecting coins and wafers. A wafer appears each time a pest is killed and if you catch it, 800 points are awarded. When coins appear all the pests disappear and you are given 15 seconds to collect as many coins as possible. A timer can be seen that counts down the seconds.

In later rounds, Slipice appears, covering the floors with a treacherous layer of

ice. You can stop him from freezing the ground by hitting him from below and he can be knocked off a floor when he starts to melt.

The game begins with three or five turns and an extra turn is awarded with every 20,000 points scored. When all the pests are killed a new round begins. There are eight different games, starting with the round with Shellcreepers. These are the easiest pests to kill. Side steppers have to be hit twice and Fighterflies hop up and down, making them harder to kill.

Located between the two bottom floors there is a 'pow' switch. This is used to flip over all the pests on the screen, but it can only be used three times and does not reappear until you reach a new round. There are noises all the way through the action, including when the men walk, when they bash their heads, and when the rats fall down.

This is an average arcade game — the graphics are not too bad, although the pests are difficult to see clearly, probably because they are too small to be precise.

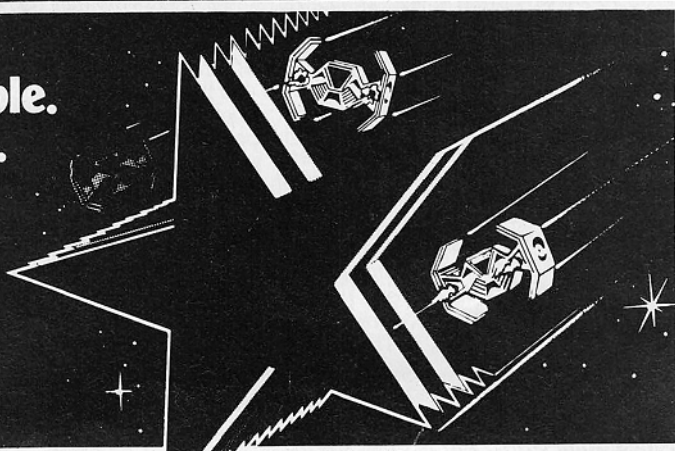
This is a game where timing is important — once this is mastered it is fairly easy to play. There are many better games on the market, and cheaper ones too. I would not go out of my way to buy it.

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Rocket Man runs on a BBC model B or 32K model A. It is approximately 8K long and Runs in mode 1.

For people who want to use discs to load and save this game, they will find it uses up too much memory. So to get around this they can type the whole program into the computer in mode 7, without running it. Then they can save it as normal. To run the game, just load it in as usual and then type in the following:

```
*KEYO FOR Q% = &E00 TO &3000 :
?Q% = ?(Q% + &BOO):NEXT:M
PAGE = &E00:M NEW:M OLD:M
RUN:M
```

(where the colons in front of the 'M's are replaced by the shifted backslash symbol)

then press function key zero. After a few seconds the program will run.

For people with only cassette then the program can be loaded, saved and run as normal.

The program has its own explanation contained within it, of how to play the game and what keys to use.

RUNdown

Line	Action
10	Moves the screen down a line
20	Sets the name of the game
40	If there is an error in the typing in of the program, then it changes the mode 7 and calls PROCerror
60 & 90	Turns off the flashing cursor
100	Joins the text and graphics cursor
110-140	Calls up the PROCedures to define the characters and the landscape
160-250	Works out which piece of rocket needs to be printed on the screen and where, also calls up the

260-350

PROCcharset

490-620

PROCmove
660-680

700-710

750

760-770

780-790

800-840

main procedure, PROC-move

Works out where to print the rocket fuel

Defines the 13 chracters needed

Contains the character data for PROCcharset

This is the main routine

Defines variables and sets the colour to yellow

Deletes the rocket man character off the screen

Increases or decreases X% depending on the keys pressed

Stops the man going off the left or right off the screen

Works out which way the man is moving and so sets C% to the character which is facing in the right direction

Works out the speed due to gravity and stops the

Ro

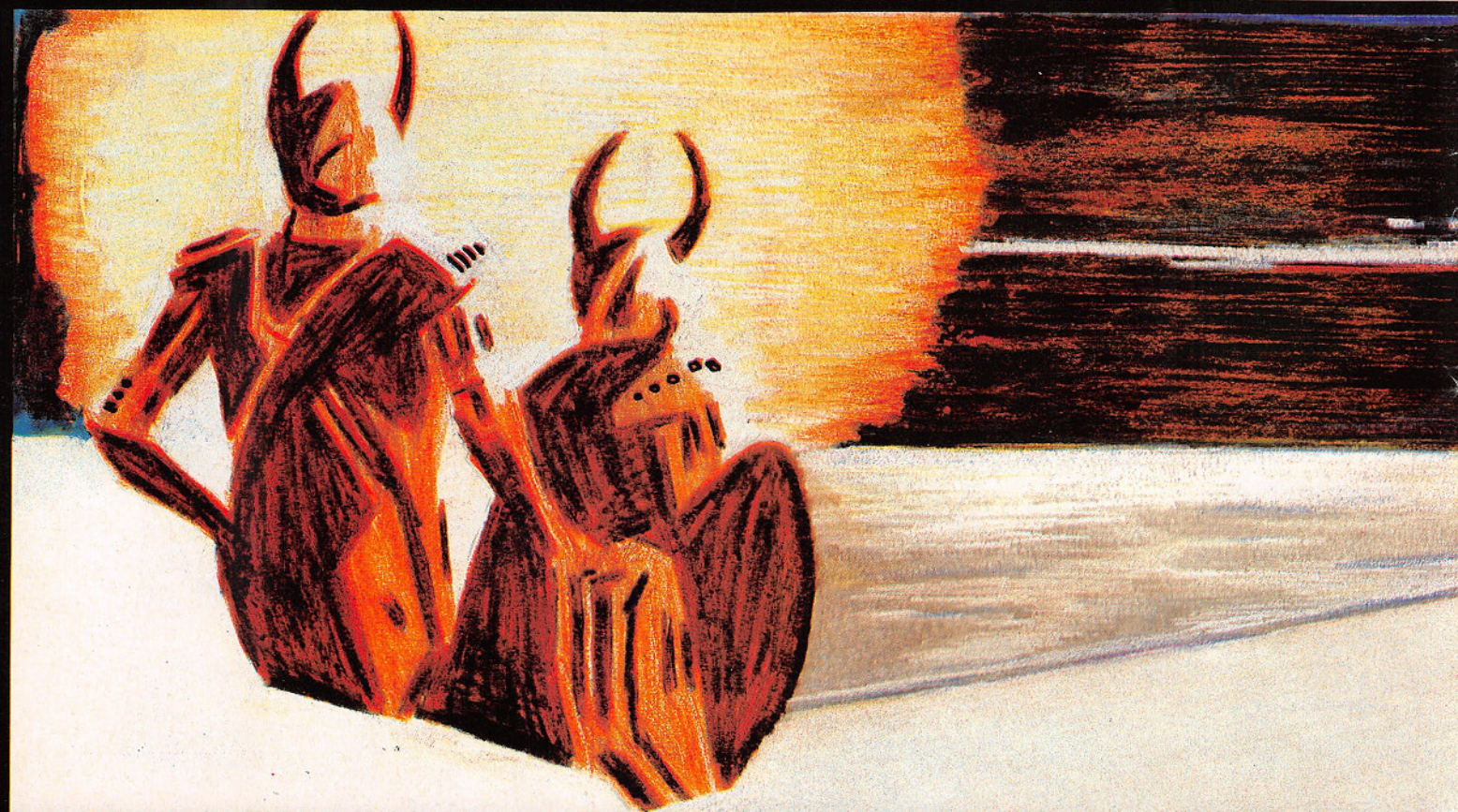
850

860-910

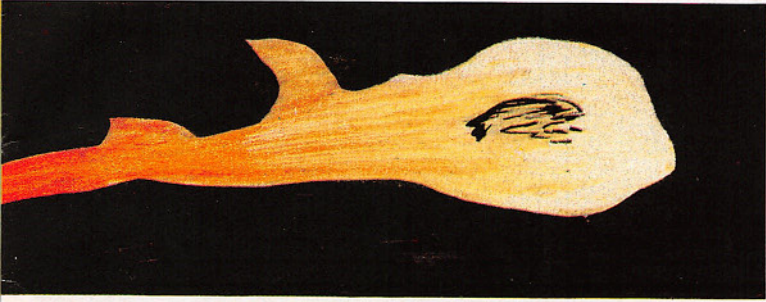
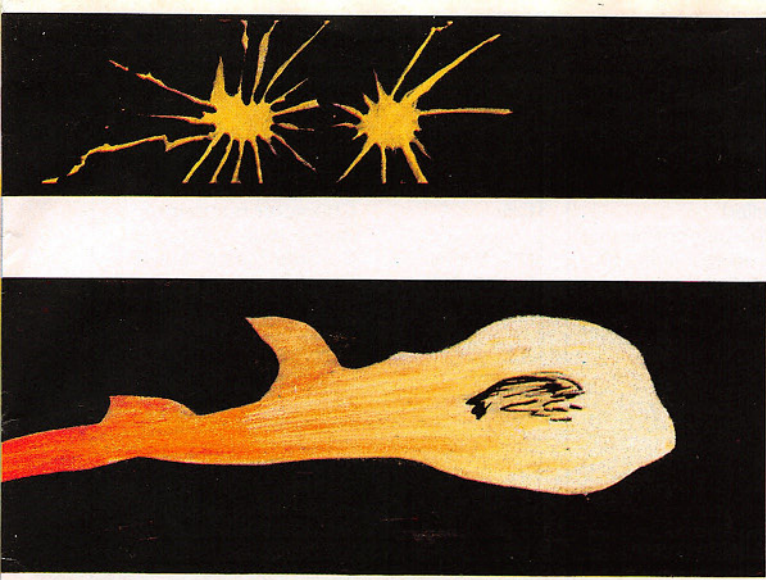
man going off the top of the screen

Increases the man's upward velocity and decreases the fuel if the SHIFT key is pressed

Checks to see if the man has landed on anything. If he has it stops the downward velocity and if he has landed on the rocket piece it takes relevant action



**RUNS ON
BBC/B
ELECTRON**



cket Man



920 Checks to see if the man is in the fuel station, and calls PROCrefuel if he is

930 Plots the rocket man on the screen

940 Checks if the man is carrying something and is also over the landing bay

950 Checks if the man is touching the electrified wire

960-990 Checks if bullet 1 has left the screen, then if it has, it returns the bullet to a turret and aims it at the man

1000-1030 Does the same as LINES 960-990 but for bullet 2

1040-1070 Deletes the bullets from the screen

1080-1110 Moves the bullets

1120-1130 Checks if the bullets have hit the man

1160-1170 Plots the bullets

PROCsetup Draws the screen and the tunnels

1240-1270 Covers the underground in red

1280-1300 Puts the electrified line on top of the ground

1330-1400 Prints all the characters e.g. the gun turrets on the screen

1410-1590 Draws the vertical tunnels and the electrified walls around them

1600-1710 Draws the horizontal tunnels and the electrified walls around them

1720-1860 Fills in the gaps left in the tunnels and walls

1870-1890 Prints up the fuel and the score

1900-1950 Prints up the number of lives left

1980-2000 Data for the position of the characters on the screen

2020-2040 Data for the position and length of the tunnels on the screen

PROCend This is called once a life is lost

2080 Makes the crash noise

2090 Delay loop to give the player a chance to realise that he has lost a life

2100-2110 Decrements the number of lives left and checks to see if it is 1 or more

2120-2170 Deletes the bullets and the man from the screen

2200-2240 Deletes one of the men on the top left of the screen

2270 Data for the position of the rocket pieces and fuel

PROCdrop Drops the rocket piece or rocket fuel into the landing bay, and deletes the bullets and the man from the screen

PROCintro Explains the controls and how to play the game

PROCcd Waits for a key to be pressed before continuing

PROCrefuel Transfers the fuel from the station to the man, when the man has landed in the station

PROChit Makes a sound and then halves the man's fuel

PROCerror This will print up any error in the typing in of the

PROCtakeoff

PROCfinish

Variables Used

SC%	Score
L%	Number of lives left
B%	Character number of the

program, but will end the program again if the escape key is pressed

Makes the rocket take-off once it has been built and fuelled

Once the player has lost all his lives, this procedure tells him what his score is and then asks him if he wants another game.

DA% & JIM%

C%

D% & F%
M% & N%
X% & Y

Y1

MF%
SF%
U% & I%

D1% & F1%
M1% & N1%

piece of rocket the man is carrying

Says which rocket piece the man has to collect next

Character number of the rocket man

Co-ordinates of bullet 1

Co-ordinates of bullet 2

Co-ordinates of rocket man

Vertical velocity of rocket man

Man's fuel

Fuel left in the station

Co-ordinates of the piece of rocket to be collected

Direction of bullet 1

Direction of bullet 2

```

10 *TV255
20 N$="Rocket Man"
30 SC%=0:LX=4
40 ON ERROR MODE7:PROCerror
50 MODE7
60 VDU 23;B202;0;0;0;
70 PROCintro
80 MODE1
90 VDU 23;B202;0;0;0;
100 VDU 5
110 PROCcharset
120 PROCsetup
130 BX=0
140 DAX=2
150 VDUS
160 FOR JIMX=3 TO 1 STEP -1
170 RESTORE 2270
180 FOR W=1 TO DAX:READ DAX:NEXT
190 READ UX,IX
200 MOVE UX,IX
210 DAX=DAX+2
220 GCOL 0,3
230 VDU JIMX+224
240 PROCmove
250 NEXT
260 FOR JIMX=9 TO 8 STEP -1
270 RESTORE 2270
280 FOR W=1 TO DAX:READ DAX:NEXT
290 READ UX,IX
300 MOVE UX,IX
310 DAX=DAX+2
320 GCOL 0,3
330 VDU 236
340 PROCmove
350 NEXT
360 PROCtakeoff
370 GOTO 120
380 END
390 :
400 :
410 DEF PROCcharset
420 RESTORE 490
430 FOR OX=225 TO 238
440 READ O,W,E,R,T,Y,U,I
450 VDU 23,OX,O,W,E,R,T,Y,U,I
460 NEXT
470 ENDFPROC
480 :
490 DATA 24,24,60,60,126,126,255,255
500 DATA 255,126,255,126,255,126,255,126
510 DATA 126,60,24,60,126,126,255,255
520 DATA 56,56,60,28,124,28,24,56
530 DATA 28,28,60,56,62,56,24,28
540 DATA 192,192,192,240,192,192,255,255
550 DATA 63,63,63,63,63,63,255,255
560 DATA 0,0,0,0,0,127,255,127
570 DATA 0,0,0,0,0,254,255,254
580 DATA 0,0,128,94,63,31,31,31
590 DATA 0,0,1,122,252,248,248,248
600 DATA 0,0,0,0,126,126,255,255
610 DATA 255,255,255,255,255,255,255,255
620 DATA 0,0,0,0,126,126,255,255
630 :
640 :
650 DEF PROCmove
660 DX=3000:FX=2000:MX=3000:NX=2000:Y1=0:CX=228
670 VDU 5
680 COLOUR 2
690 REPEAT
700 GCOL 0,0
710 MOVE XX,Y
720 VDU CX
730 IF (YX<521 AND YX>513) THEN GOTO 800
740 XZ=XX
750 XX=XX+INKEY(-98)*8-INKEY(-67)*8
760 IF XZ>1200 THEN XX=1200
770 IF XX<8 THEN XX=8
780 IF XZ>XX THEN CX=228:SOUND 3,-15,0,1
790 IF XZ<XX THEN CX=229:SOUND 3,-15,200,1
800 Y=Y+Y1
810 YX=Y
820 Y1=Y1-1
830 IF Y>1014 THEN Y1=0:Y=1010:GOTO 840
840 IF MF%<0 THEN B60
850 IF INKEY(-1) THEN Y1=Y1+2:MF%=MF%-2:VDU 4:PRINT TAB(0,0)MF%:VDU 5
860 POX=POINT(XX,Y)
870 PIX=POINT(XX,Y-32)
880 PFX=POINT(XX+32,Y-32)
890 IF PIX<0 THEN Y=Y+4:Y1=0
900 IF (PIX=3 OR PFX=3) AND Y>IX AND Y<IX+96 AND XX>UX-32 AND XX<UX+32 AND JIM
X<4 THEN BX=224+JIMX:GCOL 0,0:MOVE UX,IX:VDU 224+JIMX:GCOL 0,3:PIX=0:PFX=0:SOUND
2,-15,0,5:SOUND 2,-15,128,10:SCX=SCX+20:VDU4:PRINTTAB(15,0)SCX:VDUS
910 IF (PIX=3 OR PFX=3) AND Y>IX AND Y<IX+96 AND XX>UX-32 AND XX<UX+32 AND JIM
X<4 THEN BX=236:GCOL 0,0:MOVE UX,IX:VDU 236:GCOL 0,3:PIX=0:PFX=0:SOUND 2,-15,0,5
:SOUND 2,-15,128,5:SCX=SCX+30:VDU4:PRINTTAB(15,0)SCX:VDUS
920 IF (PIX=2 OR PFX=2) AND XX=240 THEN PROCrefuel
930 GCOL 0,3:MOVE XX,Y:VDU CX
940 IF XX=800 AND BX>200 AND Y>520 THEN PROCdrop:SCX=SCX+30:VDU4:PRINT TAB(15,
0)SCX:VDU 5:UNTIL -1:ENDPROC
950 IF (POX=3 OR POX=1 OR PIX=3 OR PIX=1 OR PFX=3 OR PFX=1) AND Y<600 THEN PRO
Cend
960 IF DX<0 OR DX>1200 OR FX>1024 THEN DX=(RND(3)-1)*560+64-RND(4):FX=496:ENVE
LOPE 1,2,32,-1,0,0,254,254,127,0,0,-1,126,126:SOUND 1,1,0,1 ELSE GOTO 1000
970 DX=26*SGN(XX-DX):F1X=ABS((Y-FX)/(XZ-DX))*26+RND(5)-3
980 IF F1X<3 THEN F1X=3
990 IF F1X>30 THEN F1X=30
1000 IF MX<0 OR MX>1200 OR NX>1024 THEN MX=(RND(3)-1)*560+64-RND(4):NX=496:ENVE
LOPE 1,2,32,-1,0,0,254,254,127,0,0,-1,126,126:SOUND 1,1,200,1 ELSE GOTO 1040
1010 M1X=26*SGN(XX-MX):N1X=ABS((Y-NX)/(XZ-MX))*26+RND(5)-3

```



Rocket Man

RUNS ON BBC B ELECTRON

```

1020 IF N1X<3 THEN N1X=3
1030 IF N1X>30 THEN N1X=30
1040 GCOL 0,P6X+128
1050 PLOT 71,MX,NX
1060 GCOL 0,P5X+128
1070 PLOT 71,DX,FX
1080 FX=FX+1
1090 NX=NX+1
1100 DX=DX+1
1110 MZ=MZ+1
1120 IF DX>4 AND DX<X+36 AND FX<Y+4 AND FX<Y-36 THEN PROCit:DX=2000
1130 IF MZ<X AND MZ<X+36 AND NX<Y-4 AND NX<Y-36 THEN PROCit:MX=2000
1140 P5X=POINT(DX,FX)
1150 P6X=POINT(MX,NX)
1160 PLOT 69,DX,FX
1170 PLOT 69,MX,NX
1180 UNTIL SFX<0 AND MFZ<0
1190 PROCfinish
1200 ENDPROC
1210 :
1220 :
1230 DEF PROCsetup
1240 VDU 19,0,4,0;0
1250 VDU 24,0;0;1276;400;
1260 GCOL 0,129;CLS
1270 VDU 26
1280 MOVE 0,480
1290 GCOL 0,3
1300 DRAW 1276,480
1310 XZ=1136;Y=816
1320 P5X=3;P6X=3
1330 RESTORE 1980
1340 FOR AX=1 TO 2
1350 READ MZ:GCOL 0,MX
1360 READWZ
1370 FOR OX=1 TO WZ
1380 READ YZ,EX,RX,TX
1390 MOVE YZ,EX:VDU RX,TX
1400 NEXT:NEXT
1410 GCOL 0,0
1420 FOR OX=1 TO 6
1430 READ EX,RX,TX
1440 VDU 4
1450 VDU 24,RX:(TX-EX*32)-28;(RX+64);TX-32;
1460 GCOL 0,128
1470 CLS
1480 GCOL 0,3
1490 MOVE RX,TX-32
1500 DRAW RX,TX-EX*32-28
1510 MOVE RX+64,TX-32
1520 DRAW RX+64,TX-EX*32-28
1530 MOVE RX,TX-EX*32-28
1540 DRAW RX+64,TX-EX*32-28
1550 IF TX>500 THEN 1580
1560 MOVE RX,TX-32
1570 DRAW RX+64,TX-32
1580 GCOL 0,0
1590 NEXT
1600 FOR OX=1 TO 5
1610 READ EX,RX,TX
1620 EX=EX+1
1630 VDU4
1640 VDU 24,RX:(TX-EX*32)-28;(RX+64);TX-32;
1650 GCOL 0,128;CLG:GCOL 0,3
1660 MOVE RX,TX-32
1670 DRAW RX+EX*32-32,TX-32
1680 MOVE RX,TX-92
1690 DRAW RX+EX*32,TX-92
1700 GCOL 0,0
1710 NEXT
1720 VDU 26
1730 GCOL 0,3
1740 MOVE 544,416
1750 DRAW 576,416
1760 DRAW 576,356
1770 GCOL 0,3
1780 GCOL 0,128
1790 VDU 26
1800 MFZ=500;SFX=2000
1810 VDU 5
1820 MOVE 832,480
1830 GCOL 0,3
1840 VDU 127,10,9,127,10,9,127
1850 GCOL 0,128
1860 VDU 4
1870 PRINT TAB(0,0)MFZ
1880 PRINT TAB(15,0)SCX
1890 PRINT TAB(30,0)SFZ
1900 VDU5
1910 MOVE 0,988
1920 GCOL 0,3
1930 FOR OX=0 TO LX-2
1940 VDU 228
1950 NEXT
1960 ENDPROC
1970 :
1980 DATA 2,6,160,800,232,233,1120,800,232,233,608,680,232,233
1990 DATA 64,512,235,32,616,512,234,32,1212,512,234,32
2000 DATA2,1,224,512,230,231
2010 :
2020 DATA 10,128,512,10,352,512,7,672,512,6,480,352,6,992,512,7,928,384
2030 :
2040 DATA 5,192,256,4,416,448,4,544,352,12,544,224,0,990,384
2050 :
2060 :
2070 DEF PROCend
2080 ENVELOPE 2,1,1,8,1,250,100,200,127,0,0,-1,126,126;SOUND 4,2,0,48
2090 FOR W=1 TO 5000:NEXT
2100 LX=LX+1
2110 IF LX<1 THEN PROCfinish
2120 GCOL 0,0
2130 MOVE XZ,Y
2140 VDU CX
2150 PLOT 71,DX,FX
2160 PLOT 71,MX,NX
2170 XZ=1136;Y=816
2180 MFZ=MFZ+30
2190 SFZ=SFZ+30
2200 VDU5
2210 GCOL 0,0
2220 MOVE (LX-1)*32,988
2230 VDU 228
2240 GCOL 0,3
2250 ENDPROC
2260 :
2270 DATA 0,0,176,812,352,196,736,164,528,388,620,694
2280 :
2290 :
2300 DEF PROCdrop
2310 ENVELOPE 1,1,-2,0,0,200,1,1,127,0,0,-1,126,126;SOUND 1,1,0,1
2320 FOR OX=Y-32 TO (416+(3-JMX)*32) STEP -4
2330 MOVE XZ,OX
2340 IF JMX<4 THEN GCOL 0,3 ELSE GCOL 0,2
2350 VDU BX
2360 FOR WX=1 TO 50:NEXT
2370 GCOL 0,0
2380 MOVE XZ,OX
2390 VDU BX
2400 IF JMX>4 AND OX<612 THEN OX=(416+(3-JMX)*32)
2410 NEXT
2420 IF JMX=9 THEN GCOL 0,2;MOVE XZ,416;VDU 239;GOTO 2470
2430 IF JMX=8 THEN GCOL 0,2;MOVE XZ,416;VDU 225;GOTO 2470
2440 GCOL 0,3
2450 MOVE XZ,OX:VDU BX
2460 BX=(4-JMX)
2470 GCOL 0,0
2480 BX=0

```

```

2490 MOVE XZ,Y:VDU CX
2500 PLOT 71,DX,FX
2510 PLOT 71,MX,NX
2520 ENVELOPE 2,10,64,-64,0,1,1,1,127,0,0,-7,126,126;SOUND 2,2,0,1
2530 ENDPROC
2540 :
2550 :
2560 DEF PROCcd
2570 PRINT TAB(5,23);CHR#132;CHR#136;"Press any key to continue"
2580 *FX15,0
2590 A=GET
2600 CLS
2610 ENDPROC
2620 :
2630 :
2640 DEF PROCtitle(W,L)
2650 FOR OX=L TO L+1
2660 PRINT TAB(18-LEN(W)/2,OX);CHR#129;CHR#141;W#
2670 NEXT
2680 ENDPROC
2690 :
2700 :
2710 DEF PROCintro
2720 ENVELOPE 1,15,1,-2,1,10,10,10,127,0,0,0,30;SOUND 1,1,100,1
2730 PROCtitle(CHR#136+"***"+CHR#137+N#+CHR#136+"***"+CHR#137,8)
2740 PRINT TAB(9,13);CHR#133;"Written by"
2750 PROCtitle("James Mcpherson",14)
2760 PRINT TAB(9,18);CHR#133;"Designed by"
2770 PROCtitle("Gareth Jones",19)
2780 PROCd
2790 PROCtitle(N#,0)
2800 PRINT TAB(0,4);CHR#130;" In this game you must collect 3 bits";
2810 PRINT CHR#130;"of a spaceship and then refuel it. To"
2820 PRINT CHR#130;"do this you have to use the jet pack on";
2830 PRINT CHR#130;"your back."
2840 PRINT "CHR#131;" To collect the bits all you have to"
2850 PRINT CHR#131;"do is land on them, and carry them"
2860 PRINT CHR#131;"directly over the landing bay (the"
2870 PRINT CHR#131;"yellow hole), the piece of rocket will"
2880 PRINT CHR#131;"automatically fall into it."
2890 PRINT "CHR#133;" Your pack uses fuel. To refuel it"
2900 PRINT CHR#133;"you must land in the fueling station,"
2910 PRINT CHR#133;"the yellow thing like this";CHR#147;"up";CHR#255;CHR#133;"
"
2920 PRINT CHR#133;"but the station has a limited supply."
2930 PROCd
2940 PROCtitle(N#,0)
2950 PRINT "CHR#130;"If you are hit by a bullet, half your"
2960 PRINT CHR#130;"fuel is lost, so do not not take too "
2970 PRINT CHR#130;"much fuel as you could loose it very"
2980 PRINT CHR#130;"quickly. If your pack runs out of fuel";
2990 PRINT CHR#130;"it will no longer work, and you must"
3000 PRINT CHR#130;"try to get back to the fuel station."
3010 PRINT "CHR#131;"The ground, and the sides of the tunnels";
3020 PRINT CHR#131;"are covered with electrified wire, which";
3030 PRINT CHR#131;"if you touch, will cost you a life."
3040 PROCd
3050 PROCtitle(N#,0)
3060 PRINT "CHR#130;" At the top of the screen you will be";
3070 PRINT CHR#130;"given 3 bits of information:"
3080 PRINT "CHR#131;" Left.... jet pack fuel"
3090 PRINT "CHR#133;" Middle... Your score"
3100 PRINT "CHR#134;" Right.... fuel left in station"
3110 PROCtitle(CHR#136+"G O O D L U C K",17)
3120 PROCd
3130 PROCtitle("Controls",2)
3140 PRINT "CHR#134;SPC(10);"Z..... Move left"
3150 PRINT "CHR#129;SPC(10);"X..... Move right"
3160 PRINT "CHR#131;SPC(4);"SHIFT)..... Thrust"
3170 PROCd
3180 ENDPROC
3190 :
3200 :
3210 DEF PROCrefuel
3220 GCOL 0,3
3230 MOVE 240,520
3240 VDU 228
3250 VDU4
3260 REPEAT
3270 MFZ=MFZ+4
3280 SFZ=SFZ-4

```

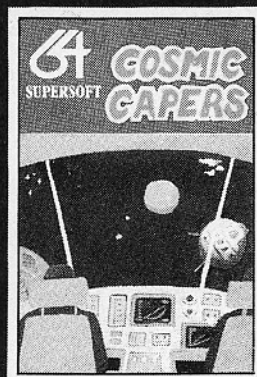
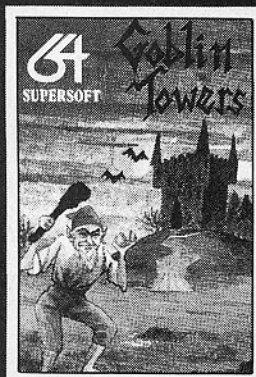
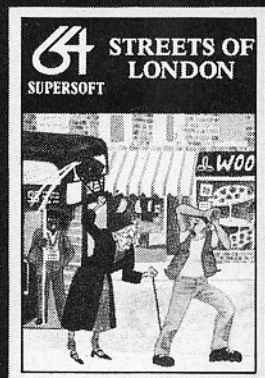
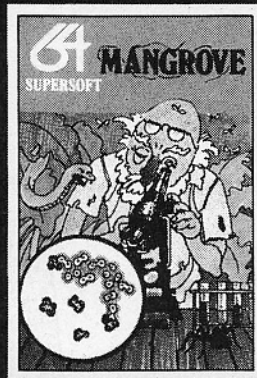
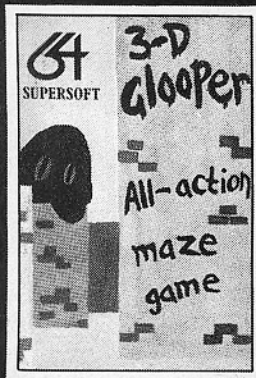
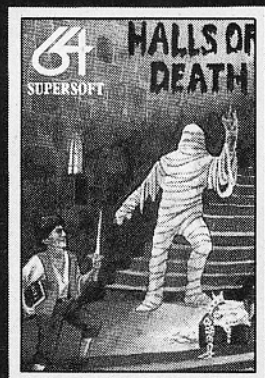
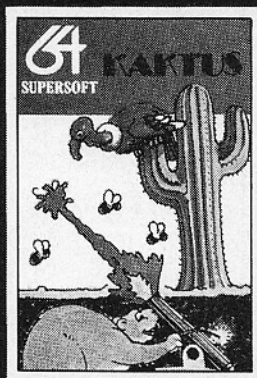
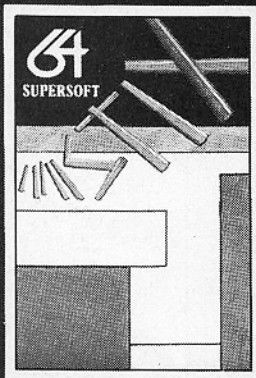
```

3290 PRINT TAB(0,0)MFZ
3300 PRINT TAB(30,0)SFZ
3310 SOUND 1,-15,MFZ/10,1
3320 UNTIL INKEY(-1) OR SFZ<0
3330 VDU 5;GCOL 0,0;MOVE 240,520
3340 VDU CX
3350 Y=Y+16
3360 Y1=2
3370 VDU 4;PRINT TAB(9,15);VDU 127,127,10,230,231,5
3380 ENDPROC
3390 :
3400 DEF PROCit
3410 ENVELOPE 2,1,1,8,1,25,10,100,127,0,0,-1,126,126
3420 SOUND 4,2,0,1
3430 MFZ=MFZ/2
3440 VDU4
3450 PRINT TAB(0,0)MFZ
3460 VDU 5
3470 ENDPROC
3480 :
3490 :
3500 DEF PROCerror
3510 IF ERR=17 THENEND
3520 PRINT TAB(0,10);:REPORT:PRINT ":" at line ";ERR
3530 END
3540 ENDPROC
3550 :
3560 :
3570 DEF PROCtakeoff
3580 ENVELOPE 1,3,1,1,1,200,20,35,127,0,0,-1,126,126
3590 SOUND 1,1,0,11
3600 FOR W=1 TO 1000:NEXT
3610 VDU 5
3620 GCOL 0,3
3630 FOR OX=460 TO 1276 STEP 8
3640 MOVE XZ,OX
3650 VDU 9,127,225,10,127,226,10,127,227,10,127
3660 NEXT
3670 SCX=SCX+SFZ+MFZ
3680 MFZ=500;SFZ=2000
3690 PRINT TAB(0,0)MFZ
3700 PRINT TAB(15,0)SCX
3710 PRINT TAB(30,0)SFZ
3720 ENDPROC
3730 :
3740 :
3750 DEF PROCfinish
3760 VDU 4
3770 FOR W=1 TO 5000:NEXT
3780 COLOUR 128
3790 CLS
3800 *FX15,0
3810 VDU 19,1,10,0;0,19,2,13,0;0
3820 OX="You scored "+STR$(SCX)+" points"
3830 PRINT TAB(10,10);
3840 FOR OX=1 TO LEN(OX)
3850 COLOUR (OX MOD 2)+1
3860 PRINT :MID$(OX,OX,1);
3870 NEXT
3880 OX=" and had "+STR$(MFZ+SFZ)+" units of fuel left"
3890 PRINT TAB(5,13);
3900 IF OX<26 THEN 3920 ELSE GOTO 3940
3910 *FX15,0
3920 A=GET
3930 CLS
3940 PRINT TAB(0,10);"DO YOU WANT ANOTHER GAME? <Y/N>";
3950 A=GET#
3960 IF A#="N" THEN END
3970 IF A#<>"Y" THEN VDU 7;GOTO 3950
3980 RUN
3990 ENDPROC

```


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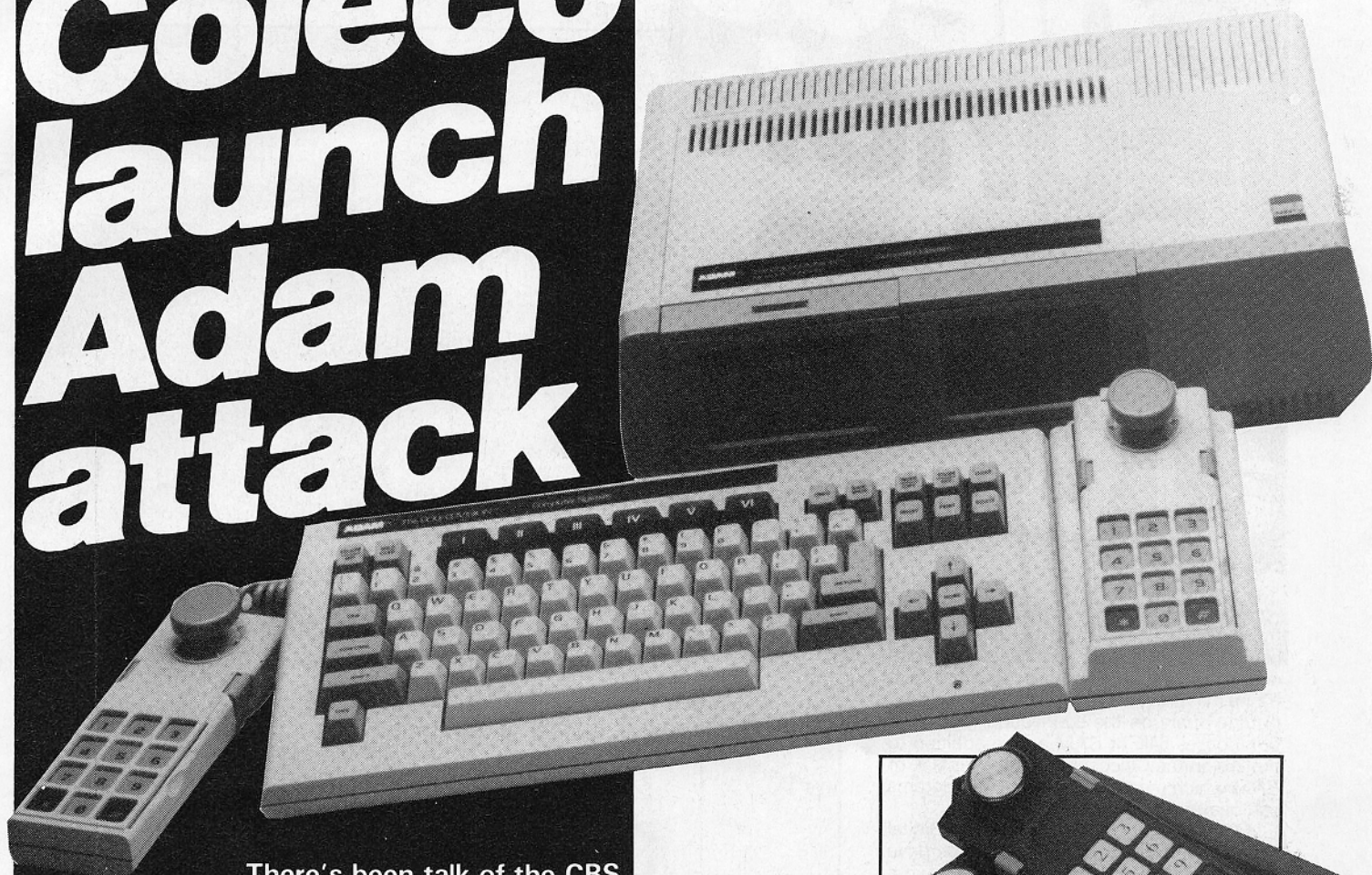
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Coleco launch Adam attack



There's been talk of the CBS

Adam Family Computer for many months.

It's finally reached us here in the UK and,

much to his surprise, Mike Roberts found he
was bowled over by this new games computer.

Next month you can WIN AN ADAM

Once upon a time there was an excellent video game made by CBS called the Colecovision. "Lets turn it into a computer" they thought, and they did.

There are two models of the Adam, one requires the Colecovision to be plugged into the back. The other is a stand-alone unit that retains full compatibility with the original, even to being able to play the Colecovision cartridges.

At first sight the Adam looks huge. The box measures up to a massive 4' by 2' by 1' and as heavy as lead (well, it felt like it at the time). Inside the box no space is wasted, which is a relief after lugging this great big object around. I recommend that anybody who buys one of these giants uses an estate car to take it away despite the 'easy carrying handle' on the side of the box.

When opened the box contains a keyboard, a printer, the 'memory console', three manuals with lots of instruction leaflets and reference cards, and three Digital Data Packs for the in-built Digital Data Drive.

I shall cover each of these components in turn as with other computers they would be bought separately instead of coming as a whole system like the Adam.

The keyboard is the most striking of all the parts of the Adam. It is made up of a 76 key

dedicated wordprocessing keyboard with six function keys, like a BBC or Commodore computer, cursor keys arranged in a cross shape with a 'home' key in the centre. In addition to this there are ten extra word processing keys.

The keyboard has an excellent 'feel' to it and with the added luxury of a sculptured sloping mounting this is the best keyboard that I have ever used, it is even better than business systems costing thousands of pounds.

The keyboard is detached on four feet of coiled cable, so all the heavy stuff can be on a table and the light keyboard can sit on your lap. The keyboard also contains its own micro processor leaving the main unit to run more mundane things like the 'Buck Rogers Planet of Zoom' game.

The printer is a bi-directional daisy-wheel type. This means that the printed output is similar to the more expensive typewriter style of printer. There are some disadvantages with this system. It is very slow, about ten or twelve characters per second, although it does try to go a bit faster being bi-directional, i.e. it prints in both directions.

The power supply is housed inside the printer casing. A printer is basically an empty box although a lot of space is needed for the



paper carriage. The power goes into the printer, then via a single lead to the computer along with the data lines for the printer, and finally to the keyboard. The Colecovision console, plugged in the back, takes its power from the main computer. But the real big drawback with this printer is the noise. It is the noisiest printer I have ever heard, and I've used a few in my time, but it would be very difficult to use in any office environment unless it was silenced.

I am puzzled as to why the decision was made to use a daisywheel printer. I would have thought that a dot matrix printer would be better, because this would enable you to do screen dumps of the excellent graphics that this machine is capable of producing.

Coleco launch Adam attack

The actual processor box itself is connected to the Colecovision by a sturdy edge connector and the two pieces clip into a frame that prevents them both wobbling and putting strain on the connection. The main box houses 64K of RAM and in addition to the 16K in the Colecovision, it makes 80K of RAM which means that pretty big programs can be run on the Adam.

On the front of the main unit is the 'Digital Data Drive'. This is a high speed tape drive that can store up to 500K on one tape in a similar manner to the infamous Sinclair Microdrives but storing over six times the amount of programs on one tape. Loading and saving is very fast, it only takes a couple of seconds, and using it is very much like using a disc drive. No more problems with tape recording levels and incompatibility.

There is space to take another tape drive next to the existing one. The lid of the box is removable and reveals an empty space with three expansion slots. I don't yet know what they are for, but it shows there is room for future expansion including the promised omnipresent disc drives. There are two other connections on the outside of the box. One is an extension of the Colecovision expansion connector and allows you to use the Atari adaptor and other extensions to the Colecovision. The other connector is identical to the keyboard connector and is mysteriously labelled 'Adam NET' only time will tell exactly what this means, but could it be something to do with a network?

There is some software included in the package on two tapes, in addition to a blank tape and a word processor built into the machine. This word processor is very good and very, very easy to use with almost every process carried out via a menu system using the function keys.

When you turn the machine on it will become a word processor unless there is a tape in the tape drive. If there is a tape in the drive and it is a machine code 'auto start' tape then that program will load and run instead, which is what happens with the supplied software.

One of the tapes supplied is the BASIC Interpreter. As the computer contains no BASIC, this needs to be loaded in from tape before you start programming it. It takes

about 30 seconds to load and when it starts you are told that it is Applesoft BASIC. This is the version of the Apple Computer's basic language which was developed for the machine's launching in 1978. It supports the graphics ability well with four graphics modes, being 256 by 192 or 159 hi-res in 16 colours, 40 by 40 or 32 lo-res in 16 colours, or 40 by 25 text with pre-programmed graphics, lower case, reverse field, and flashing characters. There is no facility for using the sprites and sound that the machine can produce but these are used to the full in the machine code games that are available as well as the game included with the package.

One interesting feature is the ability to use 'shape tables'. These are user defined shapes that can be put anywhere on the hi-res screen. They can be of any size and the BASIC supports scaling and rotation of the images to produce very good, moving graphic shapes. This makes game designing very easy. Error handling is very good with this BASIC. If you make a mistake it tells you what the mistake is, prints up the line that the error occurred in with an arrow under the offending part of the line, and then tells you what it thinks should be there! Ideal for the beginner.

The manuals supplied are excellent, especially the BASIC one. A first time user will have no problem with this machine, and the back of the manual is covered with 'warning-experienced users only' phrases. So the old hand will not be left out.

Also supplied with the system is a games tape called 'Buck Rogers Planet of Zoom'. This has got to be the best computer game that I have ever seen. It has many levels and is

almost identical to the arcade game, so much so that after playing it on the Adam for a week then going back to my arcade I achieved double the score I usually get — practise makes perfect!

The game is stored on tape and the tape is continually stopping and starting to load in new levels or screens, but there is no break in the action as this computer can load a game and play it at the same time. Remember these tapes can store 500K, more than 10 times the useable capacity of most micros, so that means some really big games can be put on it.

Overall this computer tries to be all things to all men, and succeeds. There is a word-processor for business and home, a printer that is useful to everybody, bags of memory and a great BASIC for the programmer, and the best computer games ability of any other computer on the market. The system should cost about £500-£600, with the Colecovision as an extra, but the stand alone unit that will be compatible with the video game and the Adam should be out shortly at about £100 more. That kind of price seems to be expensive but it isn't considering the cost of each component in the system and is comparable to the cost of a BBC or a mythical QL, yet I consider the Adam is much better than both of these machines put together. I don't often say this about a new computer — but I want one! Any offers?



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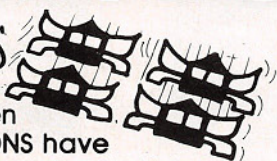
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SOFTWARE

ASTRAL ZONE

Runs on: Commodore 64
Made by: Channel 8 Software
Price: £9.95

When this program is run, the first feature to impress is not the 3-D graphics, nor the superb sound effects promised by the insert description, but rather the fact that the joystick controls are inverted. Having solved this problem by the simple means of turning the joystick upside down I was able to face the fighter craft of the Vengorian Empire.

They rush towards your Terramobile from behind a distant range of mountains growing in size as they approach. This presumably justifies the description 3-D. You defend yourself with neutronium cannon but the enemy proves very hard to hit while five of their energy bolts will produce 100% damage to your shield with deadly consequences.

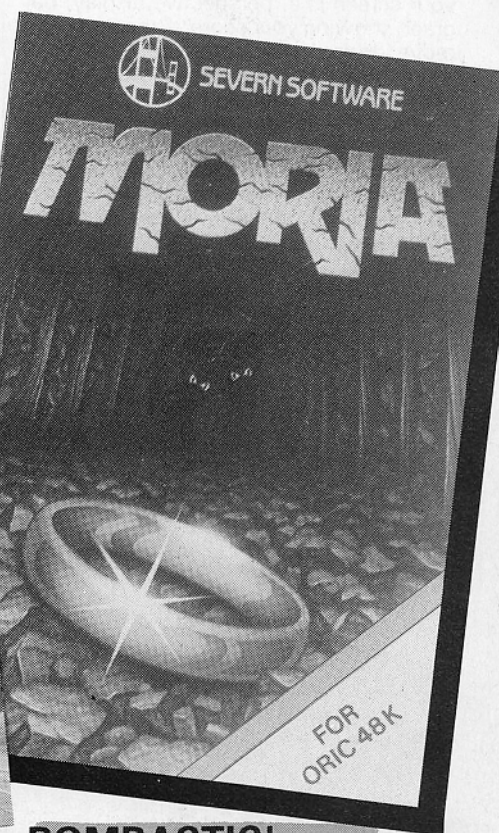
The graphics are average, not even multicolour sprites, and the sound fails to use the 64's full potential but the game is certainly fast and furious with good use of screen scrolling. A nice try but falling just a bit short of my standards.

re-defined lettering. The object of the game is to find Durin's ring and then find the exit from the mines of Moria.

En route you will encounter many monsters including Orcs, Balrogs and the dreaded Trolls. When faced with such obstacles there are two options, attack or retreat. Various other features reveal themselves as the game progresses but after playing Moria a couple of times the game becomes very tedious and is unlikely to hold interest for long.

The display is just a simple grid of 6 x 6 squares and the use of sound is minimal. Loading was satisfactory and the instructions were clear and easy to use.

The game is described by Severn Software as an adventure, but do not expect an adventure in the usual sense of the word.



BOMBASTIC!

Runs on: Atari
Made by: English Software Company
Price: £9.95

It's you against a friend or the computer in Bombastic! There are several anti-matter bombs floating and rebounding

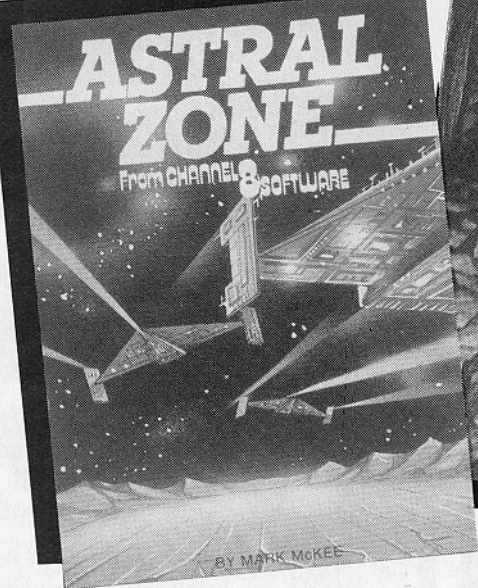
around the screen, between you and your opponent, who are small, uninteresting squares at the edges of the screen.

These bombs, when struck by you or your opponent's missiles, will change colour and speed up each time they are hit, until after a few shots have been sustained, when they will start to flash. When they do this, they are lethal, blowing holes in each player's force-fields.

If a hole gets large enough, a flashing bomb will be able to glide through, hitting your back wall, causing the screen to tremour and end the game. The survivor of the duel will receive any remaining bonus from a counter, which starts at the beginning, and decreases by 100 points every ten seconds that the game is in action. (You can freeze the game using the space bar). If neither of you die before the counter reaches zero you both lose.

During the game points are scored when the bombs are hit, or blow up in an impressive explosion, or when a flashing bomb makes a gap in your opponent's protective barrier. If your score is amongst the highest achieved in the session you can type in your name, of up to 8 characters, and enter the Hall of Fame.

There are 10 levels of play, which



MORIA

Runs on: Oric 1
Made by: Severn Software
Price: £6.95

This game loads to present the player with an impressive list of instructions in

REVIEWS



SOFTWARE

vary the speed of the anti-matter bombs and the size and shape of shields in the centre of the screen. These shields partially cover the movement of the bombs.

Bombastic! has limited appeal, mainly because the game goes on too long. The slow action of the firing certainly makes the trusty shooting-thumb sore! I was left with the impression that something was missing from the game. Overall a rather average game.

KNOT IN 3D

Runs on: ZX Spectrum
Made by: New Generation Software
Price: £5.95

You proceed through three-dimensional space leaving a solid green or yellow trail behind you, and blue and red trails are placed independently of your course, either or both of which will probably eventually "Knot you" in 3-D. The graphics are very well done — as you proceed towards 3-D structures the colour and shapes are reminiscent of the last half hour 2001 — a Space Odyssey. The control keys are responsive though there is a time lag before you see the effect — which is interesting in this game rather than annoying as it would normally be. At the bottom of your screen is a, perspective display, bar graph showing your score — the more you move forward, the more score; the density — i.e. how much free space is left for you to move around (if you can find it!) the Faults, which is how many times you have collided with a trail, and the Phase number — i.e. how many trails are being produced. It is certainly a game with a difference and one which you either will love or hate. I don't hate it.

screen moved, followed by the question 'Do you want interlace (Y/N)?' I do not know what this means and could not detect any difference after I had tried both possibilities.

When the machine code has loaded the instructions are displayed with the plot. You, a little person, must rush around a grid avoiding skulls, and boots which travel in pairs. Any contact with either of these brings about the loss of one of three lives. You walk on squares which then disappear, leaving a gap which cannot be crossed. It is possible to find yourself trapped with no squares on any side, if so, you can scroll the row you are on, left or right as you wish. Fortunately your task in life is not just to go for a stroll. You have to defuse bombs which count down to zero. Once zero is reached they home in on you and a life is lost. Defusing bombs is achieved by walking over them! After a certain number of bombs have been defused you move on to the next even harder screen. The man is easy to control using the keyboard and there is a joystick option.

DURELL SOFTWARE

Scuba Dive

Pure machine code

SPECTRUM 48K

SCUBA DIVE

Runs on: ZX Spectrum
Made by: Durell Software
Price: £5.95

You take the part of the Scuba Diver trying to reach pearls and other treasures in undersea caverns.

There are four function keys which you can define yourself — accelerate, decelerate/stop, rotate left and right. The keys respond extremely well, and are easy to use. The waters between your diving boat and the treasure are full of sharks, rays and other fish, and to be touched by any means instant death. In addition you must pass a giant octopus to gain entrance to the caverns, and your oxygen supply is limited.

The graphics are absolutely stunning the game is quite brilliant and one I could happily spend days on, I suggest you go out and buy it immediately.

**New
Generation
Software**

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FOR 48 K SPECTRUM

CRUNCHER

Runs on: BBC Model B
Price: £7.95

Before the main game loads you are asked to input the number of lines you want the

Games

CRUNCHER

FOR
THE BBC B

The graphics are colourful, fast, and do not flicker. The sound is adequate, but not brilliant. All in all, Cruncher is a fun addition to any software collection.

SPECTRUM SAFARI

Runs on: ZX Spectrum
Made by: CDS Micro Systems
Price: £5.95

This is really nine games within one; they are: Catch the Koala, a high-low type guessing game; Maze of Crocodiles — the

walls of the maze grid are crocodiles so you are advised not to bump into them; Leaping Lemmings — you are below a mass of leaping Lemmings and must avoid being hit by them (I don't quite get the importance of avoiding hurtling Lemmings, what can they do? Squeak you to death?); Snake Shoot, kill a number of snakes in a limited time; The Kicking Sheep, get the sheep to kick to a specified number; The Proud Lion — the Lion's name is briefly flashed on the screen and you have to remember it; Mathematical Marmosets, thousands of Marmosets (well, it seems like thousands, my mental arithmetic was never too hot) are displayed in the form of a mixed sum which you have a limited amount of time to solve; The Gambling Gorilla, he rolls three dice and you have to guess whether you will roll more or less; and finally Memory-Testing Elephant, a sort of Simon memory game.

As your three Safari travellers roam around they encounter the various games listed above, and failure in any of them means a traveller dies. It is a fairly interesting pot-pourri which will probably appeal to younger computer fans.

Your only hope is to shoot them with your hand laser or to drop a mine in the maze and hope that you can detonate it when an android is on top of it. You also have to keep your energy level up by eating the dots and other objects that appear in the maze. If this level gets too low, then you can't drop any more mines or fire your laser and you also start slowing down. If you take too long in destroying all the androids on a screen or manage to destroy all the androids and still have things to eat them the 'SMILEY' master android appears and he can move through walls to get you.

waiting. Once loaded, a title screen appears. This is the same as in Air Strike, having flashing, three-dimensional letters, but now there is an accompanying tune, which plays after each game.

To select, you have to press 'Start' to obtain the playing screen, which shows the current skill level (up to 5) and number of players 1 or 2) on a dashboard. These are chosen using the 'Select' and 'Option' keys.

The aim of the game is to get through various landscapes, shooting enemy missiles and other obstacles such as meteors, to gain points. At the beginning of the game you have five lives (Air Strike 1 has only three) a full tank of fuel and a large stock of missiles and bombs (controlled by upward movement of the joystick plus 'fire', or space bar). Your fuel and ammo supplies have to be replenished every now and then by shooting small lorries and red trucks, which double up as micro-missile launchers.

The landscapes consist of mountains; munching caverns (the walls move), radar stations and enemy office blocks, which all have well-concealed missiles to protect. Some sections have airlocks which you have to shoot through. In others there are alternative ways of progressing.

Overall, Air Strike 2 is better than its predecessor. With additional obstacles and interesting scenery the game is more exciting. Joystick bomb-control is definitely easier to use than the space bar, especially in such a hectic game. The graphics are superb and, as usual on English Software games, the picture is sharp and clear.



On the lower levels the androids are fairly easy to destroy, but on slightly higher levels they get infuriatingly difficult, splitting into smaller androids just as you thought you had destroyed them.

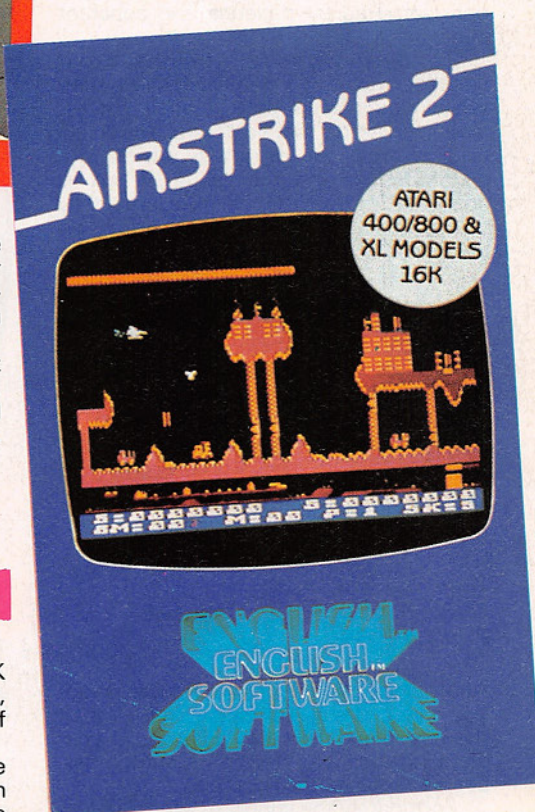
Although the keys seem difficult at first, they soon become easier to use. Overall this is one of the best original games I have seen for the BBC computer.

AIR STRIKE 2

Runs on: All Atari Models
Made by: English Software Co.
Price: £9.95

Air Strike 2 comes in both a 16K and a 32K version, the latter having a radar-scanner, similar to Defender, and extra sections of play.

When the game is loading a gauge shows how long to go — much better than a plain blue screen to look at while you are



ANDROID ATTACK

Runs on: BBC 32K
Made by: Computer Concepts
Price: £8.95

You are controlling a space traveller who is being chased around a maze by a variety of different androids.

REVIEWS

SOFTWARE

DOOMSDAY CASTLE

Runs on: ZX Spectrum
Made by: Fantasy Software
Price: £6.50

Hidden throughout the labyrinth of passages and rooms within Doomsday Castle are six stones which contain the power to influence the mind. If all six stones come within close proximity of one another, their combined power causes a chain reaction and in seconds total annihilation.

You are the world's greatest super hero, known as ZIGGY and your task is to collect the six stones from around the castle. This will give you points. The other way to gain points is by collecting crystals which you will also find around the castle in the rooms and passageways.

All sounds fabulously easy, but, the infinitely evil Scarthax who built the castle has many creatures in its power guarding the doorways and rooms. On your travels you will meet Urks, Garthrogs, Googly Birds, Neucloids, and Orphacs. On top of this, the castle houses an incredible total of twenty-five halls, connected by forty-nine passages. To win you will have to have a knowledge of the castle layout, which is only achieved by patience and constant play.

To defend yourself from all your enemies you have a defensive shield with which you can protect yourself against almost anything thrown at you. The shield is powered by crystals which are distributed around the castle. When all energy is lost from the shield you are totally vulnerable and will very soon be destroyed.

Fantasy Software have obviously made full use of the excellent graphics available with the Spectrum and have allowed three different keyboard options as well as four joystick options, namely: Fuller, Kempston, Cursor or Maped, and Sinclair.

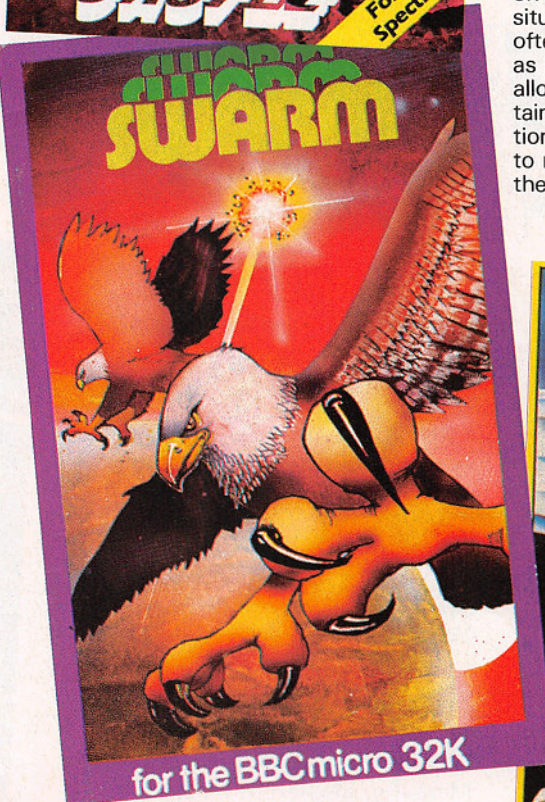
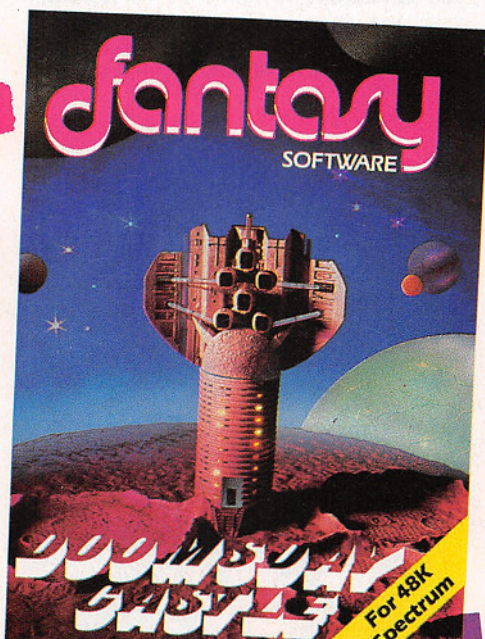
A fascinating and enthralling game. All Spectrum owners should have it.

SWARM

Runs on: BBC 32K
Made by: Computer Concepts
Price: £8.95

Another shoot the aliens before they shoot you game. The aliens appear on the top of the screen and then they go round in a circle. Once one has been shot another appears to replace the dead one.

Fortunately the supply of alien is not inexhaustible, unfortunately when there is



only one or two left in the circle they speed up a lot. As well as these aliens there is also a flying egg to be shot, which if it isn't turns into a bird which will crash on the bottom of the screen in a radioactive mess. This will also destroy you should you move into it. If you die, the screen shudders in a very effective way. An interesting variation on the "GALAXIANS" theme.

STONKERS

Runs on: ZX Spectrum
Made by: Imagine
Price: £3.95

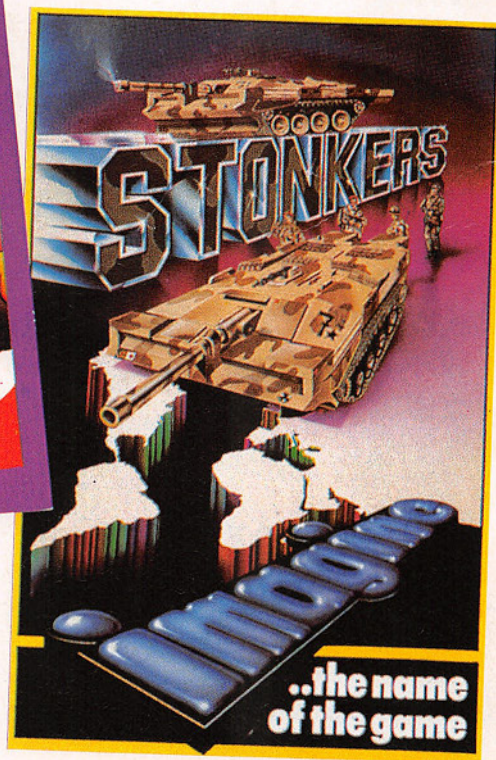
Stonkers is a war game which requires quick thinking and much strategic play.

You are the commanding general of an army. Your aim is to overcome the enemy bastion by positioning your forces in order that you can defeat the opposition.

Throughout the battle you must keep your combat units constantly supplied with food and ammunition, without these, your divisions will be lost.

I found the game rather boring and tedious. It was also very slow moving and it took quite a while to move each division a short distance.

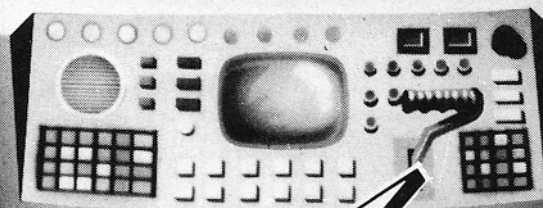
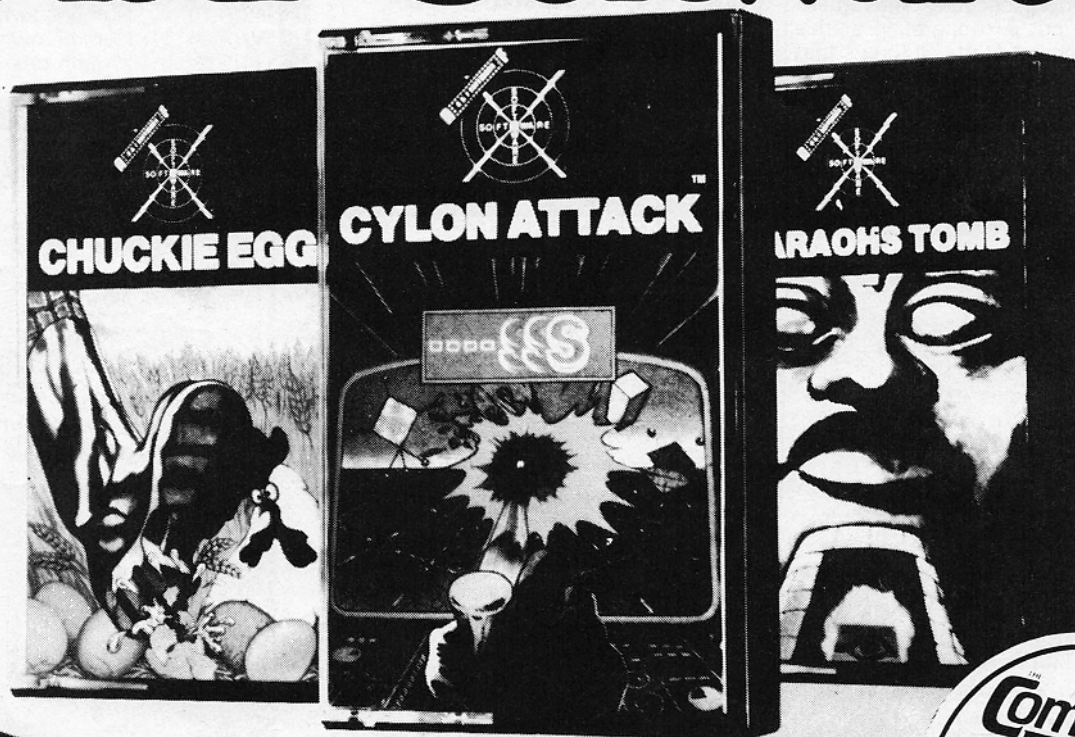
Throughout the game, a distracting ticker tape message continually flashes up on the screen, informing you of the present situation. I found it frustrating and I was often not permitted to move my units as far as I would have liked, and they were not allowed to be re-situated farther than a certain distance away from their original position. This handicap meant that I often had to move the units more than once to get them to the desired location.



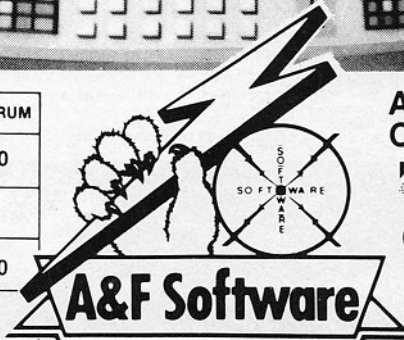
REVIEWS



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From Rome to RAM — Arg wars

The land of Arg is ruled by the great wizard Mudlin, aided by two other lesser wizards. Each wizard controls one castle — Mudlin's castle is in the centre of the realm while the two other wizards have castles at the eastern and western edges of the realm. The situation would be peaceful and stable except for one problem: Mudlin has died without leaving a will, and the remaining wizards are now intent on seizing control of the country. To do this they must control Mudlin's castle as well as maintain control of their own castles.

Also in the land of Arg are four human towns, formerly governed by Mudlin. Now they are awaiting the outcome of the Wizard war before deciding who to support. However, they are open to persuasion and may be conquered. Also, there are various tribes of creatures who used to be under Mudlin's control but now wander at random around the countryside.

Each turn will consist of the following actions: First each human town will receive two extra soldiers, and each magician will receive 100 extra magical power points, the creation and destruction points are cast, and finally comes movement. All forces can be moved up to the limit of their movement allowance; any movement spells are also put into operation at this point. When combat starts all forces that are in the same area fight each other. Next is the persuasion phase, where the persuasion spells are used. Finally there is the check for a winner and, if there is none, play on to the next turn. The attack and defence spells that were mentioned last month are not included as they were much too powerful.

Notes on Arg Wars.

Costs: To create any creature + 2 magical points.
To destroy 1 fort strength point (initially 10 for all fortifications) = 100 magical power points.
To move any creature any distance = 1 magical power point.
To persuade town by 1 (initially 0, when it reaches 4 the town joins you) = 50 magical power points.
To Win: Occupy your own castle and the enemy castle. If the computer does this before you then it has won.

Movement: Trolls = 1 are per turn.
Goblins = 2 areas per turn.
Imps, Magicians = 3 areas per turn.

When typing in the program italic print means inverse field.

RUNdown

Line	Action
5-590	Set up the game
1000-1060	Computer creation phase.
2000-2170	Neutral movement phase.
2200-2470	Computer movement phase.

2500-3020	Plater movement phase.
3030-3800	Battle phase.
4000-4020	Computer persuasion phase.
4030-4100	Player persuasion phase.
5000-5040	Winner check.
9000-9730	Subroutines.
9999	End
Subroutines	
9000	Map.
9100	Composite place values breakdown.
9200	Clear half screen.
9300	Put forces on screen.
9400	Area printout.
9600	Computer movement destination subroutine.

Variables Used

ST(9,9)	Stored rules for movement.
SG(9,9)	Stored rules for movement.
SI(9,9)	Stored rules for movement.
PT(9,9)	Player's Trolls.
PG(9,9)	Player's Goblins.
PI(9,9)	Player's Imps.
NT(9,9)	Neutral Trolls.
NG(9,9)	Neutral Goblins.
NI(9,9)	Neutral Imps.
CT(9,9)	Computer's Trolls.
CG(9,9)	Computer's Goblins.
CI(9,9)	Computer's Imps.
H1(9,9)	Human town one troops.
H2(9,9)	Human town two troops.
H3(9,9)	Human town three troops.
H4(9,9)	Human town four troops.
MAP\$(81)	Map String.

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1000 CHAG=CHAG+100:PMAG=PMAG+100:H1(7,2)=H1(7,2)+2:H2(3,4)=
H2(3,4)+2:H3(7,6)=H3(7,6)+2:H4(3,8)=H4(3,8)+2
1001 GOSUB 9000:GOSUB 9200:PRINT "COMPUTER CREATION PHA
SE":X=INT(CP/10):Y=CP-X*10
1002 FOR L=1 TO 7:M=FL(L):GOSUB 9100
1003 IF LOY<>1 AND X1=X AND Y1=Y AND FS>1 THEN CHAG=CHA
G-100:FL(L)=FL(L)-1000
1004 NEXT L
1010 A=10:IF CHAG<20 THEN A=INT(CHAG/2)
1020 CHAG=CHAG-A*2:CT(X,Y)=CT(X,Y)+A

```

```

1030 A=10:IF CHAG<20 THEN A=INT(CHAG/2)
1040 CHAG=CHAG-A*2:CG(X,Y)=CG(X,Y)+A
1050 A=10:IF CHAG<20 THEN A=INT(CHAG/2)
1060 CHAG=CHAG-A*2:CI(X,Y)=CI(X,Y)+A
1070 GOSUB 9300
1080 GOSUB 9200:X=INT(PP/10):Y=PP-X*10:PRINT "PLAYER CR
EATION PHASE LOCATION: X,Y"
1100 PRINT "OPTIONS: ",0. END THE PHASE:PRINT ", 1. REP
RINT THE MAP"
1110 PRINT ", 2. PRINT AREA DETAILS"
1120 A=0:FOR L=1 TO 7:M=FL(L):GOSUB 9100
1130 IF LOY<>2 AND X1=X AND Y1=Y AND FS>1 AND CHAG>99 T
HEN A=6:L=PRINT ", 3. REDUCE FORT STRENGTH"
1140 NEXT L
1150 A7=0:IF CHAG<2 THEN 1170
1160 A7=1:PRINT ", 4. CREATE TROLLS:PRINT ", 5. CREATE G
OBLINS:PRINT ", 6. CREATE IMPS"
1170 TRAP 1170:PRINT "INPUT YOUR OPTION:":INPUT IX:IF I
X<0 OR IX>6 THEN 1080
1180 IF IX=3 AND A6<1 THEN 1080
1190 IF IX=3 AND A7<1 THEN 1080
1200 IF IX=0 THEN 2000
1210 IF IX=1 THEN GOSUB 9000:GOSUB 9300:GOTO 1080
1220 IF IX<2 THEN 1260
1230 TRAP 1230:PRINT "WHICH X COORD (1 TO 9)":INPUT X2
:IF X2<1 OR X2>9 THEN 1230
1240 TRAP 1240:PRINT "WHICH Y COORD (1 TO 9)":INPUT Y2
:IF Y2<1 OR Y2>9 THEN 1240
1250 GOSUB 9400:GOTO 1080
1260 IF IX=3 THEN FL(A6)=FL(A6)-1000:GOTO 1080
1270 IF IX<4 THEN 1300
1280 TRAP 1280:PRINT "HOW MANY TROLLS - MAX ";INT(PMAG/
2):INPUT MM:IF MM<0 OR MM>INT(PMAG/2) THEN 1280
1290 PT(X,Y)=PT(X,Y)+MM:PMAG=PMAG-MM*2:GOTO 1080
1300 IF IX<5 THEN 1330
1310 TRAP 1310:PRINT "HOW MANY GOBLINS - MAX ";INT(PMAG/
2):INPUT MM:IF MM<0 OR MM>INT(PMAG/2) THEN 1310
1320 PG(X,Y)=PG(X,Y)+MM:PMAG=PMAG-MM*2:GOTO 1080
1330 IF IX<6 THEN 1080
```


WAR GAMES

YN\$(10) General entry string.
FL(7) Fortification locations:
(Armour * 100 + X co-ordinate * 10 + Y co-ordinate).
ML(5) Mountain Locations (X co-ord * 10 + Y co-prd).
WL(9) Woodland locations (X co-ord * 10 + Y co-ord).
L,L8,L9 Loop counters.
A, MM General work variables.
CMAG Computer magician.
PMAG Player magician.

PP Player magician's location (X co-ord * 10 + Y co-ord).
CP Computer magician's location (X co-ord * 10 + Y co-ord).
M Co-ordinates input to co-ordinates routine 9100.
X1 X location from co-ordinate handler routine.
Y1 Y location from co-ordinate handler routine.
X General X location work variable.
Y General Y location work variable.
MA Used in map print subroutine 9000.
LOY Loyalty from co-ordinate handler subroutine.
FS Fort strength from co-ord handler routine.
X2 Co-ords passed to display subroutine.
Y2 Co-ords passed to display subroutine.

A6, A7 Scratch pad variables.
A8, A9
OWN-\$(24) Owner name string ("computerplayerneutral").
STORE Work variable.
CTOT Total computer combat value in an area.
PTOT Total player combat value in an area.
MTOT Total neutral combat value in an area.
PERS(4) Persuasion counters for loyalty.
S1(9,9) Stored values for movement.
S2(9,9) Stored values for movement.
S3(9,9) Stored values for movement.
S4(9,9) Stored values for movement.

Conversion Clues.

The program is written in Atari BASIC and will run on any 32K Atari computer. Converting this program for other computers is not as hard as it may, at first, seem. The program was written for full transportability and uses no machine specific functions like sound or colour. The following points may need clearing up. The POKE in line 5 just gives the Atari a 40 column screen. TRAP is the same as ON ERROR GOTO.

The GRAPHICS commands set different text modes and can be omitted.

```
2245 CT(X,Y)=CT(X,Y)-STORE:IF STORE=0 THEN 2260
2250 X3=X:Y3=Y:GOSUB 9600:ST(X3,Y3)=ST(X3,Y3)+STORE:STO
RE=0
2260 STORE=CG(X,Y):M=FL(5):GOSUB 9100:IF X=X1 AND Y=Y1
THEN STORE=STORE-50:IF STORE<0 THEN STORE=0
2270 CG(X,Y)=CG(X,Y)-STORE:IF STORE=0 THEN 2300
2280 X3=X:Y3=Y:GOSUB 9600:IF PT(X3,Y3)+PG(X3,Y3)+PI(X3,
Y3)+MT(X3,Y3)+MG(X3,Y3)+MI(X3,Y3)<1 THEN GOSUB 9600
2290 SG(X3,Y3)=SG(X3,Y3)+STORE:STORE=0
2300 STORE=CI(X,Y):M=FL(5):GOSUB 9100:IF X=X1 AND Y=Y1
THEN STORE=STORE-50:IF STORE<0 THEN STORE=0
2310 CI(X,Y)=CI(X,Y)-STORE:IF STORE=0 THEN 2350
2320 X3=X:Y3=Y:GOSUB 9600:IF PT(X3,Y3)+PG(X3,Y3)+PI(X3,
Y3)+MT(X3,Y3)+MG(X3,Y3)+MI(X3,Y3)<1 THEN GOSUB 9600
2330 IF PT(X3,Y3)+PG(X3,Y3)+PI(X3,Y3)+MT(X3,Y3)+MG(X3,Y
3)+MI(X3,Y3)<1 THEN GOSUB 9600
2340 SI(X3,Y3)=SI(X3,Y3)+STORE:STORE=0
2400 NEXT Y:NEXT X
2410 FOR X=1 TO 9:FOR Y=1 TO 9:CT(X,Y)=CT(X,Y)+ST(X,Y):
CG(X,Y)=CG(X,Y)+SG(X,Y):CI(X,Y)=CI(X,Y)+SI(X,Y)
2420 ST(X,Y)=0:SG(X,Y)=0:SI(X,Y)=0:NEXT Y:NEXT X
2430 IF CMAG<1 THEN 2500
2440 X=INT(CP/10):Y=CP-X*10:M=FL(7):GOSUB 9100:X2=X1:Y2
=Y1:M=FL(5):GOSUB 9100
2450 A9=CT(X2,Y2)+CG(X2,Y2)+CI(X2,Y2):A8=CT(X1,Y1)+CG(X
1,Y1)+CI(X1,Y1)
2460 IF A9>A8 AND X2<X AND Y2<Y THEN CMAG=CMAG-1:CP=X
2410+Y2
2470 IF A8>A9 AND X1<X AND Y1<Y THEN CMAG=CMAG-1:CP=X
1+10+Y1
2500 GOSUB 9000:GOSUB 9300:XP=0
2510 GOSUB 9200:PRINT "PLAYER MOVEMENT PHASE"
```

```
2520 PRINT "OPTIONS:","0. END THE PHASE":PRINT "1. REP
RINT THE MAP"
2530 PRINT "2. PRINT AREA DETAILS"
2540 PRINT "3. NORMAL MOVEMENT":PRINT "4. MAGICAL MOV
EMENT"
2550 TRAP 2550:PRINT "INPUT YOUR OPTION":INPUT IX:IF I
X<0 OR IX>4 THEN 2510
2560 IF IX=0 THEN 3000
2570 IF IX=1 THEN GOSUB 9000:GOSUB 9300:GOTO 2510
2580 IF IX<>2 THEN 2620
2590 TRAP 2590:PRINT "WHICH X COORD (1 TO 9)":INPUT X2
:IF X2<1 OR X2>9 THEN 2590
2600 TRAP 2600:PRINT "WHICH Y COORD (1 TO 9)":INPUT Y2
:IF Y2<1 OR Y2>9 THEN 2600
2610 GOSUB 9400:GOTO 2510
2620 IF IX<>3 THEN 2680
2630 GOSUB 9200:PRINT "NORMAL PLAYER MOVEMENT"
2640 TRAP 2640:PRINT "AREA TO BE MOVED FROM:"
:IF X2<1 OR X2>9 THEN 2640
2650 TRAP 2650:PRINT "WHICH Y COORD (1 TO 9)":INPUT Y2
:IF Y2<1 OR Y2>9 THEN 2650
2655 PRINT "AREA TO BE MOVED TO:"
:IF X3<1 OR X3>9 THEN 2660
2660 TRAP 2660:PRINT "WHICH X COORD (1 TO 9)":INPUT X3
:IF X3<1 OR X3>9 THEN 2660
2670 TRAP 2670:PRINT "WHICH Y COORD (1 TO 9)":INPUT Y3
:IF Y3<1 OR Y3>9 THEN 2670
2673 A=0:FOR L=1 TO 5:M=HL(L):GOSUB 9100:IF X1=X3 AND Y
1=Y3 THEN A=1
2674 NEXT L:IF A=1 THEN 2510
2680 GOSUB 9200:PRINT "MOVEMENT FROM:";X2;";";Y2;"; TO:"
;X3;";";Y3
2690 IF PT(X2,Y2)>0 THEN PRINT "1. TROLLS (";PT(X2,Y2)
;");"
2691 IF PG(X2,Y2)>0 THEN PRINT "2. GOBLINS (";PG(X2,Y2)
;");"
2692 IF PI(X2,Y2)>0 THEN PRINT "3. IMPS (";PI(X2,Y2);"
```

```
2693 M=FL(1):GOSUB 9100:IF LOY=2 AND H1(X2,Y2)>0 THEN P
RINT "4. HUMANS-1 (";H1(X2,Y2);");"
2694 M=FL(2):GOSUB 9100:IF LOY=2 AND H2(X2,Y2)>0 THEN P
RINT "5. HUMANS-2 (";H2(X2,Y2);");"
2695 M=FL(3):GOSUB 9100:IF LOY=2 AND H3(X2,Y2)>0 THEN P
RINT "6. HUMANS-3 (";H3(X2,Y2);");"
2696 M=FL(4):GOSUB 9100:IF LOY=2 AND H4(X2,Y2)>0 THEN P
RINT "7. HUMANS-4 (";H4(X2,Y2);");"
2697 IF XP=0 THEN PRINT "8. YOU, THE MAGE"
2697 IF XP=0 THEN PRINT "MOVE WHICH FORCE":INPUT A:IF A<1
2700 TRAP 2700:PRINT "MOVE HOW MANY":INPUT
OR A>8 THEN 2700
2710 IF A<8 THEN 2710:PRINT "MOVE HOW MANY":INPUT
2710 IF A<8 THEN 2710
2720 IF A=1 AND A9>PT(X2,Y2) THEN 2510
2720 IF A=2 AND A9>PG(X2,Y2) THEN 2510
2721 IF A=2 AND A9>PI(X2,Y2) THEN 2510
2722 IF A=3 AND A9>PI(X2,Y2) THEN 2510
2723 M=FL(1):GOSUB 9100:IF A=4 AND LOY<>2 THEN 2510
2724 IF A=4 AND A9>H1(X2,Y2) THEN 2510
2725 M=FL(2):GOSUB 9100:IF A=5 AND LOY<>2 THEN 2510
2726 IF A=5 AND A9>H2(X2,Y2) THEN 2510
2727 M=FL(3):GOSUB 9100:IF A=6 AND LOY<>2 THEN 2510
2728 IF A=6 AND A9>H3(X2,Y2) THEN 2510
2729 M=FL(4):GOSUB 9100:IF A=7 AND LOY<>2 THEN 2510
2730 IF A=7 AND A9>H4(X2,Y2) THEN 2510
2740 AB=SOR((X2-X1)^2+(Y2-Y1)^2):IF AB>3 THEN 2510
2745 IF AB>2 AND A=2 THEN 2510
2747 IF AB>1 AND A=1 THEN 2510
2750 PRINT "FORCE BEING MOVED"
2760 IF A=1 THEN PT(X2,Y2)=PT(X2,Y2)-A9:ST(X3,Y3)=ST(X3
,Y3)+A9
2761 IF A=2 THEN PG(X2,Y2)=PG(X2,Y2)-A9:SG(X3,Y3)=SG(X3
,Y3)+A9
2762 IF A=3 THEN PI(X2,Y2)=PI(X2,Y2)-A9:SI(X3,Y3)=SI(X3
,Y3)+A9
```


THE NAME IN VIDEO GAMES

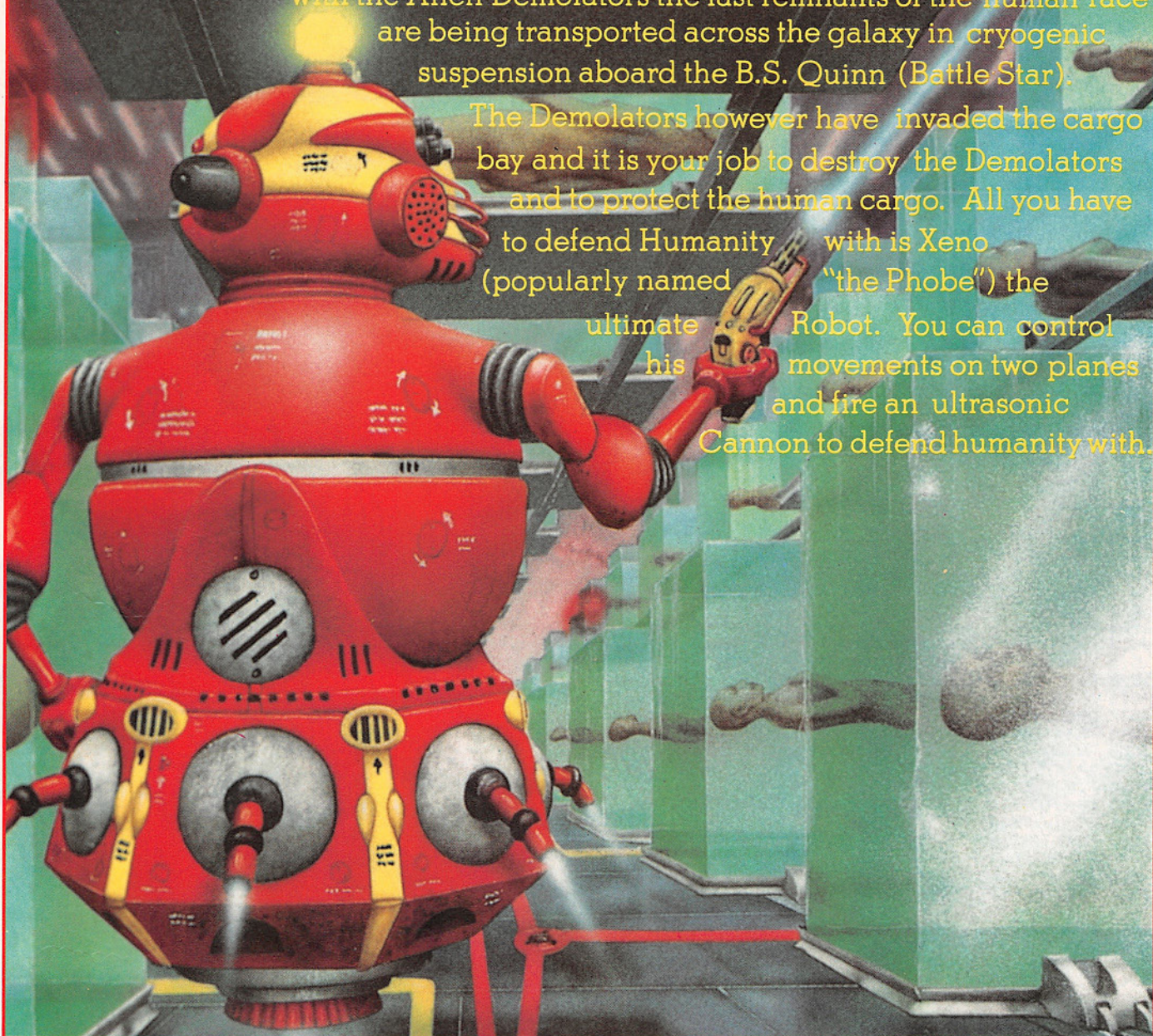
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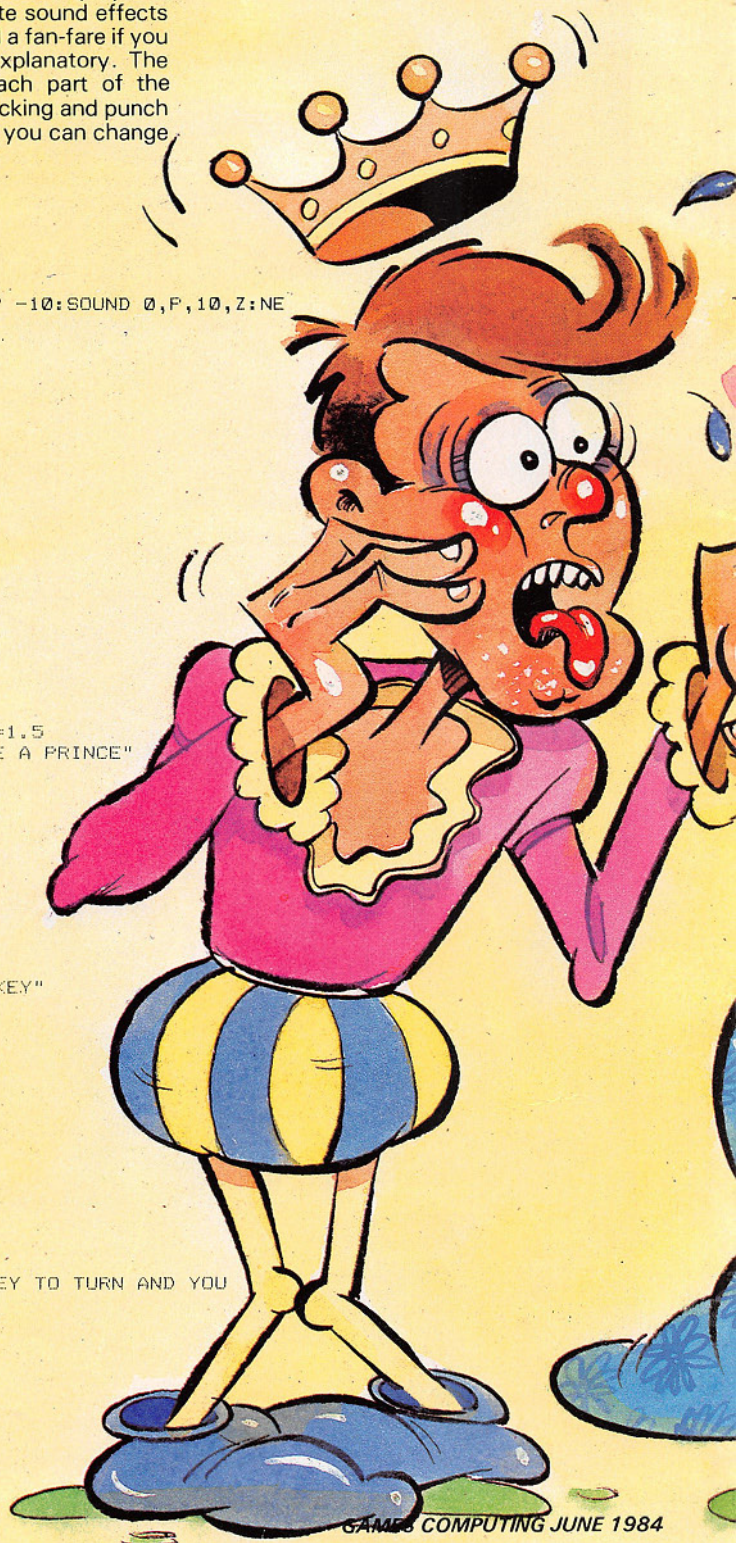
FROG PRINCE

This program is written tongue in cheek and when you play it you will know why. You need a 16K Atari Computer, a BASIC cartridge and a controller. The object of the game is to solve the mystery of the magic key by tracing its shape with the controller and pressing the button at each corner or change in direction.

The key shape alters at each play and there are some appropriate sound effects — frogs, keys turning and a fan-fare if you win. The game is self explanatory. The REMarks show what each part of the program does. So get cracking and punch the program in and see if you can change the frog into a prince.

```

10 GRAPHICS 2:SETCOLOR 4,2,5:PRINT #6;"THE FROG PRINCE"
20 PRINT :PRINT :PRINT #6;"BY S H HILLEN"
30 POSITION 3,5:PRINT #6;"&_THE_____E_"
40 POSITION 3,6:PRINT #6;"MAGIC      K Y"
45 FOR R=1 TO 10:FOR Z=14 TO 0 STEP -5:FOR P=255 TO 0 STEP -10:SOUND 0,P,10,Z:NE
XT P:NEXT Z:NEXT R
80 GOSUB 1500
95 T=0:P=0:J=0
100 IF T>=28 THEN 8800
105 GOSUB 1000
110 GOSUB 8000
120 GOSUB 2000
130 GOSUB 3000
140 GOSUB 4000
150 GOSUB 5000
160 END
500 SOUND 0,20,20,14
505 GOTO 500
1000 REM PLOT KEY BASE
1010 GRAPHICS 3:SETCOLOR 4,10,6:COLOR 2
1020 PLOT 5,8:DRAWTO 35,8
1030 DRAWTO 35,11:DRAWTO 30,11:DRAWTO 30,8
1040 RETURN
1500 REM FROG
1510 GRAPHICS 5:SETCOLOR 4,10,1:COLOR 2:X=3:Y=13:R1=14:R2=1.5
1515 PLOT 50,17:PRINT :PRINT "I AM A FROG - I WANT TO BE A PRINCE"
1520 PI=3.142:FOR THETA=0 TO 2*PI
1530 DRAWTO R1*(COS(THETA)+X),R2*(SIN(THETA)+Y)
1535 GOSUB 9000
1540 NEXT THETA
1550 COLOR 3:PI=3.142:PLOT 50,17
1560 X=3:Y=3:R1=14:R2=5
1570 FOR THETA=0 TO 10*PI
1580 DRAWTO R1*(COS(THETA)+X),R2*(SIN(THETA)+Y)
1585 GOSUB 9000
1590 NEXT THETA
1600 X=25:Y=5:R=2:PRINT "PLEASE SOLVE THE MYSTERY OF THE KEY"
1610 FOR THETA=0 TO 10*PI
1620 DRAWTO R*(COS(THETA)+X),R*(SIN(THETA)+Y)
1630 X=17:Y=5:R=2:PLOT 35,10
1640 COLOR 1
1650 FOR THETA=0 TO 4*PI
1660 DRAWTO R*(COS(THETA)+X),R*(SIN(THETA)+Y)
1665 GOSUB 9000
1670 NEXT THETA
1680 X=25:Y=5:R=2:PLOT 52,10
1690 FOR THETA=0 TO 4*PI
1700 DRAWTO R*(COS(THETA)+X),R*(SIN(THETA)+Y)
1705 GOSUB 9000
1710 NEXT THETA
1720 X=3:Y=13:R1=14:R2=1.5:PRINT :PRINT :PRINT "GET THE KEY TO TURN AND YOU
WILL TURN          ME INTO A PRINCE!"
1725 PLOT 50,17
1730 FOR THETA=0 TO 8*PI
1740 DRAWTO R1*(COS(THETA)+X),R2*(SIN(THETA)+Y)
1745 GOSUB 9000
1750 NEXT THETA
  
```



**RUNS ON
ATARI**

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1755 FOR Z=14 TO 0 STEP -5:FOR P=255 TO 0 STEP -10:SOUND 0,P,10,Z:NEXT P:NEXT Z
1760 COLOR 2:PLOT 5,21:DRAWTO 70,22
1765 FOR Z=14 TO 0 STEP -5:FOR P=255 TO 0 STEP -10:SOUND 0,P,10,Z:NEXT P:NEXT Z
1770 COLOR 3:PLOT 12,27:DRAWTO 30,25:PLOT 25,33:DRAWTO 50,35:PLOT 45,29:DRAWTO 6
5,28
1775 FOR Z=14 TO 0 STEP -5:FOR P=255 TO 0 STEP -10:SOUND 0,P,10,Z:NEXT P:NEXT Z
1780 PRINT :PRINT :PRINT :PRINT "TO START PRESS RETURN"
1785 FOR Z=14 TO 0 STEP -5:FOR P=255 TO 0 STEP -10:SOUND 0,P,10,Z:NEXT P:NEXT Z
1790 DIM A$(255):INPUT A$:IF A$="255" THEN 1800
1800 RETURN
2000 REM RANDOM NUMBERS
2010 B=0:B=INT((RND(6)*10)+0.5)
2020 IF B>5 OR B<1 THEN 2010
2110 C=0:C=INT((RND(6)*10)+0.5)
2120 IF C>5 OR C<1 THEN 2010
2210 D=0:D=INT((RND(6)*10)+0.5)
2220 IF D>5 OR D<1 THEN 2010
2310 E=0:E=INT((RND(6)*10)+0.5)
2320 IF E>5 OR E<1 THEN 2310
2410 F=0:F=INT((RND(6)*10)+0.5)
2420 IF F>5 OR F<1 THEN 2410
2430 PRINT "TRACE THE SHAPE OF THE KEY"
2435 PRINT "          AT EACH CORNER AND THE END
PRESS THE BUTTON"
2440 RETURN
3000 REM DEFINE COORDS
3010 X1=5:Y1=8
3020 X2=5:Y2=(8+B):Y12=(8-B)
3030 X3=(5+C):Y3=(8+B):Y13=(8-B)
3040 X4=(5+C):Y4=8
3050 X5=(5+C+D):Y5=8
3060 X6=(5+C+D):Y6=(8+E):Y16=(8-E)
3070 X7=(5+C+D+F):Y7=(8+E):Y17=(8-E)
3080 X8=(5+C+D+F):Y8=8
3090 RETURN
4000 REM KEY SHAPE USING RANDOM NUMBERS
4010 COLOR 3
4020 PLOT X1,Y1:DRAWTO X2,Y2:DRAWTO X3,Y3:DRAWTO X4,Y4
4030 DRAWTO X5,Y5:DRAWTO X6,Y6:DRAWTO X7,Y7:DRAWTO X8,Y8
4040 RETURN
5000 REM OPERATION OF CONTROLLER
5005 R=1:COLOR 3:X=5:Y=8:PLOT X,Y
5006 GOSUB 8500
5010 IF STRIG(0)=0 THEN 5010
5011 GOSUB 8500
5015 IF STICK(0)=15 THEN 5200
5020 IF STICK(0)=14 THEN 5210
5030 IF STICK(0)=13 THEN 5220
5031 GOSUB 8500
5040 IF STICK(0)=11 THEN 5230
5050 IF STICK(0)=7 THEN 5240
5060 IF STICK(0)=10 THEN 5250
5070 IF STICK(0)=9 THEN 5260
5080 IF STICK(0)=6 THEN 5270
5090 IF STICK(0)=5 THEN 5280
5200 X=X:Y=Y:GOTO 5305
5210 X=X:Y=Y-1:GOTO 5300
5220 X=X:Y=Y+1:GOTO 5300
5230 X=X-1:Y=Y:GOTO 5300
5240 X=X+1:Y=Y:GOTO 5300
5250 X=X-1:Y=Y-1:GOTO 5300
5260 X=X-1:Y=Y+1:GOTO 5300
5270 X=X+1:Y=Y-1:GOTO 5300
5280 X=X+1:Y=Y+1:GOTO 5300
5300 COLOR 2:DRAWTO X,Y:IF A=2 THEN 5305
5302 SOUND 0,140,60,10:FOR Z=1 TO 10:NEXT Z:SOUND 0,0,0,0

```



**RUNS ON
ATARI**

```

5305 IF STRIG(0)=1 THEN 5010
5308 IF STRIG(0)=0 THEN FOR Z=1 TO 40:SOUND 0,4,20,10:NEXT Z:SOUND 0,0,0,0
5310 IF R=1 THEN 5350
5315 IF R=2 THEN 5360
5320 IF R=3 THEN 5370
5325 IF R=4 THEN 5380
5330 IF R=5 THEN 5390
5335 IF R=6 THEN 5400
5340 IF R=7 THEN 5410
5350 IF X=X2 AND Y=Y2 AND R=1 THEN PRINT :PRINT :PRINT "CORRECT AT CORNER ";R:R=
2:GOTO 5010
5355 IF X<>X2 AND Y<>Y2 AND R=1 THEN 5500
5360 IF X=X3 AND Y=Y3 AND R=2 THEN PRINT "CORRECT AT CORNER ";R:R=3:GOTO 5010
5365 IF X<>X3 AND Y<>Y3 AND R=2 THEN 5500
5370 IF X=X4 AND Y=Y4 AND R=3 THEN PRINT "CORRECT AT CORNER ";R:R=4:GOTO 5010
5375 IF X<>X4 AND Y<>Y4 AND R=3 THEN 5500
5380 IF X=X5 AND Y=Y5 AND R=4 THEN PRINT "CORRECT AT CORNER ";R:R=5:GOTO 5010
5385 IF X<>X5 AND Y<>Y5 AND R=4 THEN 8000
5390 IF X=X6 AND Y=Y6 AND R=5 THEN PRINT "CORRECT AT CORNER ";R:R=6:GOTO 5010
5395 IF X<>X6 AND Y<>Y6 AND R=5 THEN 5500
5400 IF X=X7 AND Y=Y7 AND R=6 THEN PRINT "CORRECT AT CORNER ";R:R=7:GOTO 5010
5405 IF X<>X7 AND Y<>Y7 AND R=6 THEN 5500
5410 IF X=X8 AND Y=Y8 AND R=7 THEN 7000
5415 IF X<>X8 AND Y<>Y8 AND R=7 THEN 5500
5410 IF X=X8 AND Y=Y8 AND R=7 THEN 7000
5415 IF X<>X8 AND Y<>Y8 AND R=7 THEN 5500

```

```

5500 PRINT :PRINT :PRINT "THE KEY HAS BEATEN YOU"
5505 J=J+1:PRINT "NUMBER OF GOES=";J
5510 FOR CONT=1 TO 500:NEXT CONT
5520 GOTO 100
6000 REM FROG AND CROWN
6010 GRAPHICS 5:SETCOLOR 4,10,1:COLOR 2:X=3:Y=13:R1=14:R2=1.5
6015 PLOT 50,17:PRINT :PRINT "THANK YOU SO MUCH ....."
6020 PI=3.142:FOR THETA=0 TO 2*PI
6030 DRAWTO R1*(COS(THETA)+X),R2*(SIN(THETA)+Y)
6035 GOSUB 9000
6040 NEXT THETA
6050 COLOR 3:PI=3.142:PLOT 50,17
6060 X=3:Y=3:R1=14:R2=5
6070 FOR THETA=0 TO 10*PI
6080 DRAWTO R1*(COS(THETA)+X),R2*(SIN(THETA)+Y)
6085 GOSUB 9000
6090 NEXT THETA
6100 X=25:Y=5:R=2:PRINT :PRINT ".....NOW I AM THE PRINCE OF THE FROGS!"
6130 X=17:Y=5:R=2:PLOT 35,10

```

FROG PRINCE

```

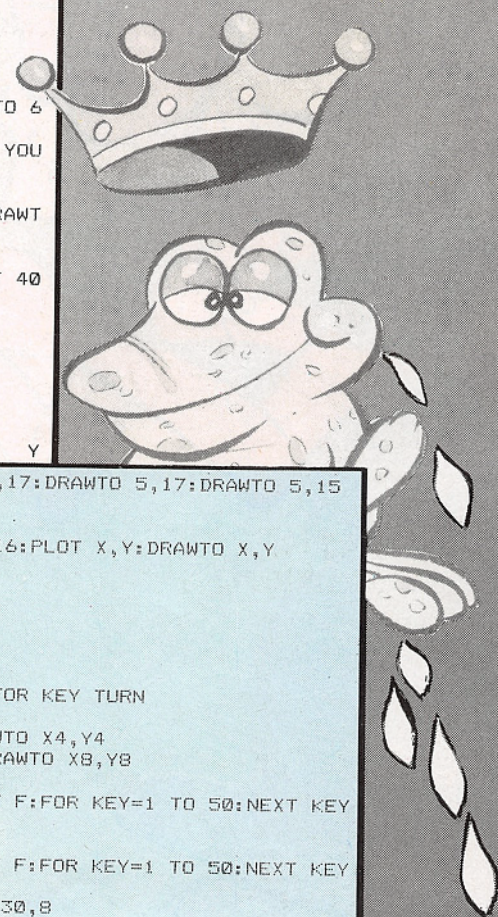
6140 COLOR 1
6150 FOR THETA=0 TO 4*PI
6160 DRAWTO R*(COS(THETA)+X),R*(SIN(THETA)+Y)
6165 GOSUB 9000
6170 NEXT THETA
6180 X=25:Y=5:R=2:PLOT 52,10
6190 FOR THETA=0 TO 4*PI
6200 DRAWTO R*(COS(THETA)+X),R*(SIN(THETA)+Y)
6205 GOSUB 9000
6210 NEXT THETA
6220 X=3:Y=13:R1=14
6225 PLOT 50,17
6230 FOR THETA=0 TO 8*PI
6250 NEXT THETA
6255 REM THE WATER
6260 COLOR 2:PLOT 5,21:DRAWTO 70,22
6270 COLOR 3:PLOT 12,27:DRAWTO 30,25:PLOT 25,33:DRAWTO 50,35:PLOT 45,29:DRAWTO 6
5,28
6280 PRINT :PRINT "WELL DONE!!!NUMBER OF GOES = ";J+1;"
R SCORE = ";P
6285 REM THE CROWN
6290 COLOR 2:PLOT 35,8:DRAWTO 50,8:DRAWTO 55,4:COLOR 0:DRAWTO 30,4:COLOR 2:DRAW
0 35,8
6295 COLOR 1:PLOT 36,7:PLOT 38,6:PLOT 41,7:PLOT 43,6:PLOT 45,7:PLOT 47,6
6300 COLOR 3:PLOT 28,2:PLOT 30,3:PLOT 32,2:PLOT 34,3:PLOT 36,2:PLOT 38,3:PLOT 40
,2:PLOT 42,3:PLOT 44,2:PLOT 47,3
6310 PLOT 49,2:PLOT 51,3:PLOT 53,2:PLOT 55,3:PLOT 57,2
6315 PRINT "TO END PRESS SYSTEM RESET"
6320 FOR F=1 TO 200:SOUND 0,255*RDND(0),14,14:NEXT F:SOUND 0,0,0,0
6330 GOTO 95
7000 REM TURN THE KEY
7010 GRAPHICS 3:SETCOLOR 4,10,6
7020 P=INT(100*(T+J)/44):PRINT "YOU HAVE TURNED THE KEY!
OUR SCORE IS ";P;" OUT OF 100"
7030 GOSUB 8000
7040 GOSUB 8600
7050 COLOR 2:GOSUB 9100
7058 GOSUB 9140
7060 COLOR 0:GOSUB 9100
7070 COLOR 2:GOSUB 9180
7080 COLOR 2:GOSUB 9200
7085 GOSUB 9140
7090 COLOR 0:GOSUB 9200
7100 COLOR 2:GOSUB 9180
7110 COLOR 2:GOSUB 9100
7115 GOSUB 9140
7120 GOTO 6000
8000 REM TIME CHART

```

```

8010 COLOR 2:PLOT 5,15:DRAWTO 35,15:DRAWTO 35,17:DRAWTO 5,17:DRAWTO 5,15
8020 RETURN
8500 IF T>=28 THEN 8800
8505 T=T+(1/10):COLOR 1:PLOT 6,16:DRAWTO 6+T,16:PLOT X,Y:DRAWTO X,Y
8510 RETURN
8600 COLOR 1:PLOT 6,16:DRAWTO 6+T,16
8610 RETURN
8800 PRINT "YOUR TIME IS UP TRY AGAIN!":END
9000 SOUND 0,255-RND(25)*100,10,14-RND(14)*10
9005 RETURN
9100 PLOT 5,8:DRAWTO 35,8:REM GOSUB ROUTINES FOR KEY TURN
9110 DRAWTO 35,11:DRAWTO 30,11:DRAWTO 30,8
9120 PLOT X1,Y1:DRAWTO X2,Y2:DRAWTO X3,Y3:DRAWTO X4,Y4
9130 DRAWTO X5,Y5:DRAWTO X6,Y6:DRAWTO X7,Y7:DRAWTO X8,Y8
9135 RETURN
9140 FOR F=50 TO 0 STEP -2:SOUND 0,F,20,F:NEXT F:FOR KEY=1 TO 50:NEXT KEY
9150 RETURN
9180 PLOT 5,8:DRAWTO 35,8
9185 FOR F=50 TO 0 STEP -2:SOUND 0,F,20,F:NEXT F:FOR KEY=1 TO 50:NEXT KEY
9190 RETURN
9200 PLOT 35,8:DRAWTO 35,5:DRAWTO 30,5:DRAWTO 30,8
9210 PLOT X1,Y1:DRAWTO X2,Y2:DRAWTO X3,Y3:DRAWTO X4,Y4
9220 DRAWTO X5,Y5:DRAWTO X6,Y6:DRAWTO X7,Y7:DRAWTO X8,Y8
9230 RETURN

```



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```

10 REM ANDY SANDERS
15 REM COMPUTER DUEL
20 REM SPECTURN [16]K OR [48]K
25 LET SC=0
30 LET MEN=10: LET PA=0: LET SHEET=1
35 LET A=20: LET B=1: LET X=1: LET Y=30
50 REM POKE SETS CAPS LOCK
55 POKE 23658,8
60 FOR T=65368 TO 65400+7
70 READ F: POKE T,F
75 NEXT T
80 DATA 126,90,126,24,126,189,36,102,36,60,90,126,24,36,60,66,0,0,24,126,90,60
,24,36,0,36,66,24,24,66,36,0,1,2,36,88,136,0,0,0
100 GO SUB 1250
110 GO SUB 1025
115 IF SHEET=1 THEN GO TO 1500
120 IF SHEET=2 THEN GO TO 1750
125 IF SHEET=3 THEN GO TO 2000
130 IF SHEET=4 THEN GO TO 2250
135 STOP
140 LET I$=INKEY$
142 IF I$="" THEN GO TO LN
145 IF I$="Z" THEN GO TO 200
150 IF I$="L" THEN GO TO 300
155 IF I$="Q" THEN GO TO 400
160 IF I$="X" THEN GO TO 500
165 GO TO LN
170 GO TO 140
200 REM *****
205 IF ATTR (A,B-1)=59 THEN PRINT AT A,B: " ": LET B=B-1: LET SC=SC+10: BEEP .2
5,25: LET PA=PA+1: GO SUB 3200: GO TO 700
210 IF ATTR (A,B-1)=149 OR ATTR (A,B-1)=57 OR ATTR (A,B-1)=170 THEN GO TO 165
215 IF ATTR (A,B-1)=56 THEN GO TO 750
220 PRINT AT A,B: " ": LET B=B-1: GO TO 700
300 REM *****
305 IF ATTR (A+1,B)=59 THEN PRINT AT A,B: " ": LET A=A+1: LET SC=SC+10: BEEP .2
5,25: LET PA=PA+1: GO SUB 3200: GO TO 700
310 IF ATTR (A+1,B)=170 OR ATTR (A+1,B)=149 OR ATTR (A+1,B)=57 THEN GO TO 165
315 IF ATTR (A+1,B)=56 THEN GO TO 750
320 PRINT AT A,B: " ": LET A=A+1: GO TO 700
400 REM *****
405 IF ATTR (A-1,B)=59 THEN PRINT AT A,B: " ": LET A=A-1: LET SC=SC+10: BEEP .2
5,25: LET PA=PA+1: GO SUB 3200: GO TO 700
410 IF ATTR (A-1,B)=170 OR ATTR (A-1,B)=149 OR ATTR (A-1,B)=57 THEN GO TO 165
415 IF ATTR (A-1,B)=56 THEN GO TO 750
420 PRINT AT A,B: " ": LET A=A-1: GO TO 700
500 REM *****
505 IF ATTR (A,B+1)=59 THEN PRINT AT A,B: " ": LET B=B+1: LET SC=SC+10: BEEP .25
5,25: LET PA=PA+1: GO SUB 3200: GO TO 700
510 IF ATTR (A,B+1)=170 OR ATTR (A,B+1)=149 OR ATTR (A,B+1)=57 THEN GO TO 165
515 IF ATTR (A,B+1)=56 THEN GO TO 750
520 PRINT AT A,B: " ": LET B=B+1: GO TO 700
700 REM *****
705 PRINT INK 2: AT A,B: "X"
710 IF PA=E THEN LET A=20: LET B=1: LET X=1: LET Y=30: LET SHEET=SHEET+1: IF S
HEET=5 THEN LET SHEET=1
715 IF PA=E THEN LET PA=0: GO TO 100
720 GO TO 165
750 REM *****
752 BEEP .25,-20: BEEP .25,-10
755: LET MEN=MEN-1: LET K=1
760 IF MEN=0 THEN CLS: GO TO 9000
762 PRINT AT A,B: " ": AT X,Y: " "
765 LET A=20: LET B=1: LET X=1: LET Y=30
765 IF SHEET=3 THEN LET PA=0
770 GO TO 165
900 REM *****
905 IF X=A AND Y=B THEN GO TO 750
915 IF X<A AND ATTR (X+1,Y)<>57 AND ATTR (X+1,Y)<>59 THEN PRINT AT X,Y: " ": LE
T X=X+1: GO TO 990
920 IF X>A AND ATTR (X-1,Y)<>57 AND ATTR (X-1,Y)<>59 THEN PRINT AT X,Y: " ": LE
T X=X-1: GO TO 990
925 IF Y<B AND ATTR (X,Y+1)<>57 AND ATTR (X,Y+1)<>59 THEN PRINT AT X,Y: " ": LE
T Y=Y+1: GO TO 990
930 IF Y>B AND ATTR (X,Y-1)<>57 AND ATTR (X,Y-1)<>59 THEN PRINT AT X,Y: " ": Y=Y
-1: GO TO 990
935 GO TO 140
990 REM *****
991 PRINT INK 0: AT X,Y: E$
992 IF X=A AND Y=B THEN GO TO 750
995 GO TO 140
1000 REM *****
1025 FLASH 1: PAPER 2: INK 5
1030 FOR C=0 TO 1: FOR D=0 TO 15
1035 PRINT AT 0,2+D+C: " ": PRINT AT 21,2+D+1-C: " "
1040 NEXT D
1045 FOR D=0 TO 10
1050 PRINT AT 2+D+C,0: " ": PRINT AT 2+D+1-C,31: " "
1055 NEXT D
1060 PAPER 5: INK 2: NEXT C
1065 FLASH 0: PAPER 7: INK 4

```

```

1100 RETURN
1250 REM *****
1255 PAPER 7: INK 4: CLS
1257 PRINT AT 3,9: INVERSE 1: "COMPUTER DUEL"
1265 PRINT INK 2: INVERSE 1: AT 8,5: "Press any key to begin"
1266 PRINT INK 2: AT 11,7: "SHEET ": SHEET: " ": "SCORE ": SC
1270 PAUSE 0: CLS: RETURN
1500 REM *****
1505 LET E$=" ": LET E=4: LET LN=900
1510 PRINT INK 1: AT 1,9: " ": AT 2,9: " ": AT 2,10: " ": AT 2,11: " ": AT 3,11: " ": AT
4,11: " ": AT 5,11: " ": AT 6,11: " ": AT 7,11: " ": AT 8,13: " ": AT 9,13: " ": AT 9,6:
" ": AT 8,6: " ": AT 7,4: " ": AT 6,4: " ": AT 5,3: " "
1515 PRINT INK 1: AT 15,4: " ": AT 12,13: " ": AT 13,13: " ": AT 14,13: " ": AT
15,13: " ": AT 16,13: " ": AT 9,17: " ": AT 17,19: " ": AT 16,20: " ": AT 15,20: " "
AT 1
5,24: " ": AT 16,27: " ": AT 17,27: " ": AT 18,27: " "
1520 PRINT INK 1: AT 5,21: " ": AT 6,21: " ": AT 2,26: " ": INK 3: AT 5,8: " ":
AT
3,23: " ": AT 12,17: " ": AT 17,25: " "
1525 GO SUB 2800
1745 GO TO 140
1750 REM *****
1755 LET E$=" ": LET E=5: LET LN=900
1760 PRINT INK 1: AT 2,10: " ": AT 3,10: " ": AT 4,10: " ": AT 5,10: " ": AT 5,17: " "
AT
7,4,17: " ": AT 7,17: " ": AT 8,17: " ": AT 4,24: " ": AT 6,24: " ": AT 8,24: " "
AT
8,6: " ": AT 9,6: " ": AT 15,6: " ": AT 15,8: " ": AT 16,6: " ": AT 16,8: " "
1765 PRINT INK 1: AT 12,13: " ": AT 13,13: " ": AT 13,26: " ": AT 14,13: " "
AT
14,13: " ": INK 3: AT 4,5: " ": AT 9,12: " ": AT 2,26: " ": AT 13
,24: " "
AT 18,26: " "
1970 GO SUB 2800
1975 GO TO 140
2000 REM *****
2005 LET PA=0: LET E=16: LET E$=" ": LET LN=2920
2010 GO SUB 2800
2040 GO TO 2900
2250 REM *****
2255 LET E=3: LET E$=" ": LET LN=3100
2260 GO SUB 2800
2275 GO TO 3110
2800 REM *****
2805 PRINT INK 2: AT A,B: "X": PRINT INK 0: AT X,Y: E$: RETURN
2900 REM *****
2905 LET K=1: LET V=INT (RND*29)+1
2910 PRINT INK 3: AT K,V: " "
2915 GO TO 140
2920 LET K=K+1
2925 IF K=21 THEN BEEP .25,-25: PRINT AT 20,V: " ": LET PA=PA-1: GO TO 3000
2930 IF ATTR (K,V)=58 THEN BEEP .25,25: PRINT AT K-1,V: " ": LET PA=PA+1: GO TO
3000
2940 PRINT AT K-1,V: " ": INK 3: AT K,V: " "
2950 GO TO 140
3000 REM *****
3005 IF PA>E THEN LET SC=SC+200: LET PA=0: LET SHEET=SHEET+1: LET A=20: LET B=
1: GO TO 100
3010 IF PA<0 THEN GO TO 750
3020 GO TO 2900
3100 REM *****
3105 PAUSE 5: PLOT 125,167: DRAW OVER 1: N,-M
3107 PRINT INK 3: AT 4,15: " "
3110 LET N=INT (RND*100)+20
3115 LET M=INT (RND*150)+10
3120 PLOT 125,167
3125 IF RND>.5 THEN LET N=-N: GO TO 3150
3150 DRAW INK 0: N,-M
3170 GO TO 140
3200 REM *****
3205 IF SHEET=4 THEN LET A=20: LET B=1
3210 RETURN

```


**RUNS ON
SPECTRUM**

If you want to play a game that will really make sparks fly *Duel* is the one for you.

It is a great maze game with four sheets of arcade action. Sheet One consists of a maze which contains sparks of deadly electricity. Your character (the one which you control) appears in the bottom left hand corner, and your task is to collect the sparks as you travel around the maze. But it's not an easy job to do — there is an alien scampering around the maze which follows you along the maze paths trying to get you.

In Sheet two of *Duel* you see a different maze, a different alien and more sparks to collect. For each spark collected 10 points are awarded and added to your score which is shown at the next period between sheets.

Now for something slightly different. You must catch loads of falling objects descending from the top of the screen. They appear at random positions and fall in a straight line. Every time you let one past your character you lose one point, but if you catch him one point is added to the marker. If this score marker reaches 'O' a life is lost, if it reaches 16 the sheet is complete, the marker starts with a value of eight. On completion of the sheet 200 points are awarded. Bonus points can be gained by crashing into the side of a falling object. Ten points per object but the value of the marker does not alter.

And in sheet four you'll come up against another obstacle. This time it takes the form of a random line which is drawn from a point at the middle, top part of the screen. If you walk into this line you lose a life. You must collect the spark which appears on the screen three times before the

sheet is completed and then you return to the beginning of the game again. After you have collected the spark your character is automatically returned to the bottom left side of the screen.

Sheet Descriptions

Sheet One and Two:	collect sparks from a maze while avoiding the alien.
Sheet Three:	collect the falling objects
Sheet Four:	collect the spark four times while avoiding the bolt of electricity.

Keys to Control your character are:

Z = left
X = right
O = up
L = down

Variables Used

X,Y	co-ordinates of alien
A,B	co-ordinates of your character
LN	Line number for alien movement routines.
SC	Score.
SHEET	Sheet number.
PA	Number of objects collected.
E	Number of objects that have to be collected.
V	Column of falling object.
K	Line of falling object.
N,M	Co-ordinates for draw statement.
MEN	Number of lives remaining.
E\$	Enemy.

RUNdown

Lines	Action
1-100	Variable and graphics. POKE in line 55 sets Caps Lock key.
100-200	Check for sheet value and also if a key has been pressed.
200-700	Your character's movement routines.
700-900	Alter sheets, check for objects collected, check for number of men left.
900-1000	Alien movement for sheets one and two.
1000-1250	Set up flashing border.
1250-1500	Pause between sheets.
2900-3000	Alien movement for sheet three.
3100-3200	Drawing of random line on sheet four.

Conversion Clues

The main problem with conversion will be in checking for collisions. The Spectrum does this by using the Attr function which scans for certain colours and brightness.

Here follows a list of the attribute values for each character used in the game.

Spark: 59

Alien: 56

Maze: 57

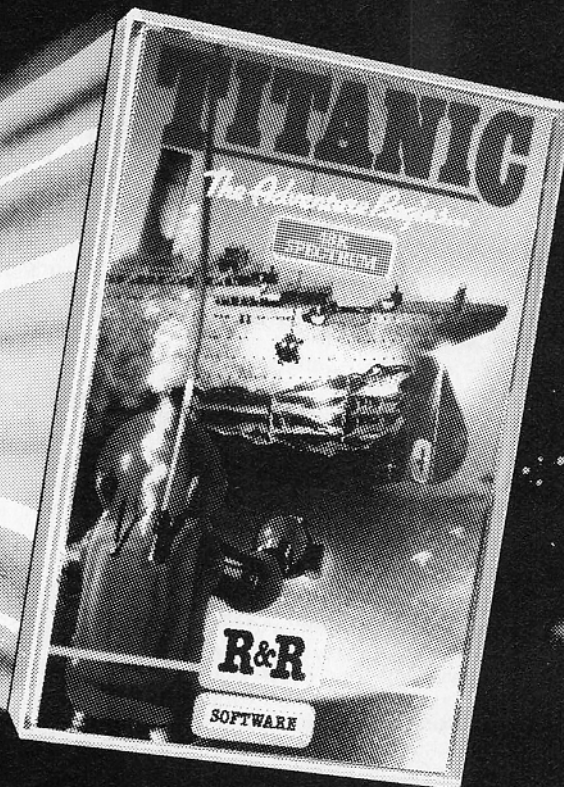
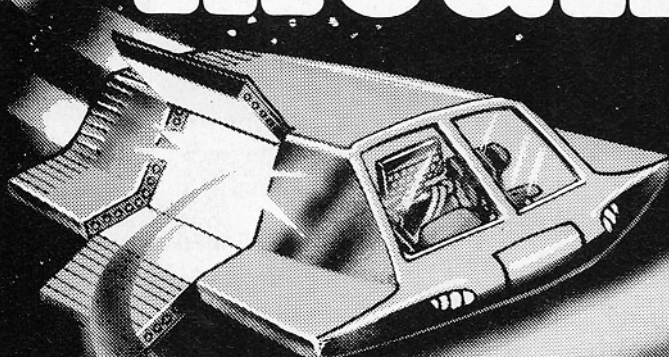
Outer flashing wall: 170 and 149.

So players, take the controls of your Spectrum and see how long you can survive this treacherous game!

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FOREST TREK

Forest Trek is a game for the ORIC ATMOS 48 K. It will also work in the 16k machine if the POKE addresses are changed by subtracting 8000 hex. Although the game's listing is only short, it is fun to play, and each screen that you clear cause the game to get harder. I chose not to add too many sound effects because early Oric computers have a habit of causing screen wobble (on T.V. sets not monitors) when PING, SHOOT, EXPLODE and ZAP are used. If you want more effects just add line 205 PING.

You must guide Fred through the forest to the hut at the top right of the screen using the following keys:

Z — left
X — right
; — up
. — down

You must avoid bumping into trees and spiders!

Each time you have completed a screen, you score one point and the game gets harder because the spiders appear more often!

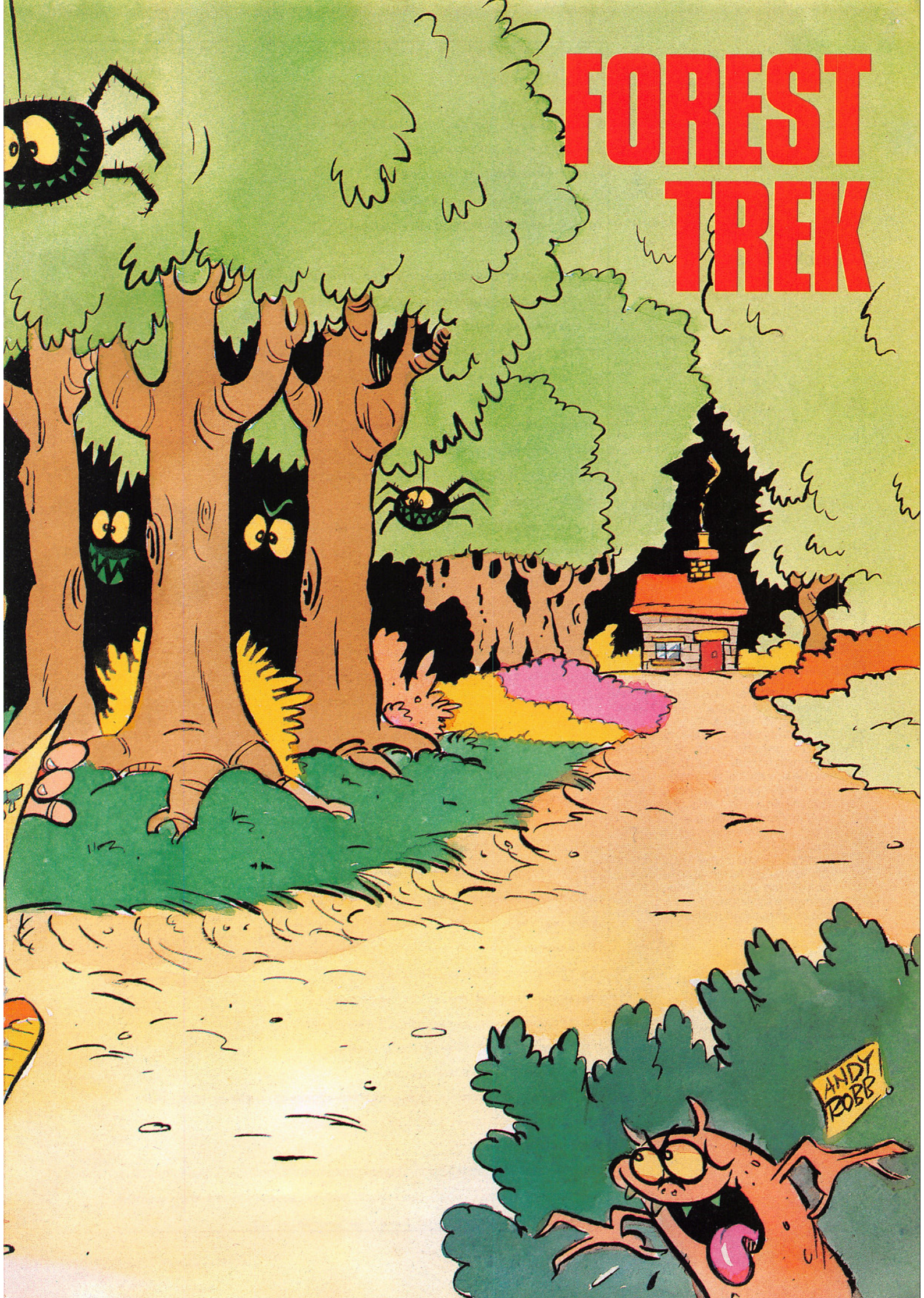
RUNdown

Line	Action
3	Calls subroutine for instructions
6	POKES disable the keyboard noise
8	Chooses text mode and appropriate background and foreground colours
9-60	Redefines the character set... users with 16k machines will need to alter the addresses in the poke statements by subtracting 8000 hex. I have chosen to redefine several characters such as ?/£%& which are not otherwise used.
70-85	Draws the blue border round the screen
90-110	Plots 50 trees in random positions on the screen
115	Defines the characters available in the game
120-135	Plots the start and end positions on the screen
140	Defines start position of 'FRED'
146	Prints score on screen
150-300	This is the main control loop of the game which repeats the process of waiting for key to be pressed and moving the character until FRED hits another object.
152-154	Plots a spider at a random position after a time delay set by the choice of the variable R
155	Remembers current position
160	Key\$, equivalent to in-key\$ on most machines
165-190	Chooses new position of FRED
192	Looks to see if position is occupied
193	Checks to see the character that is at the new location





FOREST TREK



200	Moves FRED
300	End of main loop
310	Checks to see if you win or lose!
390	Increment score and decrease delay before spider appears
400-450	Gives score and waits for space bar
1000-1090	Lose game messages
2000-2180	Subroutine for instructions
10000-	Data to redefine character set

Variables Used

X	Current horizontal screen coordinate
Y	Current vertical screen coordinate
XX	Previous horizontal coordinate
YY	Previous vertical coordinate
S	Score
X and Y	Used in counting loops for POKEing data in to change the character set
R	Delay before spiders appear
T	Counting loop to count until spider appears
U and V	Hold random numbers of the position of the spiders on the screen
AA\$	Uses the key\$ function to get a character from the keyboard
Z	Test to see if you hit object
P and Q	Holds the ASCII value of the character at location X,Y on the screen

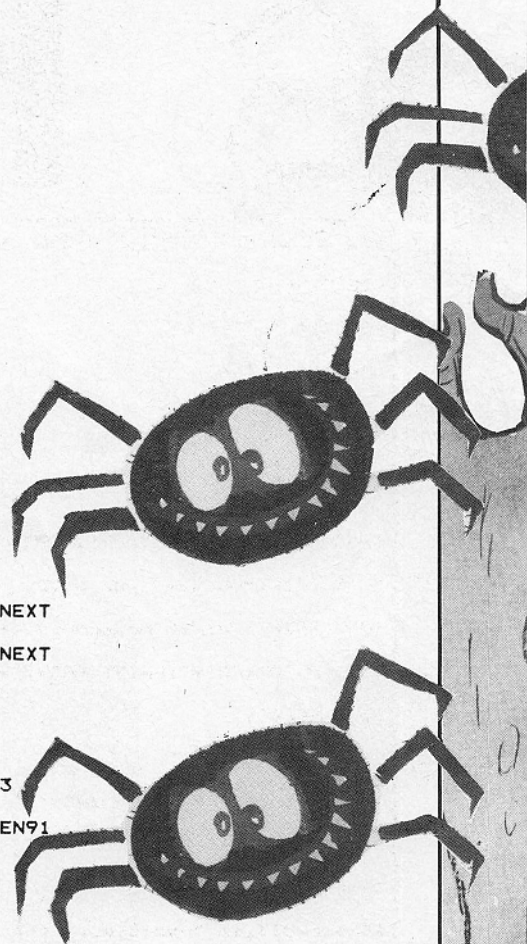
Conversion Clues

1. You would need to define an appropriate character set for the machine you are using
2. The Oric uses serial attributes, which means that the colour changes occupy character spaces on the screen. For this reason, I have kept the majority of characters on the screen in red (serial attribute 1) or blue (serial attribute 4)
3. Most machines use inkey\$ rather than key\$
4. SCRN(x,y) returns the ASCII code of the character found at location x,y on the text screen. The origin (0,0) being the top left of the screen, with the maximum values being (38,26)

```

1 REM: FOREST TREK : a game for the 48 K Oric 1 and Atmos computers from
2 LET Z=0
3 GOSUB2000
5 REM : S. W. Lucas February 1984 :
6 POKE26A,10:POKE524,255
8 TEXT:GRAB:PAPER7:INK4:CLS
9 REM : define character set :
10 FORX=46400TO46431:READY:POKEX,Y:NEXT
11 S=0
20 FORX=46360TO46391:READY:POKEX,Y:NEXT
30 FORX=46560TO46575:READY:POKEX,Y:NEXT
40 FORX=46344TO46351:READY:POKEX,Y:NEXT
50 FORX=46456TO46463:READY:POKEX,Y:NEXT
60 FORX=46576TO46591:READY:POKEX,Y:NEXT
65 LET R=25
70 FORX=1TO37:PLOTX,1,"?":PLOTX,25,"?":NEXT
80 FORX=2TO24:PLOT1,X,"?":PLOT37,X,"?":NEXT
85 FORX=2TO23:PLOT2,X,1:PLOT36,X,4:NEXT
90 FORT=1TO50
91 X=INT(RND(1)*31)+3:Y=INT(RND(1)*20)+3
92 IF SCRN(X,Y)<>32ORSCRN(X+1,Y)<>32 THEN91
100 PLOTX,Y,"£$"
110 NEXT
111 T=0
115 A$="X&":B$="£$":C$="()":D$="*+":E$="!/:F$=">?":G$="<="
120 PLOT33,3,5:PLOT34,3,E$:PLOT36,3,4:PLOT30,0,0:PLOT31,0,"Finish"
130 PLOT1,26,0:PLOT3,26,"Start":PLOT4,25," ":PLOT3,24,5:PLOT4,24,C$
135 PLOT6,24,1:PLOT35,24,4
140 LET X=6:LET Y=23
146 PRINT"SCORE :- ":S
150 REPEAT
151 T=T+1
152 IFT>RTHEN U=INT(RND(1)*31)+3:V=INT(RND(1)*20)+4
153 IFT>RAND(U=XORV=Y)THEN152
154 IFT>RTHENPLOTU,V,A$:T=0:ZAP
155 XX=X:YY=Y
160 AA$=KEY$
165 IFAA$="Z"THEN X=X-1:IFX<3THENX=3
170 IFAA$="X"THEN X=X+1:IFX>34THENX=34
180 IFAA$="."THEN Y=Y+1:IFY>23 THEN Y=23
190 IFAA$=","THEN Y=Y-1:IFY<2 THENY=2
192 P=SCRN(X,Y):Q=SCRN(X+1,Y)
193 IF (P=32ORP=42ORP=43)AND (Q=32ORQ=42ORQ=43)THENZ=0 ELSE Z=1
200 PLOTX,YY," ":PLOTX,Y,D$
300 UNTIL Z=1
310 IFP=37ORP=38ORP=35ORP=36ORQ=37ORQ=38ORQ=35ORQ=36THENEXPLODE:GOTO1000
390 CLS:PRINT"WELL DONE ... ":LET S=S+1:LET R=R-2:IFR<0THENLETR=0
400 PRINT:PRINT:PRINT"You have now scored :-":S

```



FOREST

RUNS ON
ORIC 48K/ATMOS

TREK

```
410 PRINT:PRINT:PRINT"PRESS SPACE BAR FOR NEXT SHEET"
420 REPEAT
430 GETA$
440 UNTIL A$=" "
445 CLS
450 GOTO70
500 END

1000 CLS:INK1:PRINT:PRINT:PRINT:PRINT
1010 PRINT"Oh dear you have just got yourself killed !/"
1015 PRINT:PRINT"You scored :-";S
1020 PRINT:PRINT:PRINT:PRINT"Would you like another game Y N
1030 REPEAT
1040 GET A$
1050 UNTIL A$="Y" OR A$="N"
1060 IF A$="Y" THENPRINTCHR$(17):RUN
1070 POKE £26A,3:CLS
1080 PLOT3,10,"Goodbye... thank you for playing"
1090 END

2000 CLS:PAPER0:INK3
2010 FORX=1TO2:PLOT1,X,X:PLOT2,X,14:PLOT12,X,"Forest trek":NEXT
2015 PRINT:PRINT:PRINT
2020 PRINT:PRINT:PRINT"A game by S.W. Lucas 1984"
2030 PRINT:PRINT:PRINT"Your task in this game is to guide"
2040 PRINT"Fred through the forest using the keys"
2050 PRINT:PRINT" Z - LEFT X - RIGHT"
2060 PRINT:PRINT" , - UP . - DOWN"
2070 PRINT:PRINT"You must avoid the trees and the"
2080 PRINT"deadly spiders."
2090 PRINT"Each time you complete a sheet, the "
2100 PRINT"game gets harder, with more spiders to";
2110 PRINT"avoid. You start at the bottom left"
2120 PRINT"of the screen and finish at the top "
2130 PRINT"right of the screen"
2140 PRINT:PRINT:PRINT"Press SPACE BAR to start game"
2150 REPEAT
2160 GETA$
2170 UNTIL A$=" "
2180 CLS:RETURN
```

```
10000 DATA1,2,4,9,16,21,17,0,32,16,8,36,2,42,34,0,1,1,15,11,3,2,6,0,32,32
10010 DATA60,52,48,16,24,0,1,3,7,15,31,1,3,0,0,32,48,56,60,0,32,0,0,0,4
10020 DATA3,15,10,11,0,0,0,4,56,62,42,26,0,0,0,15,15,15,8,8,0,0,8,60,44
10030 DATA36,32,32,0,40,56,56,63,44,60,47,0,0,0,0,62,50,50,62,0,63,34
10040 DATA63,34,63,34,62,0,63,17,63,17,63,17,31,0
```


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Wake up at the back there! Lou and Les are back with more of those puzzles you love to hate. By the way, our plea for readers' contributions has been largely, well, totally ignored. This month we offer bribes for any contributions printed. Send us your favourite teasers, and we'll send you what you deserve.

1 LOOKS FAMILIAR

Here is a familiar sequence written in an unfamiliar way. Continue with it for as long as you care to . . .

O T T F F S S _ _ _ _

2 THE BEAR FACTS

For those of you with a nostalgic turn of mind. . . An explorer travels ten miles south, stops, turns and then proceeds ten miles east, turns again heads ten miles north. He is not only exhausted but finds he is back where he started from. Out of sheer frustration he shoots at a bear. What colour was the bear?

3 CHECK IT OUT

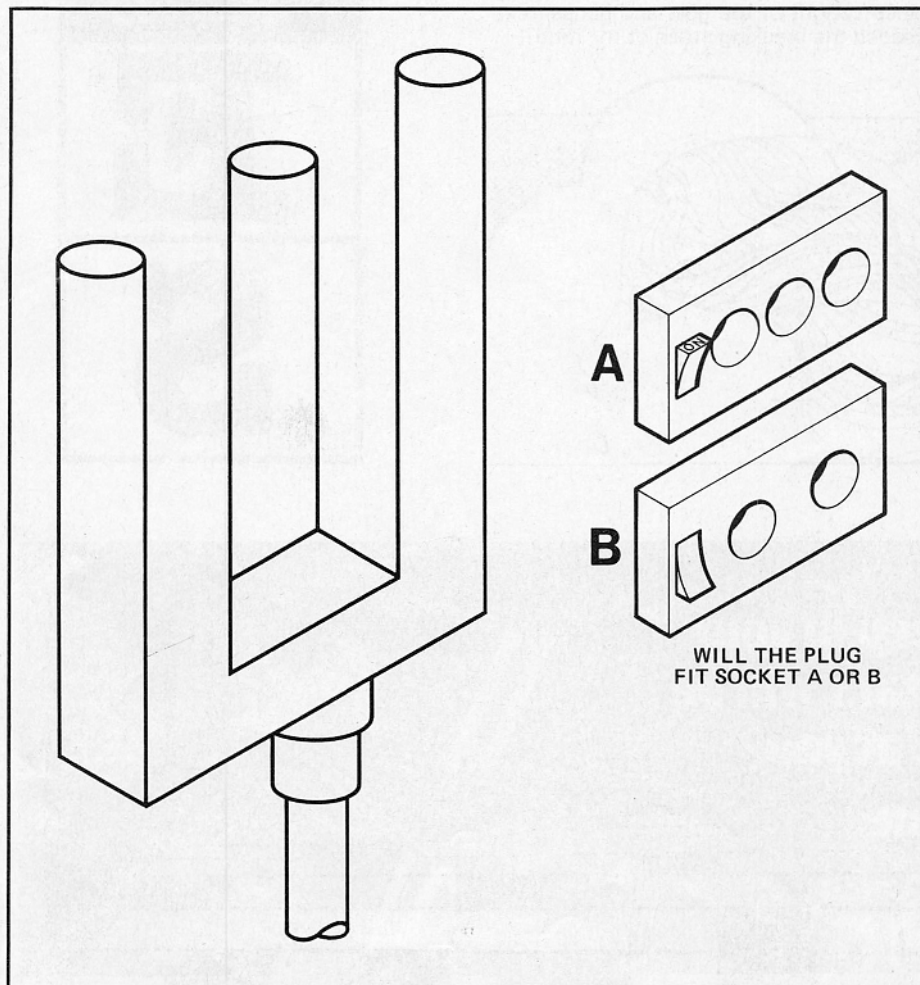
Here is another of those sequence with letters missing. What are they this time?

R K B _ _ B K R

To help, or maybe confuse, this could also read . . .

C K B _ _ B K C

4 LIVE WIRE



5 GROWING PAINS

By substituting the same letters for each number you should be able to build up a sequence of words from "live" to "adequate" . . .

6 8
6 8 4
6 8 5 4
6 7 8 5 4
5 6 7 8 1 4
6 8 1 4 3 5 7
1 2 3 4 5 6 7 8

6 AYE AYE AYE! WHAT'S GOIN' ON 'ERE THEN?

If I I I gets you a policeman what does A B C get you?

7 EYE QUEUE

OK then, which are the odd ones out — one in each sequence . . .

- a; APPLES WHISTLE
UMBRELLA PLATES
- b; 17 7 27 37 47
- c; AGING MATING GROPING
COMING GOING
- d; 64 81 1 318 52



8 DEAL ME IN

As usual, various words lurk in the depths of this grid. This month they are all card games, and there's 30 to find. Good hunting.



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

9 A LOAD OF GOLDEN BALLS

While staying at the king's castle in Falkovia, Jumbo Jim, ringmaster, owner and expert in all the circus arts, fell in love with the king's looney daughter, Mad Marion. Since the arrival of the circus, the princess had been locked away in a distant tower and Jumbo had only been able to glimpse her from afar — but he knew she had to be his. His heart went out to her — but it was returned unopened. The maid who attended her told the forlorn lover that the princess would accept no suitors unless they delivered to her, in person, two solid gold balls, each weighing one pound.

Fortunately Jumbo had two such balls, but he could discover no way of scaling the tower walls without alerting the rabid pack of hounds that prowled the perimeter. There was however a tall tree thirty yards from the tower, as tall as the tower and more.

Armed with a rope 100 feet long,

Jumbo knotted one end high up in the tree, and the other, with a grappling hook attached he hurled towards the solitary window. After a few vain attempts the rope finally was firmly secured. Now all he had to do was cross the rope and meet his destiny. But there remained, of course, one problem.

Jumbo knew the rope would break under the strain of a load heavier than twelve stone; yet he weighed eleven stone thirteen pounds, and he had to transport two golden balls, a pound apiece. Realising that it would be too risky to attempt more than one crossing, Jumbo steeled himself for the ordeal ahead, and set off. Within a short time he was in the tower, had delivered the balls and was slowly suffocating in the arms of the princess.

How did Jumbo Jim manage to get across to the tower even though the combined weight of the gold and himself exceeded the breaking strain of the rope?



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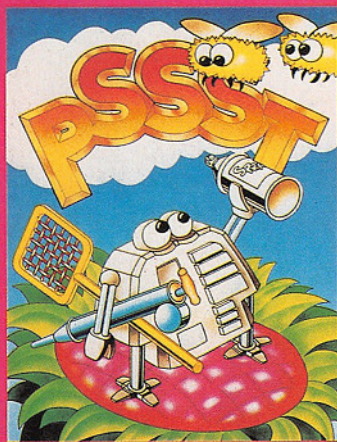
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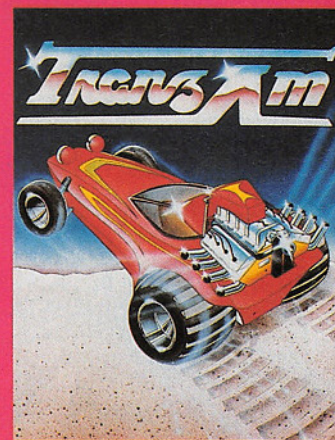
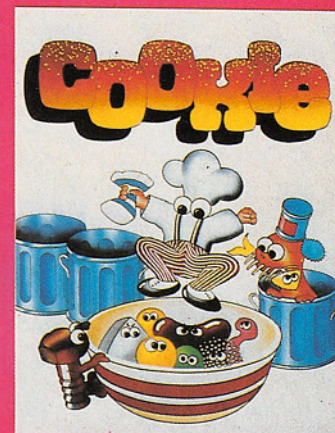
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No:

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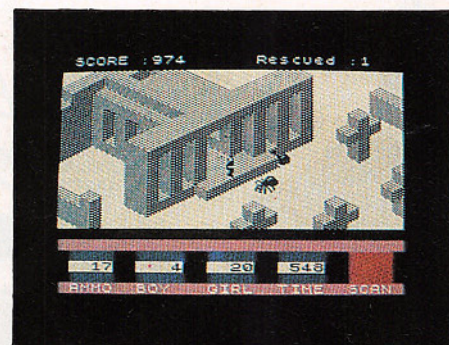
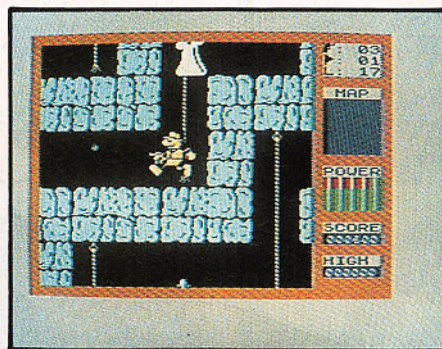
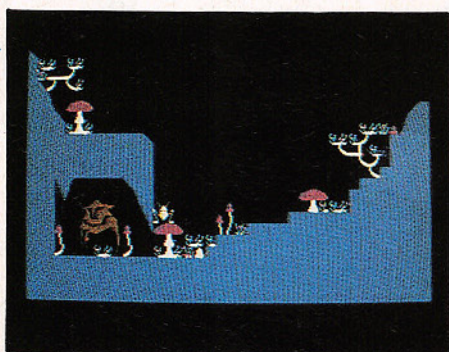
Name (Mr/Mrs/Miss)

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COMPETITION COMPETITION COMPETITION

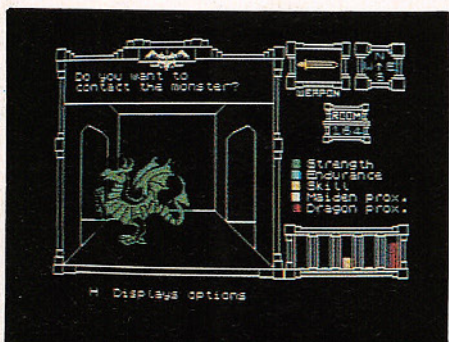


↑1

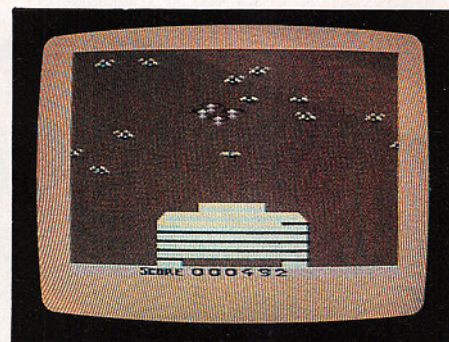
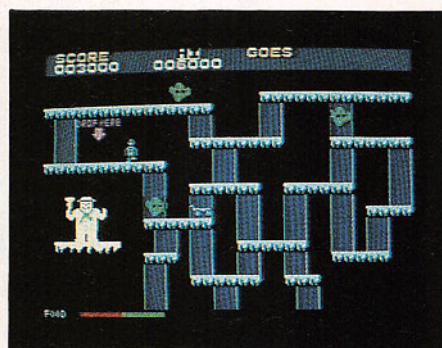
↑2

↓5

↓6



↑4



Quicksilva must surely be one of the best known names in computer games software.

And so full of confidence for their future performance are they that they have named 1984 the year of the Game Lords — in other words the year of Quicksilva themselves.

Quicksilva's latest coup is to bring out a superb game which has been written along the lines of a well-known book entitled the Snowman. Author Raymond Briggs has come up with a charming picture book depicting the story of a snowman's creation and tells of how he comes to life and what becomes of him.

WIN A SNOWMAN

The game of the book has been snatched by Quicksilva and is now on sale. But you might not have to go out and buy it yourself. Instead you could win a copy of both the games and the book by entering this great competition.

Altogether there are 30 of these packages to be won and all you must do is name the frames of these Quicksilva games shown on the page opposite. There are six in total and all are well known best selling games so it won't be too difficult to find out what they are. Anyway I'm sure it'll be a piece of cake to all you arcade enthusiasts.

So, look at the pictures above and fill in the coupon with the correct games names.

Don't forget to complete the form and send it to SNOWMAN/GAMES COMPUTING COMPETITION, No.1 Golden Square London W1R 3AB. Our standard rules apply to the competition, which can be obtained from us on request.

GAMES COMPUTING

The Name of the Games are: 1.

2. 3.

4. 5.

6.

Name

Address

.....

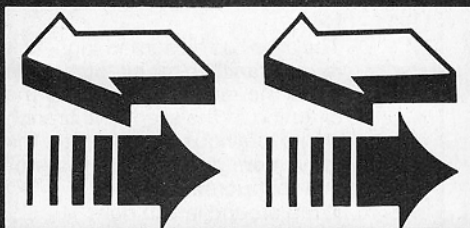
.....

Postcode

Telephone number Signature

ANDROID

RUNS ON
ORIC 48K/ATMOS



ANTICS

In this game, you control a roving robot that is trapped in some haunted mines, and whose only means of escaping is to collect all the keys lying scattered around the cavern, kill all the aliens which endlessly pursue him and return to the door at the top right of the screen.

You are equipped with a laser, and a jet backpack, enabling you to float around the screen. You will die if you collide with one of the aliens, either the moving cyan type or other types of nasty including the dead type that infest the walkways, and the chequered balloons that appear later on in the game. You can collect other objects for bonus points, such as diamonds, fruit and the keys. The game progresses as you complete each screen, and after each screen, more aliens chase you, up to a maximum of 16, and more obstacles kill you. The game features a sound on/off function, a bonus robot if you pass cavern 5, and many various sound and graphic effects.

When entering the program replace all '£' signs with '#' signs. The game was written for maximum speed, and includes a machine code routine to move the aliens, as in BASIC this would be very slow. To speed up the detection of objects on the screen, the use of GOSUB (variable) is employed, where the variable is the code of the object collided with on the screen. To maximise the speed of GOTO's, the program is numbered from 0 onwards, in increments of 1, and REM statements have been omitted to save on the limited memory. The result of these measures, and the use of many multi-statement lines, is a very fast and challenging, arcade quality game. My high score is 35755, and I am sure this can be improved on. Let us know how well you do on the score side.

(Next month watch for the continuing saga of the Roving Robot in ALIEN: ROVING ROBOT 2).

RUNdown

Line	Action
0	Jump past the subroutines to act on the content of the screen
1	Got a key
2	Got a fruit
3	You are dead — rub you out and GOTO dead procedure
4	You have hit the screen platforms — decide on movement
5	Dead again
6	You have got a diamond
7	Hit an un-recognised or insignificant character on the screen
8	You are trying to exit the screen — should you be allowed to?
10	Trap errors
11-21	main program loop
23	function to read a character on the screen.
24	Procedure to pause for a time
25	Print the score in the form '00750'
26	Print the level in the form '06'
27	Print the lives as a string of men
29	The procedure to move the man etc. — check the keyboard

30 If you are off the screen, put you back on again

31 If you are pressing the up key, and the screen above is empty, move up, else down

32,33 Scan the screen, and act on the result by GOSUBing the screen code variable

34 Print and animate the robot

35 Are you pressing the fire button?

37 Main game loop-call the man procedure, and the machine code, then if you are hit, die

38 Call the man procedure again, and decrement the bonus — has it run out?

40 Fire the laser procedure-loop around checking the aliens for being hit

41 Rub out laser fire if applicable

42 Decrement the bonus, and end the procedure

43 Draw the laser fire in the direction you are facing

44 You have hit an alien, blow it up and rub out the laser fire; increment the score

45 Increment the score, rub out the alien, end the procedure

46 You are dead, decrement the lives, and reset the end variable if all lives gone

47 Rub out the man, clear the direction variables

48 Print the lives, print a skull and crossbones, and play a tune

50 Pause, kill an alien if you have been hit by a one

51 Make the man fall until he hits the ground

52 If your bonus is low, increment it to 2000

54 You have run out of time-flash the bonus indicator

55 GOTO the dead procedure, and increase the bonus to its first level

56 You have completed a cavern — play a tune

57 Increment the score by the amount of bonus you have left

58 Increment the level, and if it is 6 then give a bonus life, and play a fanfare

59 Scroll the screen, print a title page, and clear it appropriately

61 Procedure to draw the screen

62 Work out the number of aliens and keep it under 15

65-63 Print the platforms at the right places and at the right lengths

67 Print the status of the robot

69 Print the door

70,73 Work out which objects and obstacles to print, print them

74 Print the aliens, POKE in their positions

75 Reset the variables etc.

78 Procedure to start the game, clear the keyboard etc.

84 All your lives have run out, print game over and rub out your robot

85 Clear the screen appropriately, to a musical accompaniment

86 Inquest on your performance

87 Are you on the high score table?

91 Swap over the high score table

94 Print the high scores, and check to see if you are on the score table

96 Press a key to restart

99 Input name for high score table

100 Swap variables for high score table

101 Instructions

117 Initialise the game, restore data pointers

121 Redefine the graphics characters

142 Start of main variable definitions

149 Machine code variables

152 Envelopes for sound effects

158 Procedure to position and POKE in the aliens

166 Utility procedure to position objects in their positions, and in the right colour

172 Assemble the machine code

200 Error has occurred — make noise and report it

Machine Code RUNdown

Firstly, if you are completely in the blue about machine code, do not bother reading the explanation, just type in the assembly procedure exactly as written, and save the program on tape before running it just in case of a system crash.

Line Action

175 Set the assembly pointer to the variable PASS; see p.212 of the Electron manual

176 The machine code starts, called CODE. Change the colour, and load the X register with the number of aliens. An OS JSR is the same as a VDU call; this means the same as VDU 17,2 in BASIC

177 Labelled cont, check if this alien is dead

178 Load the accumulator with the direction of the alien, branch to the routine to move it left, right, up or down

180 Labelled print, print the alien after

jumping to the screen check routine

181 Labelled a, actually print the alien on the screen

182 Decrement the X register, compare it with 0, if equal, exit m/c

183 Jump to continue if still applicable

184 The place the program jumps to if the alien is dead, GOTO the decrement X routine section

185 Move the alien left — is the alien off the screen? If so, wrap around

187 Right

189 Down

190 Up

191 The alien has hit something — if it is you branch to me hit, otherwise store the random number in the direction of the alien, and branch on its previous contents to the movement parts, to get it out of the obstructed screen

192 Wrap around left to right

193 Wrap around right to left

194 Finished, 195 you are hit, 196 reset the colour, return to BASIC

Variables Used

x%, y% Horizontal and vertical positions of the robot

d%, man% Selective directions and positions of the feet of the robot

dx%, dy% Direction of the robot; the increment x% and y% are reduced or increased

score% Score you have

lives% Number of lives you have



```

0 GOTO10
1 SOUND&0011,-15,10,1:FORloop%=1TO6:SOUND1,-15,loop
%*40,1:NEXT:key%=key%+1:score%=score%+55:PROCscore:RETU
RN
2 FORloop%=1TO5:SOUND1,3,loop%*42,1:NEXT:score%=sco
re%+95:PROCscore:RETURN
3 PRINTTAB(x%-dx%,y%-dy%)bl$;:PROCdead:RETURN
4 IFscr1%=149ORscr2%=149x%=x%-dx%:dx%=0:scr1%=32:sc
r2%=32:RETURN ELSERETURN
5 GOTO3
6 score%=score%+70:SOUND&0011,2,200,2:PROCscore:RET
URN
7 RETURN
8 IFkey%=7ANDhit%=?number%end%=TRUE:RETURN ELSEx%=x
%-dx%:y%=y%-dy%:dx%=0:dy%=0:RETURN
9 RETURN
10 ON ERROR GOTO 200
11 MODE5
12 PROCinit
13 PROCassemble
14 REPEAT
15 score%=0:lives%=3:level%=1:A%=135
16 PROCinstruct
17 PROCdrawscreen
18 PROCgame
19 IFlives%>0 PROCnewscreen:GOTO 17
20 PROCalldead
21 UNTIL FALSE
22 END
23 DEFNscrn(q%,w%):VDU31,q%,w%:=(USR(&FFF4)AND&FF00
)DIV&100
24 DEF PROCw(time%):FORDelay%=0TOtime%:NEXT:ENDPROC
25 DEF PROCscore:PRINTTAB(0,1)LEFT$("00000",5-LEN(ST
R$score%))score%;:ENDPROC
26 DEF PROClevel:PRINTTAB(11,1)LEFT$("00",2-LEN(STR$
level%))level%;:ENDPROC
27 DEF PROCclives:lives%=lives%-(lives%<0):FORloop%=1
TOlives%:PRINTTAB(5+loop%,0)man$(2,2);:NEXT:PRINTTAB(5+
lives%,0)bl$;:IFlives%=0PRINTTAB(6,0)bl$;
28 ENDP
29 DEF PROCman:dx%=0:dy%=0:IFINKEY-98x%=x%-1:dx%=-1:
d%=1ELSEIFINKEY-67d%=2:x%=x%+1:dx%=1
30 IFx%=-1x%=0:dx%=0 ELSEIFx%=20x%=19:dx%=0
31 IFINKEY-73ANDFNscrn(x%,y%-1)<>149y%=y%-1:dy%=-1:S
OUND0,3,3,3ELSEIFFNscrn(x%,y%+2)<>149ANDNOTINKEY-73y%=y
%+1:dy%=1
32 scr1%=FNscrn(x%,y%):scr2%=FNscrn(x%,y%+1):IFscr1%
<>32GOSUBscreen%(scr1%)
33 IFscr2%<>32GOSUBscreen%(scr2%)

```



ANDROID

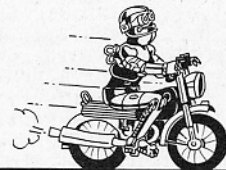


ANTICS

**RUNS ON
ORIC 48K/ATMOS**

level% The level you are on
bonus% How much bonus or time you have left
scr1% Screen code read at x%,y%
scr2% Screen code read at x%,y% + 1
end% Status of game; if end% is true, you end this screen, else continue
hit% Number of aliens you have hit
key% Number of keys you have collected
(arrays)
man\$(2,2) Different directions and positions of the robot
screen%(159) Various screen codes, and the destination of the program if encountered
hi%(10) Highest scores
hi\$(10) Names of highest scorers
inc% Amount that the bonus is decremented by each loop of the game

loop% General loop variable
blf Blank string to rub out the robot
ul\$ Underlining screen string
spa\$ Space string
hi% Flag for the high score table
num% General number variable
(machine code)
xp% Located from &70-&7f, containing the horizontal positions of the aliens
yp% Located from &80-&8f, containing the vertical positions of the aliens
di% Located from &90-&9f, containing the direction of each of the aliens
dead% Located from &A0-&AF, containing a 0 if the alien is alive, a 1 if it is dead
rnd% Located at &B0, containing a random number (1-4), generated from BASIC
number% Located at &B1, contain-



ing the number of aliens to print on the screen
scr% Located at &B2, containing the screen code of the alien, if it hits something
xc% Located at &B3, containing the contents of the X register when examining the screen
mhit% Located at &B4, containing a 0 if you are not hit, a 1 if you are hit
Os &FFEE, the screen manipulation subroutine built into BBC assembler
code space Space set aside for the assembly of the machine code

```
34 PRINTTAB(x%-dx%,y%-dy%)bl$;TAB(x%,y%)man$(d%,man%);man%=man%+1:IFman%=3man%=1
35 IFINKEY-74PROCfire
36 ENDPROC
37 DEF PROCgame: end%=0: REPEAT: PROCman?: rnd%=RND(4): C
ALLCODE?: (di%+RND(15))=RND(4): IF?mhit%=1?mhit%=0: PROCde
ad: IFend%VDU21
38 PROCman: bonus%=bonus%-inc%: IFbonus%<=0PROCtimeup
ELSEPRINTTAB(15,1)LEFT$("00000",5-LEN(STR$bonus%))bonus
%;
39 UNTILend%: ENDPROC
40 DEF PROCfire: rub%=-1: SOUND&0011,1,50,3: GCOL3,2: PR
OCdrawfire(d%): FORloop%=1TO?number%: IFrub%ANDloop%?dead
%=0THENIFd%=1ANDx%>loop%?xp%ANDloop%?yp%=y%+1ord%=2ANDx
%<loop%?xp%ANDloop%?yp%=y%+1PROChit(loop%)
41 NEXT: IFrub%PROCdrawfire(d%)
42 bo%=bo%-10: ENDPROC
43 DEF PROCdrawfire(direc%): IFd%=1MOVEx%*64+7,985-y%
*32:PLOT21,0,985-y%*32: ENDPROC ELSEMOVEx%*64+55,985-y%
*32:PLOT21,1279,985-y%*32: ENDPROC
44 DEF PROCchit(num%): PROCdrawfire(d%): num%?dead%=1: s
core%=score%+75: PROCscore: FORloop%=1TO4: FORloop2%=1TO3:
VDU17,loop2%,31,num%?xp%,num%?yp%,247:SOUND1,1,loop%*3
loop2%,1:NEXT,
45 hit%=hit%+1: rub%=0: VDU31,num%?xp%,num%?yp%,32: END
PROC
46 DEF PROCdead: lives%=lives%-1: IFlives%=0 end%=-1
47 PRINTTAB(x%,y%)bl$;dx%=0: dy%=0
48 PROCclives: PRINTTAB(x%,y%)CHR$242d$CHR$241;: SOUND0
,-15,4,5: PROCw(500): FORloop%=16TO0STEP-10: SOUND1,-15,1
oop%,1:NEXT
49 IFend% ENDPROC
50 PROCw(1000): FORloop%=1TO?number%: IFloop%?xp%=x%TH
ENIFloop%?yp%=y%ORloop%?yp%=y%+1loop%?dead%=1: hit%=hit%
+1
51 NEXT: REPEAT: PRINTTAB(x%,y%)bl$;scr1%=FNscrn(x%,y
%+2): y%=y%-(scr1%>149): PRINTTAB(x%,y%)man$(d%,man%);: P
ROCw(100): UNTILscr1%=149: PRINTTAB(x%,y%)bl$;: PROCstartg
ame
52 IFbonus%<2000bonus%=2000
53 ENDPROC
54 DEF PROCtimeup: FORloop%=1TO5: PRINTTAB(15,1)"00000
";: SOUND1,-15,255-loop%*20,5: PROCw(800): PRINTTAB(15,1)"
";: PROCw(800): NEXT
55 PROCdead: bonus%=4500+(level%*500): PRINTTAB(15,1)L
EFT$("00000",5-LEN(STR$bonus%))bonus%;: ENDPROC
56 DEF PROCnewscreen: FORloop%=0TO250STEP25: SOUND1,-1
5,loop%,1:NEXT
57 score%=score%+bonus%: PRINTTAB(15,1)"00000";: VDU17
```

```
,129: PROCscore: SOUND1,3,200,10: PROCw(3500): VDU17,128: PR
OCscore: PROCw(1500)
58 level%=level%+1: IFlevel%=6lives%=lives%+1: PROCcliv
es: FORloop%=0TO250STEP16: SOUND1,-15,loop%,1: SOUND1,3,25
5-loop%,1: NEXT: PROCw(2000)
59 FORloop%=0TO31: VDU31,0,0,11: SOUND1,2,loop%*8,1: SO
UND1,-15,255-loop%*8,1: PROCw(300): NEXT: VDU17,129,17,3,3
1,0,14: PRINTspa$; " ROVING ROBOT " ; spa$;: PROCw(10
00): GCOL3,130: CLG: GCOL3,131: CLG: CLS
60 COLOUR128: CLS: ENDPROC
61 DEF PROCdrawscreen: COLOUR1: RESTORE83
62 ?number%=4+level%: IF?number%>15?number%=15
63 FORloop%=1TO19: READx1%,y1%,num%
64 PRINTTAB(x1%,y1%)STRING$(num%,CHR$245);
65 NEXT
66 COLOUR3
67 PROCscore: PROCclives: PROClevel: VDU17,1,31,0,0: PRIN
T" 1UP": VDU31,11,0,240,239: PRINT" BONUS": VDU17,3
68 RANDOMIZE=RND(-TIME)
69 VDU23;8202;0;0;0;5,18,0,3: MOVE1217,927: VDU245,8,1
8,0,1,35,8,10,18,0,3,245,8,18,0,1,35,10,8,18,0,3,245,8,
18,0,1,35,4
70 PROCobjects(249,7,3,1)
71 PROCobjects(246,RND(level%),1,2)
72 IFlevel%>4PROCobjects(244,RND(level%),3,3) ELSE P
ROCOjects(243,RND(4),3,1)
73 IFlevel%/2=level%DIV2 PROCobjects(248,RND(4),1,1)
74 PROCaliens
75 x%=0: y%=28: PRINTTAB(x%,y%)man$(2,1);: man%=1: bonus
%=4500+(500*level%): inc%=20+(5*level%): hit%=0: key%=0: IF
inc%>150inc%=150
76 PRINTTAB(15,1)LEFT$("00000",5-LEN(STR$bonus%))bon
us%;
77 PROCstartgame: ENDPROC
78 DEF PROCstartgame: PRINTTAB(x%,y%)man$(2,1);: *FX15
,0
79 FORloop%=1TO5: VDU17,3,31,1,0,49,85,80: PROCw(500):
VDU17,1,31,1,0,49,85,80: PROCw(500): NEXT
80 key$=GET$: dy%=0: dx%=0: IFkey$="Z"d%=1: dx%=-1 ELSEd
%=2: dx%=1
81 PRINTTAB(x%,y%)bl$;: COLOUR3
82 ENDPROC
83 DATA0,2,20,19,6,1,17,7,2,11,7,3,4,6,6,0,8,2,3,10,
2,6,11,3,10,12,2,13,14,3,15,10,2,0,14,4,7,18,6,14,19,1,
4,22,4,9,24,3,0,26,4,13,26,4,0,30,20
84 DEF PROCalldead: VDU6,31,x%,y%,17,3,242,10,8,241: S
OUND&0010,-15,4,10: PROCw(1500): VDU17,2: PRINTTAB(5,16)"G
AME OVER";: PROCw(3000)
85 GCOL0,0: FORloop%=0TO639STEP8: MOVEloop%,0: DRAWloop
```




```

%,1023:MOVE1279-loop%,0:DRAW1279-loop%,1023:SOUND1,3,10
op%DIV5,2:NEXT
86 GCOL0,129:CLG:GCOL0,128:CLG:VDU17,1:PRINTTAB(0,10
)ul$TAB(0,20)ul$;:VDU17,3:PRINTTAB(0,13)"You scored";:
VDU17,2:PRINTscore%;:VDU17,3:PRINTTAB(0,16) on level
";:VDU17,2:PRINTlevel%
87 IFscore%>hi$(10)hi$(10)=score%:hi$(10)="" :PRINTTAB
B(0,23)"Your'e on the high score table!!";:FORloop%=0
TO250STEP10:SOUND1,-15,loop%,1:NEXT
88 VDU17,1:PRINTTAB(0,25)ul$;:A=INKEY(200)
89 *FX15,0
90 GCOL3,129:CLG:GCOL0,128:CLG
91 FORloop%=9TO1STEP-1:IFhi$(loop%)<hi$(loop%+1)PROC
swap
92 NEXT
93 VDU17,1,31,0,0:PRINTul$;:VDU17,2,31,0,2:PRINT"TOD
AY'S HIGH SCORES.";:VDU17,1,31,0,3:PRINTul$;:VDU17,3
94 hi%=0:FORloop%=1TO10:row%=6+loop%*2:VDU17,3,31,0,
row%:PRINTLEFT$( "00000",5-LEN(STR$hi$(loop%)))hi$(loop%
):VDU17,1,31,5,row%,ASC("-"),17,2,31,6,row%:PRINThi$(lo
op%);:IFhi$(loop%)=""hi%=row%:num%=loop%
95 NEXT:IFhi%>0PROCinputname(num%)
96 VDU17,1:PRINTTAB(0,28)ul$;:VDU17,2:PRINTTAB(0,30)
"Press a key to start";:GCOL0,1:MOVE0,0:DRAW1279,0
97 *FX15,0
98 N=GET:ENDPROC
99 DEFPROCinputname(person%):VDU23,1,1,0;0;0;:INPUTT
AB(6,hi%)hi$(person%):VDU23,1,0;0;0;0;:PRINTTAB(0,hi%+1
)STRING$(20," ")hi$(person%)=LEFT$(hi$(person%),14):EN
DPROC
100 DEF PROCswap:hi%=hi$(loop%):hi$(loop%)=hi$(loop%+
1):hi$(loop%+1)=hi%:hi$(loop%)=hi$(loop%):hi$(loop%+
1):hi$(loop%+1)=hi%:ENDPROC
101 DEF PROCinstruct
102 VDU22,4,23,1,0,0;0;0;0;0;19,0,4;0;19,1,6;0;31,0,1
,17,129,17,0
103 PRINT"Acorn Electron 'ROVING ROBOT' by P.Scott";:
VDU17,1,17,128
104 PRINTTAB(0,3)"In this game,you control a roving r
obot,who is trapped in some haunted mines.To escape eac
h cavern,the robot must catch the 7 keys lying around t
he cavern,and"
105 PRINT"shoot all the aliens who are out to get him
.The robot is equipped with a jet-pacand a laser which
can only fire sidewaysThere is debris lying around the
mine which can be collected for bonus points"
106 PRINT"but avoid the dead aliens and floating bal
loons.You can get the diamonds and the fruit.Once you
have collected all the keys,go to the door at the to
p right of the screen to leave."
107 PRINT"You gain a life for passing level five.":VD
U17,0,17,129:PRINT"" USE THESE KEYS TO CONTROL THE RO
BOT-":VDU17,1,17,128
108 PRINT"" 'Z' = LEFT 'X' = RIGHT
*' = UP 'RETURN' = FIRE "
109 PRINT"Do you want sound (y/n) ? ";
110 KEY$=GET$:IFKEY$="Y"PRINT"YES":*FX210,0
111 IFKEY$="N"PRINT"NO":*FX210,1
112 IFKEY$<>"N"ANDKEY$<>"Y"THEN110
113 VDU17,129,17,0,31,0,29:PRINT" Press any key t
o start the game ";*FX15,0
114 N=GET
115 VDU22,5,23,1,0,0;0;0;0;0;19,2,6;0;
116 ENDPROC
117 DEF PROCinit:RESTORE125
118 *FX11,0
119 *FX4,1
120 VDU19,1,1;0;19,2,6;0;19,3,3;0;23,1,0,0;0;0;0;0;
121 FORloop%=255 TO 239 STEP-1
122 READa%,b%,c%,d%,e%,f%,g%,h%
123 VDU23,loop%,a%,b%,c%,d%,e%,f%,g%,h%
124 NEXT
125 DATA126,255,240,245,245,240,255,63
126 DATA63,3,131,126,60,189,195,102
127 DATA63,3,131,126,60,188,129,199
128 DATA126,255,15,175,175,15,255,252
129 DATA252,192,193,126,60,189,195,102
130 DATA252,192,193,126,60,61,129,227
131 DATA0,0,64,160,191,165,69,0
132 DATA60,16,56,84,168,84,168,80
133 DATA60,90,165,165,219,255,189,126
134 DATA0,60,126,219,165,165,153,255
135 DATA255,255,170,85,170,85,0,0
136 DATA40,84,170,84,170,84,40,16
137 DATA56,68,130,198,254,124,56,16
138 DATA56,124,84,84,124,56,40,40
139 DATA146,214,108,24,48,108,198,130
140 DATA77,77,73,77,73,108,108,0
141 DATA90,90,82,90,82,155,155,0
142 DIMman$(2,2),screen$(159),hi$(10),hi$(10)
143 d$=CHR$10+CHR$8:FORloop%=1TO2:READa%,b%,c%:man$(1
oop%,1)=CHR$a%+d$+CHR$b%:man$(loop%,2)=CHR$a%+d$+CHR$c%
:NEXT
144 DATA252,251,250,255,254,253

```

ANDROID ANTICS

```

145 FORloop%=0TO159:screen$(loop%)=7:NEXT
146 FORloop%=1TO8:READchar%,dest%:screen$(char%)=dest
%:NEXT
147 DATA153,1,152,2,151,3,150,3,149,4,148,5,147,6,0,8
148 FORloop%=1TO10:hi$(loop%)=(11-loop%)*100:hi$(loop
%)="Electron":NEXT
149 xp%=&70:yp%=&80:di%=&90:dead%=&A0
150 rnd%=&B0:number%=&B1:scr%=&B2:xc%=&B3:mhit%=&B4
151 OS=&FEE:DIM code space 300
152 ENVELOPE1,129,-15,-8,-3,10,10,10,126,0,0,-126,126
,126
153 ENVELOPE2,1,6,6,6,1,1,1,126,0,0,-126,126,126
154 ENVELOPE3,1,5,-5,5,3,4,5,126,0,0,-126,126,126
155 ul$=STRING$(20," ")
156 bl$=" "+d$+" " " ":ENDPROC
157 spa$=STRING$(20," ")
158 DEF PROCaliens:COLOUR2
159 FORloop%=1TO?number%
160 xpos%=RND(1)*19:ypos%=RND(22)+3
161 IFFNscrn(xpos%,ypos%)<>32THEN160
162 ?(xp%+loop%)=xpos%:?(yp%+loop%)=ypos%
163 ?(dead%+loop%)=0
164 VDU31,xpos%,ypos%,247:NEXT:COLOUR3
165 ENDPROC
166 DEF PROCobjects(character%,num%,colour%,position%
)
167 VDU17,colour%
168 FORloop%=1TONum%
169 xpos%=RND(1)*20:ypos%=RND(25)+2:IFposition%=1ANDF
Nscrn(xpos%,ypos%-1)<>149 THEN169 ELSEIFposition%=2ANDF
Nscrn(xpos%,ypos%+1)<>149 THEN169 ELSEIFFNscrn(xpos%,ypo
s%+1)=153 THEN169
170 IFFNscrn(xpos%,ypos%)<>32 THEN169
171 VDU31,xpos%,ypos%,character%:NEXT:VDU17,3:ENDPROC
172 DEF PROCassemble
173 FOR PASS=0 TO 2 STEP 2
174 P%=code space
175 [ OPT PASS
176 .CODE LDA#17:JSROS:LDA#2:JSROS:LDXnumber%
177 .cont LDAdead%,X:CMPE#1:BEQdecr
178 LDA#31:JSROS:LDAxp%,X:JSROS:LDAyp%,X:JSROS:LDA#3
2:JSROS
179 LDAdi%,X:CMPE#1:BEQleft:CMPE#2:BEQright:CMPE#3:BEQdo
wn:CMPE#4:BEQup
180 .print LDA#31:JSROS:LDAxp%,X:JSROS:LDAyp%,X:JSROS
:STXxc%:LDA#135:JSR&FFF4:STXscr%:LDXxc%:LDAScr%:CMPE#32:
BNEhit
181 .a LDA#247:JSROS
182 .dec DEX:TXA:CMPE#0:BEQfin
183 JMPcont
184 .decr JMPdec
185 .left LDAXp%,X:CMPE#0:BEQwrap1
186 DECxp%,X:JMPprint
187 .right LDAXp%,X:CMPE#19:BEQwrap2
188 INCxp%,X:JMPprint
189 .down INCyp%,X:JMPprint
190 .up DECyp%,X:JMPprint
191 .hit LDAScr%:CMPE#154:BCSmehit:LDYdi%,X:LDARnd%:ST
Adi%,X:TYA:CMPE#1:BEQright:CMPE#2:BEQleft:CMPE#3:BEQup:CMPE#4:BEQdown
192 .wrap1 LDA#19:STAXp%,X:JMPprint
193 .wrap2 LDA#0:STAXp%,X:JMPprint
194 .fin JMPover
195 .mehit LDA#1:STAmhit%:JMPa
196 .over LDA#17:JSROS:LDA#3:JSROS:RTS
197 ]
198 NEXT
199 ENDPROC
200 MODE6
201 REPORT
202 PRINT" at line no. ";ERL
203 *FX4,0
204 *FX15,0
205 SOUND1,2,ERR,10
206 *FX12,0
207 END

```



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Boris has to make his way through the maze to home; cars and bombs must be avoided by clever use of the joystick or keys. As well as running, Boris can jump down a lane by using either the space bar or fire button. However a time bonus is ticking away, the longer the time taken, the lower the score if Boris succeeds in getting home. A high score line is incorporated to give the next user a target to beat.

Full instructions are given in the game and appear on the screen, the user can choose either keys or joysticks and also increased automatically if Boris reaches home. On level 1 Horace has one car and one bomb which appear randomly anywhere in the maze lanes. On level two an extra car comes in from the opposite side. Level 3 has two cars and a bomb but they home in much closer to Boris than in the previous two levels. Boris has three lives after which another game can be chosen.

If using joysticks the game can be completely run from same; the user need not leave his armchair after loading.

RUNdown

Line

3-4
20

40
50-110
120-260

270-305

319

330-356

380-500
530-574

576-600
602

603-606

607
630-640

Action

Opening sounds.

Sets mode for instructions

Switches off cursor

Sets some variables

Introduction and instructions

Looks for return from keys or joystick button

Switches off cursor after mode change

Looks for return of level chosen

More variables

Sets up characters for Boris, bomb and cars

Draws maze

Prints 2 extra men for goes 2 and 3

Blanks out extra men as goes are used

Prints Hi-score line

Prints Boris being used for first go

650-790

660

750

755

760

800-990

810-830

840-850

860-890

940

945

Sets up and runs bomb through top four lanes of maze.

Deducts 10 points from time bonus

Has Boris been killed ?

line

Sets flag to make sure return is to correct part of program after next line

Scan keys or joystick to move Boris

Sets up and runs one or two cars (according to difficulty level) randomly across all alleys

Determines position of cars according to level chosen

Prevents cars going below lanes

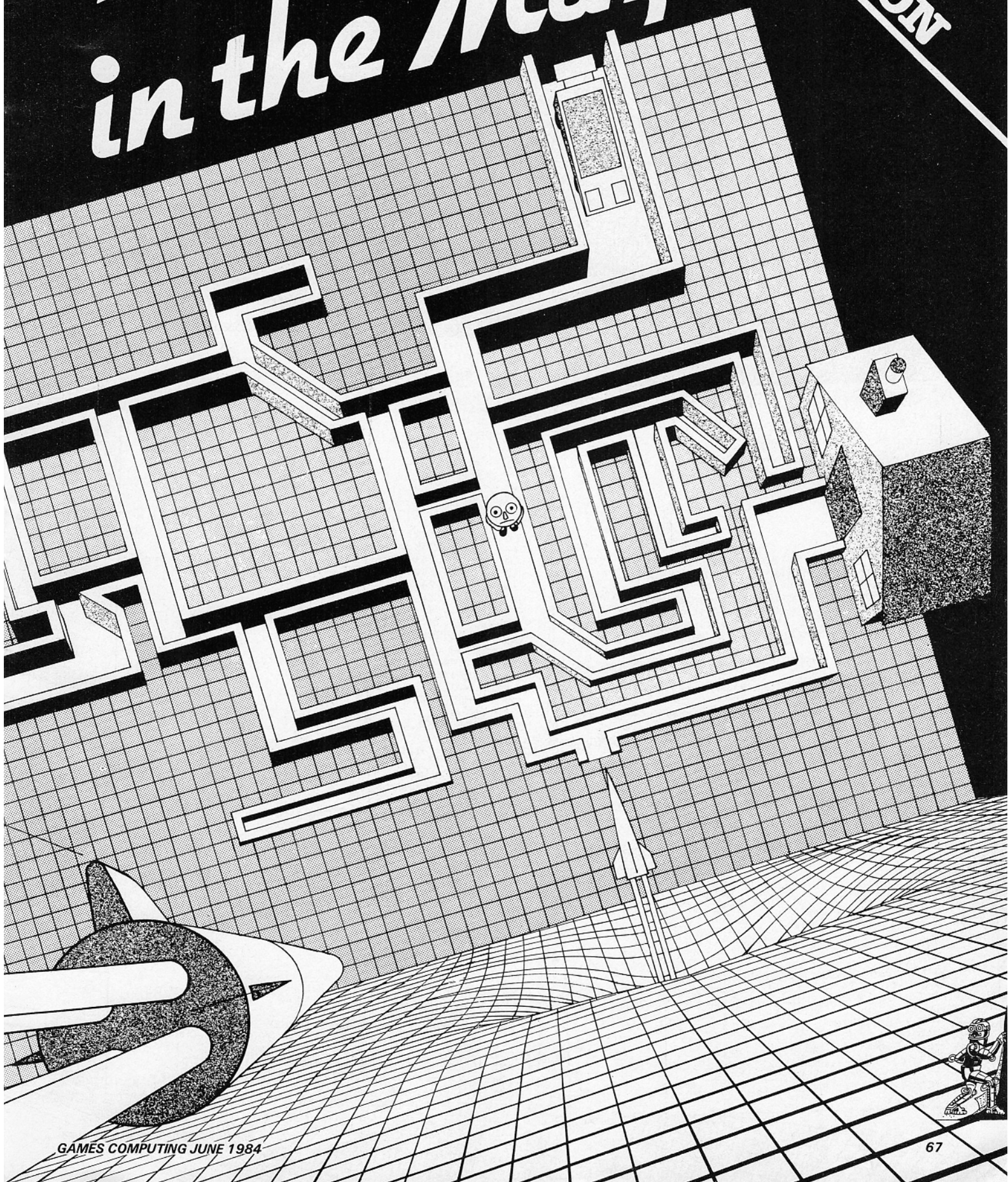
Stops cars going on lane lines

Another "is Boris killed ?" line

As 755

Boris in the Maze

RUNS ON
BBC/B
ELECTRON



Boris in the Maze

950

Allows keys or joystick to be scanned to see if Boris is to be moved
Repeat bombs and cars procedure

1000

1010-1100

Gosub from key or joystick scan which gives animation to Boris's legs; also sound to movement
Scan keys for movement of Boris. If moved then wipe out previous position

1110-1200

1210

1220

Another check to see if Boris is killed
These co-ordinates are reached if Boris reaches Home. Program then goes to 1410

1230-1235
1240-1330

See 755
Kills sequence, prints dead Boris with appropriate sound; proceeds to next goes
Clears inputs from buffers

1340

1350

1360-1374

1410-1470

1830

1840-1870

1880-1910

1920-1950

1960

1980-2080

2090

2110-2115

Sets up new Hi-score if applicable
Asks would you like another game and returns to line 319 to choose level
Prints "Well Done" if you get Boris home, plus sound, also sets scores and increases difficulty level
Stops Boris from running onto score line
Stops Boris running off screen
Stops Boris running on lines and erases Boris if printed in lane entrances
Prints Boris on X,Y co-ordinates
Returns program to bomb or car sequences
Enables and scans joystick
Another check on Boris's life
See 755

```

3 ENVELOPE 1,3,-127,8,-8,-1,-1,2,13,3,12,9,130,130
4 SOUND 11,1,0,77
10 *TV254
20 MODE 7
30 CLS
40 VDU 23;8202;0;0;0;
50 VZ=1110
60 JSZ=1980
80 GZ=18
90 IZ=0
100 CZ=0
105 DL=1
110 HISCOREZ=0
120 PRINTTAB(14,3)CHR$(134)CHR$(141)"GAMES"
130 PRINTTAB(14,4)CHR$(134)CHR$(141)"GAMES"
140 PRINTTAB(12,7)CHR$(134)CHR$(141)"COMPUTING"
150 PRINTTAB(12,8)CHR$(134)CHR$(141)"COMPUTING"
160 PRINTTAB(12,11)CHR$(134)CHR$(141)"PRESENTS"
170 PRINTTAB(12,12)CHR$(134)CHR$(141)"PRESENTS"
180 PRINTTAB(7,15)CHR$(131)CHR$(141)"HORACE IN THE MAZE"
190 PRINTTAB(7,16)CHR$(131)CHR$(141)"HORACE IN THE MAZE"
200 PRINTTAB(2,0)CHR$(130)"*****"
210 PRINTTAB(2,20)CHR$(130)"*****"
*****:FOR T=1 TO 6000:NEXT T:CLS
220 PRINTTAB(0,4)CHR$(134)"BY USING EITHER JOYSTICK O
R KEYS YOU"
230 PRINTCHR$(134)" ENDEAVOUR TO GET HORACE TO HIS HO
ME"
240 PRINTCHR$(134)" YOU MUST AVOID BOMBS AND CARS"
250 PRINTTAB(0,9) "TO MOVE HORACE USE KEYS Z FOR LEFT
,X FOR RIGHT, : FOR UP, / FOR DOWN AND SPACE BA
R TO JUMP DOWN ONE LANE":PRINTCHR$(133)" OR USE JOYS
TICK + FIRE BUTTON":PRINT
260 PRINT CHR$(131)" WOULD YOU LIKE TO USE KEYS OR JO
YSTICK PRESS K OR FIRE BUTTON"
265 PRINT
270 FOR A=1TO1:A=0
280 C=ADVAL 0 AND 3
290 IFC>0THENVZ=JSZ:A=1
300 IF INKEY(-71) THENA=1
305 NEXT A
310 FORT=1TO500:NEXT T
315 PRINT
319 VDU 23;8202;0;0;0;:FOR T=1TO 500:NEXTT
320 PRINTTAB(0,17)"THERE ARE 3 LEVELS,1 IS LEAST DIFF
ICULT.PRESS 1,2,OR 3.":PRINT CHR$(130)" PRESS FIRE BUTT
ON FOR LEVEL 1 ONLY"
330 FOR A=1TO1:A=0
340 C=ADVAL 0 AND 3
350 IFC>0THENHZ=26:GZ=13:DL=1:A=1
352 IF INKEY(-49) THENHZ=26:GZ=13:DL=1:A=1
354 IF INKEY(-50) THEN DL=2:A=1
356 IF INKEY(-18) THEN DL=3:A=1
357 NEXT A

```

```

358 FOR T=1TO300:NEXT T
360 *TV254
370 MODE5
380 SCOREZ=0
410 WZ=0
420 KZ=0
430 LZ=0
440 QZ=2
460 FOR GOES=1TO3
470 XZ=15
480 YZ=26
490 BZ=1010
500 BONUSZ=510
520 MODE5
525 CLS
530 VDU 23;8202;0;0;0;
540 VDU 23,240,56,124,56,56,56,255,184,56
550 VDU 23,241,108,108,108,204,204,12,12,13
560 VDU 23,242,96,96,96,96,127,127,0,0
570 VDU 23,243,32,32,34,255,255,34,0
571 VDU 19,1,6,0,0,0,
572 VDU 23,246,124,124,124,124,56,56,56,16
573 VDU 23,247,31,17,17,255,255,255,34,34
574 VDU 23,248,248,136,136,255,255,255,68,68
575 COLOUR 1
576 PRINTTAB(0,0)"
577 PRINTTAB(0,1)"!";:COLOUR2:PRINT
"H":COLOUR 1
578 PRINTTAB(0,2)"!";:COLOUR2:PRINT
"O":COLOUR 1
579 PRINTTAB(0,3)"!";:COLOUR2:PRINT
"M":COLOUR1
580 PRINTTAB(0,4)"!";:COLOUR2:PRIN
T"E":COLOUR1
581 PRINTTAB(0,5)"!";
582 PRINTTAB(0,6)"!";
583 PRINTTAB(0,7)"!";
584 PRINTTAB(0,8)"!";
585 PRINTTAB(0,9)"!";
586 PRINTTAB(0,10)"!";
587 PRINTTAB(0,11)"!";
588 PRINTTAB(0,12)"!";
589 PRINTTAB(0,13)"!";
590 PRINTTAB(0,14)"!";
591 PRINTTAB(0,15)"!";
592 PRINTTAB(0,16)"!";
593 PRINTTAB(0,17)"!";
594 PRINTTAB(0,18)"!";
595 PRINTTAB(0,19)"!";
596 PRINTTAB(0,20)"!";
597 PRINTTAB(0,21)"!";
598 PRINTTAB(0,22)"!";
599 PRINTTAB(0,23)"!";
600 PRINTTAB(0,24)"!";
601 PRINTTAB(0,29)"SCORE="SCOREZ
602 PRINTTAB(18,26)CHR$(240):PRINTTAB(17,26)CHR$(240):COL
OUR2:PRINTTAB(18,27)CHR$(241):PRINTTAB(17,27)CHR$(241
603 IFGOES=2THENPRINTTAB(18,27)" "
604 IFGOES=2THENPRINTTAB(18,26)" "
605 IFGOES=3THENPRINTTAB(17,26)" "

```


RUNS ON BBC/B ELECTRON

```

606 IFGOES=3THENPRINTTAB(17,27) " "
607 PRINTTAB(0,26)"HI-SCORE=";HISCORE%
630 COLOUR 1:PRINT TAB(X%,Y%)CHR#240
640 COLOUR 2:PRINT TAB(X%,Y%+1)CHR#241
650 LZ=RND(X%+6)
660 BONUS%=BONUS%-10:IFBONUS%<0THENBONUS%=0
670 COLOUR2:PRINTTAB(11,29)"BONUS=";BONUS%;:PRINT " "
690 IF LZ>=19 THEN LZ=1
700 K%=1
705 SOUND 0,-10,5,5
710 FOR S%=1TO8
720 COLOUR 1
730 PRINT TAB(L%,K%)CHR#246
740 PRINT TAB(L%,K%-2) " ":PRINTTAB(0,2)"!"
750 IF X%=L% AND Y%=K% OR X%=0% AND Y%=W% OR X%=L% AN
D K%=Y%+1 OR X%=0% AND W%=Y%+1 ORX%=6% AND Y%=H% OR X%=
6% AND Y%+1=H% THEN1240
755 FLX=1
760 GOTOV%
770 IF S%=8THEN PRINTTAB(L%,K%) " "
780 K%=K%+2
790 NEXT S%
800 K%=0
806 SOUND0,-10,1,3
807 SOUND0,-10,2,2
810 W%=RND(Y%+8):Q%=1:IF DL=1 THEN 850
820 H%=RND(Y%+8):G%=18
830 IF DL=3THENW%=RND(Y%+4):IF DL=3THENH%=RND(Y%+4)
840 IFH%>23THENH%=H%-10
850 IFW%>23THENW%=W%-10
860 IFW%=4ORW%=8ORW%=12ORW%=16ORW%=20ORW%=24THENW%=(W
%-1)
870 IFH%=4ORH%=8ORH%=12ORH%=16ORH%=20ORH%=24THENH%=(H
%-1)
880 IF W%=1THEN W%=3
890 IFH%=1THENH%=3
900 FORP%=1TO18
910 PRINTTAB(Q%,W%)CHR#248:PRINTTAB(G%,H%)CHR#247
920 IFQ%>2PRINT TAB(Q%-1,W%) " "
930 IFG%>17PRINTTAB(G%+1,H%) " "
940 IFX%=L%ANDY%=K%ORX%=Q%ANDY%=W% OR X%=L% AND K%=Y%
+1 OR X%=Q% AND W%=Y%+1 ORX%=6% AND Y%=H% OR X%=6% AND
Y%+1=H% THEN1240
945 FLX=0
950 IFP%=3ORP%=5ORP%=7ORP%=9ORP%=11ORP%=13ORP%=15THEN
GOTOV%
960 IFP%=18THENPRINTTAB(Q%,W%) " ":PRINTTAB(G%,H%) " "
970 Q%=Q%+1:IFDL=1THEN990
980 G%=G%+1
990 NEXT P%
1000 GOTO 650
1010 VDU 23,241,108,108,108,103,103,96,96,224:B%=B%+50
1030 SOUND0,-10,0,1.2
1040 GOTO1820
1050 RETURN
1060 VDU 23,241,108,108,108,204,204,12,12,13:B%=B%-50
1070 SOUND0,-10,0,1.2
1090 GOTO 1820
1100 RETURN
1110 IFINKEY(-98)THENX%=X%-1:GOSUB B%ELSE1130
1120 PRINTTAB(X%+1,Y%) " ":PRINTTAB(X%+1,Y%+1) " "
1130 IFINKEY(-99)ANDY%<20Y%=Y%+4:GOSUB B%ELSE1150
1140 PRINTTAB(X%,Y%-4) " ":PRINTTAB(X%,Y%-3) " ":PRINTTA
B(3,4) " ":PRINTTAB(15,8) " ":PRINTTAB(3,12) " ":PRINTT
AB(15,16) " ":PRINTTAB(3,20) " "
1150 IFINKEY(-67)THENX%=X%+1:GOSUB B%ELSE1170
1160 PRINTTAB(X%-1,Y%) " ":PRINTTAB(X%-1,Y%+1) " ":PRINT
TAB(14,24) " "
1170 IFINKEY(-73)THENY%=Y%-1:GOSUB B%ELSE1190
1180 PRINTTAB(X%,Y%+2) " "
1190 IFINKEY(-105)THENY%=Y%+1:GOSUB B%ELSE1210
1200 PRINTTAB(X%,Y%-1) " "

```

```

1210 IFX%=L%ANDY%=K%ORX%=Q%ANDY%=W%ORX%=L%ANDK%=Y%+1OR
X%=Q%ANDW%=Y%+1ORX%=6%ANDY%=H%ORX%=6%ANDY%+1=H%THEN1240
1220 IFX%=18ANDY%=10RX%=18ANDY%=26GOTO1410
1230 IF FLX=1THEN770
1235 IF FLX=0THEN960
1240 FOR C=1TO500:NEXT C:COLOUR1:CLS
1250 ENVELOPE 1,3,-3,-2,-106,16,16,32,64,64,64,64,128
,0
1260 SOUND 11,1,150,18
1270 FOR T=1TO1700:NEXT T
1280 CLS:PRINTTAB(X%,Y%)CHR#243
1290 COLOUR 2
1300 PRINTTAB(X%-1,Y%) CHR#242
1310 SOUND 0,-15,150,20
1320 FOR V=1TO2000:NEXTV:CLS
1325 Q%=1:G%=13:H%=26
1330 NEXT GOES
1340 *FX15,0
1350 IFSCORE%>HISCORE%THENHISCORE%=SCORE%
1360 PRINTTAB(3,4)"WOULD YOU LIKE"
1370 PRINTTAB(3,6)"ANOTHER GAME?"
1371 PRINTTAB(3,8)"CHOOSE LEVEL"
1374 FORT=1TO4000:NEXT T:MODE 7:GOTO319
1400 END
1410 ENVELOPE 1,3,-127,8,-8,-1,-1,2,13,3,12,9,130,130
1411 SOUND 11,1,0,77
1412 PRINTTAB(6,4)"WELL DONE":SCORE%=SCORE%+BONUS%+300
:PRINTTAB(0,29)"SCORE=";SCORE%
1420 IF DL=1THEN DL=2:GOTO1450
1430 IF DL=2THEN DL=3
1450 FORT=1TO7000:NEXTT
1460 *FX15,0
1470 GOTO470
1820 COLOUR 1
1830 IFY%>23THENX%=15:PRINTTAB(15,24) " ":PRINTTAB(15,
23) " "
1840 IFY%>27THENY%=26
1850 IFY%=0THENY%=1
1860 IFX%=19THENX%=18
1870 IFX%=0THENX%=1
1880 IFY%=4ANDX%>4ORY%=20ANDX%>4ORY%=12ANDX%>4ORY%=4AN
DX%<3ORY%=12ANDX%<3ORY%=20ANDX%<3THENY%=Y%+1:PRINTTAB(3
,Y%-1) " "
1890 IFY%=8ANDX%>16ORY%=16ANDX%>16ANDX%>16ORY%=8ANDX%<
15ORY%=16ANDX%<15THENY%=Y%+1:PRINTTAB(15,Y%-1) " "
1900 IFY%=3ANDX%<3ORY%=11ANDX%<3ORY%=19ANDX%<3ORY%=3AN
DX%>4ORY%=11ANDX%>4ORY%=19ANDX%>4THENY%=Y%-1:PRINTTAB(3
,Y%+2) " "
1910 IFY%=7ANDX%<15ORY%=15ANDX%<15ORY%=23ANDX%<15ORY%=
7ANDX%>16ORY%=15ANDX%>16ORY%=23ANDX%>16THENY%=Y%-1:PRIN
TTAB(15,Y%+2) " "
1920 PRINTTAB(X%,Y%);CHR#240
1930 COLOUR 2
1940 PRINT TAB(X%,Y%+1)CHR#(241)
1950 COLOUR 1
1960 GOTO1050
1970 STOP
1980 CX=ADVAL0 AND 3
1990 IFADVAL1>44000THENX%=X%-1:GOSUB B%ELSE2010
2000 PRINTTAB(X%+1,Y%) " ":PRINTTAB(X%+1,Y%+1) " "
2010 IFCX>0ANDY%<20Y%=Y%+4:GOSUB B%ELSE2030
2020 PRINTTAB(X%,Y%-4) " ":PRINTTAB(X%,Y%-3) " ":PRINTTA
B(3,4) " ":PRINTTAB(15,8) " ":PRINTTAB(3,12) " ":PRINTT
AB(15,16) " ":PRINTTAB(3,20) " "
2030 IF ADVAL1<21000THENX%=X%+1:GOSUB B%ELSE2050
2040 PRINTTAB(X%-1,Y%) " ":PRINTTAB(X%-1,Y%+1) " ":PRINT
TAB(14,24) " "
2050 IF ADVAL2>44000THENY%=Y%-1:GOSUB B%ELSE2070
2060 PRINTTAB(X%,Y%+2) " "
2070 IFADVAL2<21000THENY%=Y%+1:GOSUB B%ELSE2090
2080 PRINTTAB(X%,Y%-1) " "
2090 IFX%=L%ANDY%=K%ORX%=Q%ANDY%=W%ORX%=L%ANDK%=Y%+1OR
X%=Q%ANDW%=Y%+1ORX%=6%ANDY%=H%ORX%=6%ANDY%+1=H%THEN1240
2100 IFX%=18ANDY%=10RX%=18ANDY%=26GOTO1410
2110 IF FLX=1THEN770
2115 IF FLX=0THEN960
2116 END

```


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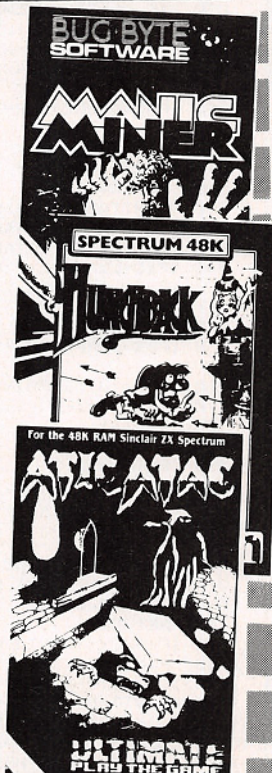
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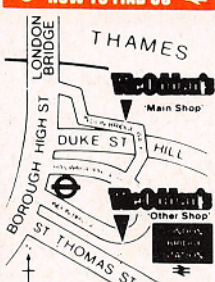
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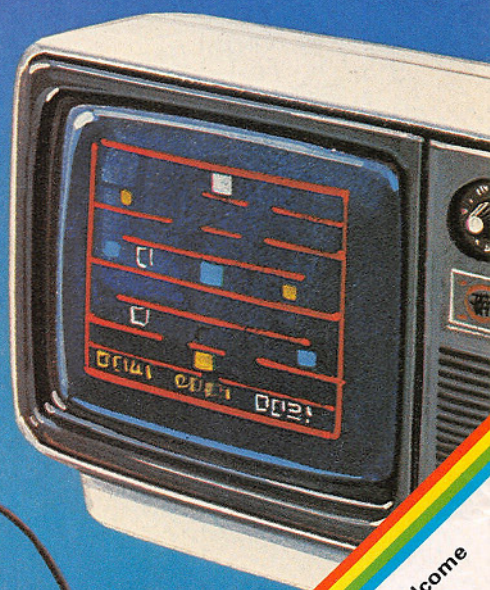
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SOFTWARE

NIGHTFLITE II

Runs on: ZX Spectrum
Made by: Hewson Consultants
Price: £7.95

Nightflite two, designed for the Spectrum by Hewson Consultants, simulates all the complexity and difficulty of flying a light aircraft. There are seven different modes to choose from: 1) Final Approach, 2) Take Off, 3) Random Position, 4) Autopilot Final, 5) Autoland, 6) Training, 7) Map. Before play commences, it is advisable to read all the enclosed instructions, this is quite time consuming since there is an overwhelming abundance of necessary information. The program is written entirely in machine code and while running, the screen displays a clear pictorial of the instruments in front of you and the view from the pilot's seat. The variety of modes gives scope for much variation since all take the aircraft into different situations. Modes five and seven are the only exceptions to this rule, mode five is a demonstration mode where the aircraft is on a final approach pattern and proceeds to land on autopilot. I found this very useful for acquiring good landing techniques.

Mode seven displays a map of the entire area and landing field. Some interesting sound effects are incorporated into Nightflite II such as an optional engine noise throughout the flight, and squeaks as the brakes are applied.

Nightflite II is a challenge to any Spectrum owner. To be successful it requires much time and patience, and when you succeed, the effort you have put in will make your success even more rewarding. An excellent addition to any Spectrum library. Well worth purchasing. Nightflite II can be played on either a 16K or a 48K Spectrum and can be used with a Kempston joystick if desired.

PIXIE PETE

Runs on: Commodore 64
Made by: Merlin Software
Price: £6.95

This is a program which has a novel idea, makes good use of sprite graphics but fails because the game itself lacks challenge and quickly loses its appeal.

The scene is the underground abode of Pixie Pete who is gathering what are referred to as carrots but look suspiciously like raspberries. Lurking in dark corners are Desmond Dragon and family who are determined to put an end to Pete.

To defend himself he has an unlikely weapon in the form of hydraulic ram pump.

With this he simply inflates the dragons like balloons until they burst. Naturally they resent this undignified death and return as ghosts to further harrass the Pixie.

The use of multicolour sprites is excellent and the characters are beautifully drawn. The inflation sequence is finely detailed and realistic, as dragons and ghosts expand to burst with a bang.

However, once the principle has been mastered the game becomes too easy. There are no new features in successive screens, the only change being that dragons and ghosts gradually speed up. If as much attention had been paid to the game concept as has obviously been paid to its presentation, this could have been a winner — what a pity.



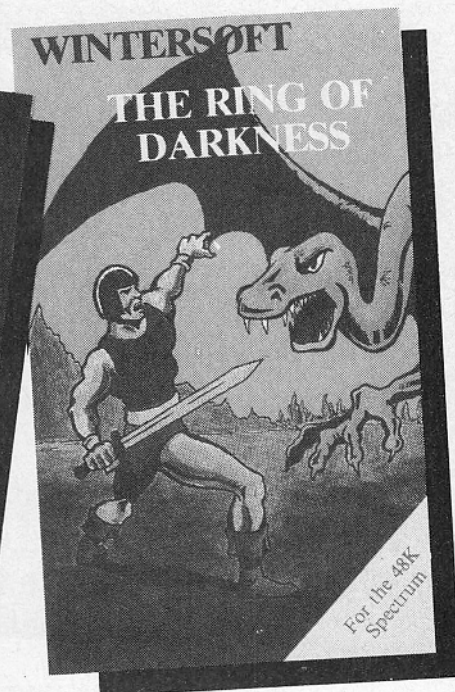
RING OF DARKNESS

Runs on: ZX Spectrum
Made by: Wintersoft
Price: £9.95

The introductory screen and the cassette inlay both had good graphics and the program itself was not a disappointment. Your character is first configured, you choose how much intelligence, strength and agility you possess, choose your character type à la Dungeons and Dragons, and then load in the main program, where you are told you are entering Midworld.

As you explore Midworld you will come across a variety of opponents such as archers and evil rangers which you fight using various purchased weapons — if you are fortunate enough to come across a store to buy equipment. You also need to ensure that your food stocks are maintained.

You are able to save your character to tape which is very useful as you build up experience points as the game progresses. Apart from the land you are able to enter a Dungeon which is very effectively drawn in gloomy perspective. The movement keys respond rather slowly and I occasionally had difficulty loading the various programs which comprise the game, but apart from those two minor niggles Ring of Darkness is a very good and amusing D&D implementation.



REVIEWS

SOFTWARE

PAT THE POSTMAN

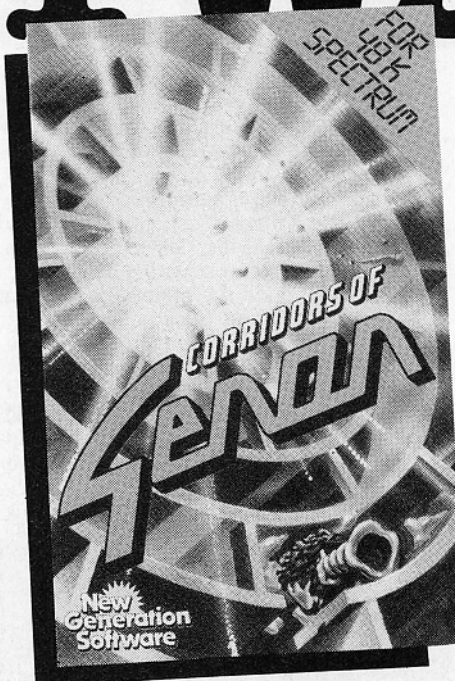
Runs on: Spectrum 48K
Made by: Mikro-gen
Price: £6.95

Pat the Postman comes with instructions of a kind. Unfortunately there is no mention of which keys to use, but I found these to be the cursor keys. There are brief instructions on loading.

There was no problem in loading and I was impressed by the graphic display. The object of the game is to collect and deliver items to houses and the post office, but there are vans on the street intent on knocking you down. You must hurry to the fire station if you go to the wrong house as the post office will burn down.

The game is a good idea, but one strong point that spoils it was the movements (once you have found the keys) they were terribly slow and you have to lift your finger off the keys before you can change direction.

There is a high-score feature and a choice of amateur or professional. Overall the graphics are great.



in this scenario it's the evil might of the master computer located deep within the corridors of Genon which you must defeat.

In order to reach the computer you have to find your way through thirty corridors, opening doors by utilising your ESP to crack the door codes — but listen to the footsteps which get ever closer as Bogul chases you. If he gets you then you will feel the effect of Bogulisation, your ESP drains away, and opening the doors becomes increasingly difficult.

The corridors and Bogul are displayed in highly effective 3D. If you manage to reach the computer you have to crack a code which is similar to the old Mastermind game, and because you have to decipher it to proceed to the take stage of the game — where the Boguls have cloned — you may select a practice section before starting the game proper, and this is my main criticism of the game, that firstly the instructions on the cassette inlay are poor, secondly, that if you are unable to break the code while in practice mode your only way out is to turn the machine off and re-load. In spite of that, Genon is a fast, well-produced game which makes full use of the Spectrum's graphics.

STAR TREK ADVENTURE

Runs on: BBC 32K
Made by: Superior Software
Price: £7.95

Another adventure game for the BBC computer. Instead of fighting dragons or rescuing damsels, you have to fight the Klingons and rescue Spock.

To do this you have to make the Enterprise operable again by collecting certain things from around the ship and taking them to other places in the ship. Unlike other adventures I have seen, the information given to you by the computer stays at the top of the screen and doesn't scroll up when your instructions scroll. It accepts

most normal adventure commands consisting of two words, a verb followed by a noun. The most annoying thing I found, was when I asked for help, all the computer replied was "Help prohibited by STARFLEET prime directive 5".

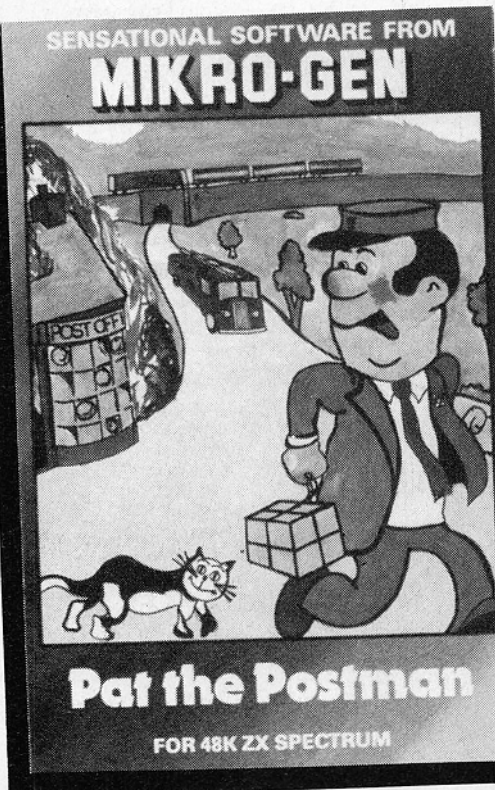
THE HOBBIT

Runs on: Oric 48K, Atmos 48K, Commodore 64
Made by: Melbourne House/Tansoft
Price: £14.95

For a long time the standard Spectrum adventure was the Hobbit, everybody who had a Spectrum owned a copy (well almost!). Now that this program has been converted for other machines many more people can enjoy this superb adventure.

The program takes a long time to load, about 15 minutes on the Commodore 64 and about 10 on the Oric/Atmos. When the program has loaded and run one of the most amazing features of the game becomes apparent, a picture of the hobbit hole where the hero of our adventure, Bilbo Baggins, lives. The picture on the Atmos is only in two colours while the Commodore picture is multicoloured, this holds throughout the adventure and is the only real difference between the two programs apart from the Commodore 64 having more pictures and drawing them on the screen up to 10 times faster. This is the one drawback with the Atmos version, one really awkward picture takes over a minute to draw.

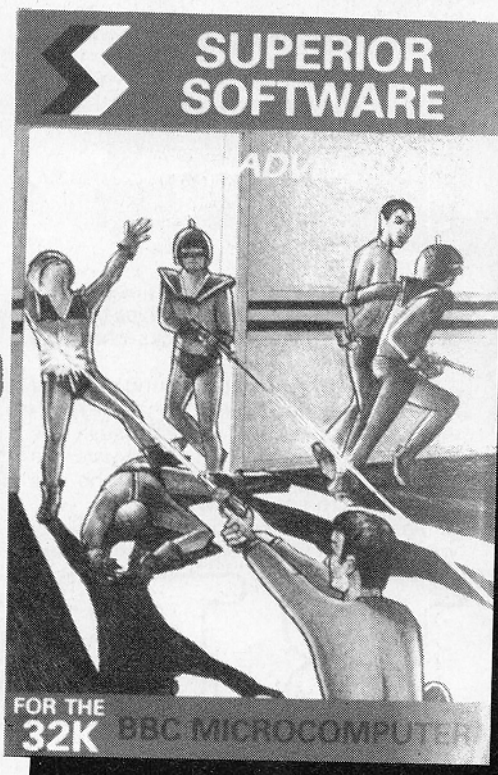
Each picture is only drawn once unless you ask the computer to do it again, so you needn't wait for a picture to be drawn to carry on the adventure if you re-visit a location. If, however, you wait for the graphics



CORRIDORS OF GENON

Runs on: ZX Spectrum
Made by: New Generation Software
Price: £5.95

This looks likely to add a new word to Gaming vocabulary — Bogulisation. Your task is one that happily re-occurs in computer games — to save the Universe, and



the effect can be quite stunning. None of these problems exist on the Commodore 64 version, it can draw a picture in a few seconds, this leads me to suspect that the speed of the Atmos version is more of a machine limitation than a software fault.

The game itself is excellent. There are objects to collect, monsters to fight, and puzzles to solve. The other creatures in the adventure show an uncanny liveliness and can do the most unexpected things of their own accord.

I will not give away too much of the plot, but it will take you a long time to play it through, and some things are not what they seem to be some of the time. The plot is taken from J.R. Tolkien's book 'The Hobbit', a paperback version of which is supplied with the program. I recommend reading it to anyone that is going to play the game.

All the normal features of an adventure are here with a lot of very advanced extras as well. You can communicate to the program using Pigin English (or Inglish as Melbourne House call it) and you can even talk to the other creatures that are in the adventure with you, such as Gandalf or Thorin.

Descriptions of your location are good, and with the augmentation of pictures, it brings the whole scene to life.

I would like to see a disc version, as this would cut down the waiting time for loading, and saving of current position which is currently unavoidably long, but this is the price you pay for a long program.

Overall this program is pure excellence and is a must for any Commodore, Atmos, or Oric 1 owner.

DICKY'S DIAMONDS

Runs on: Commodore 64
Made by: Romik Software
Price: £6.99

The scenario for this game features Dicky (the owl) who has to retrieve as many of the diamonds (held at the centre of a web) spun by Stephen (the spider). The retrieval can be accomplished by Dicky walking over the entire web, gradually weakening each of the white strands of the web (shown by the white strands turning black) until the entire web turns black and the diamond falls from the centre of the web to the ground. It can only be caught by Dicky if the last strand to be weakened is a central strand or else the diamond falls to the ground only to be lost.

Stephen then brings out another diamond and places it in the centre of another web. While Dicky is weakening the strands of the web, Stephen is doing his best to catch up with Dicky (the owl) by travelling along the strands, strengthening those weakened by Dicky.

If Dicky and Stephen meet on the same strand then Dicky (the owl controlled by you) is poisoned and a life will be lost resulting in a new web being spun.

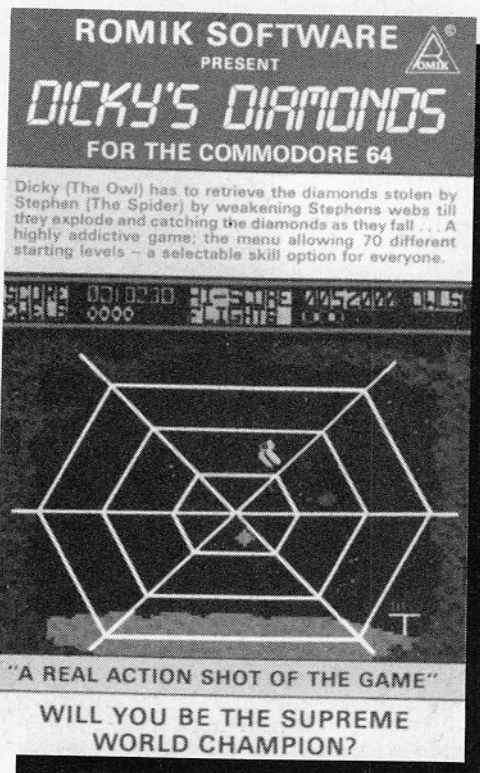
The webs are respun each time Dicky manages to completely weaken the web

(regardless of whether the diamond is caught or not). Stephen's attempts to safeguard the stolen diamond also become increasingly persistent as the number of webs spun increase.

By the eighth web (if you should be so lucky) the difficulty increases, with the introduction of another spider, Stephen's friend Cecil.

The second spider only appears if the specific option was selected at the start of the game. The other options allowing the player to change the speed, allow/disallow unlimited flights across weakened strands of the web, up to the 7th web can be selected as the starting web, and of course the second spider option.

The 6 control keys are well placed on the keyboard but a joystick allows the player to concentrate on the flight of Dicky rather than the operation of the keys.



ROBOT PANIC

Runs on: ZX Spectrum
Made by: Soft Mill
Price: £5.00

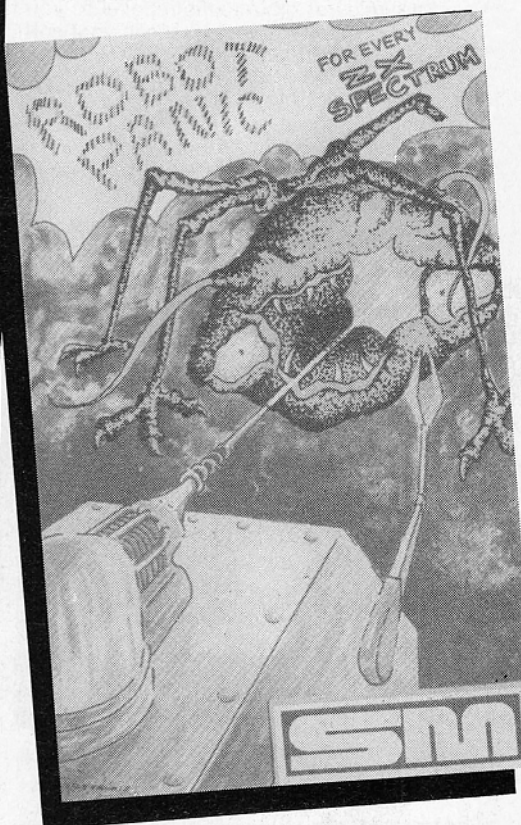
Cargo Bold One has been unexpectedly invaded by what are known as nasties. If they are not dealt with quickly they will multiply and spread throughout your complex of rooms.

To destroy them you are forced to send in your reluctant robot who now faces what seems like an impossible task. To hinder him further, the alien sensitive walls have been tampered with. They are designed to crush space pirates after the cargo but now they move in with the intent of crushing your robot, who cannot escape

through the exits until all the nasties have been shot. If a wall reaches a nasty it is somehow saved and becomes immune to your fire. If this happens, your robot has failed. You must also avoid contact with the nasties since their highly charged bodies will destroy his circuitry. To help him with this task, the robot is supplied with an unlimited number of shells to fire and bombs to drop which will delay the crushing walls. The number of bombs however are limited.

If you succeed and are able to leave Cargo Hold One, there are four more sets of nasties to deal with. The final set include raving robots which attack your own robot and drop mines leaving him close to panic. If you can keep your cool and guide him through these perils you start the game again with an increased number of nasties. In this way, the better you get at the game, the harder it becomes. There are five levels of difficulty to choose from, each one determining the number of nasties you have to deal with.

An exciting game which requires quick thinking and the ability to keep calm in tricky situations. Robot Panic is available to both the 48K and 16K Spectrums.



FROGGER

Runs on: Commodore 64
Made by: Interceptor Micro's
Price: £7.00 (or £9.00 on Disc)

Currently one of the top selling versions of this classic arcade game. It has all the usual features of cars, lorries, logs, turtles and crocodiles to be negotiated. Higher levels bring the added hazard of snakes but also

REVIEWS

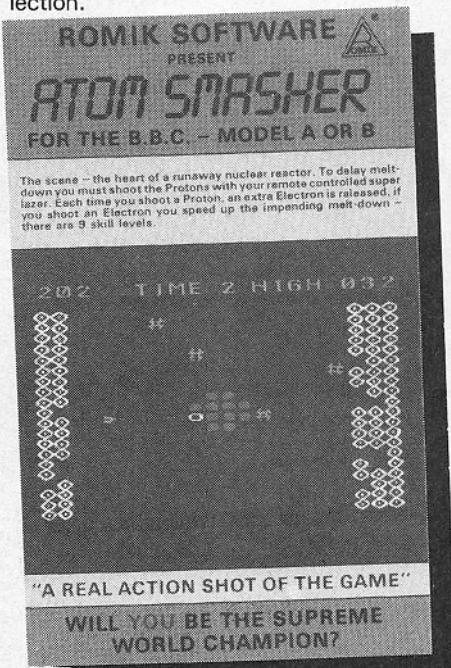
SOFTWARE

bonus points for eating flies and landing on lady frogs (should this carry a PG certificate?).

The use of sprite and high resolution graphics is good, although if played on a black and white TV it is sometimes difficult to see the frog against the background of the roadside verge. In colour there is no problem. The option of keyboard control is offered as an alternative to using the joystick. The control keys are well chosen and may be preferred by some as they have a more positive touch.

Sound too is well used with backing music adding tension once you have guided your first five frogs to safety. The levels of difficulty are well graded to sustain interest although there is a bug which will occasionally lose you a life when you jump onto the middle of a safe log.

If copies of old masters appeal to you then this one deserves a place in your collection.



ATOM SMASHER

Runs on: BBC
Made by: Romik
Price: £6.99

This is a very silly game originally written for a VIC 20. You are in the middle of a runaway nuclear reactor. Your job is to delay the meltdown that is occurring.

This is not a very safe place to be, so you are in remote control of a super laser. To delay the melt-down you must shoot the Protons in the heart of the reactor. Every time you shoot a Proton, an Electron is released and this moves around

the screen at a high velocity. Shooting an electron only causes all the electrons on the screen to move faster. If you delay shooting the proton longer than is necessary, then the reactor starts filling up with debris which speeds up the impending melt-down.

There are nine skill levels, the lowest being difficult and the highest being virtually impossible. One minor criticism is the positioning of the keys, these are awkward to use at first.

CAPTAIN STICKY'S GOLD

Runs on: All Atari Models
Made by: English Software
Price: £9.95

Another exciting game by the author of Airstrike 1 and 2, S.A. Riding, which is up to his usual exacting standards.

Do not be put off by the screen title which appears while the main game loads. A good feature of this screen is a graph which shows you how much of the main program has been loaded, instead of watching a blank screen.

On to the game itself; after a short demonstration program you use the option key to choose one or two player mode, then push start or joystick fire button to start the game. You may also start an any zone level by pressing keys 1 to 8.

The main instruction and title page has some superb scrolling colours, although this feature tends to make the smaller characters difficult to read. These excellent colours are also followed up in the game itself.

At the top of the screen is Captain Sticky's ship with your diving platform and winch at its rear. The joystick's controls allow for all directional movement. You must control your diver down through various sea creatures to collect Captain Sticky's gold, with which he will buy this ever diminishing supply of gum. Your diver descends to the depths on a rope, this rope is used by the captain to collect the gold after you have attached it. Hazards include the sea creatures (which increase in quantity at higher zone levels) and may be shot with horizontally travelling harpoons. Also to hinder your task are helicopters dropping homing depth charges, leaches and force fields which produce energised crabs (they just love a tasty diver). If you are caught by the leach it sucks away at your ever precious air supply. Your air supply is restored when you return to the ship for a new gold line.

The screen layout is superb with very clear and fast graphics. The sound is adequate and provides ample warning of impending dangers like lack of gold and short-

age of air. Although this sound may become annoying to anyone who is just spectating.

TAROT CARD

Runs on: All Atari Models
Made by: English Software
Price: £12.95

If you are one of the millions of people who read their stars every day in the press, and can take it with a pinch of salt then this program is for you.

But if you are a strong believer or of a nervous disposition then beware, for these readings are no respecter of feelings.

For my part I found it very enjoyable although it predicted bankruptcy and ruin. Me thinks it could go down well at a party, although the loading time of eleven minutes is a bit long for the 48K version.

There is a 16K version on the "A" side which has only a pack of 22 cards instead of the traditional 78 cards on the "B" side. And it also lacks a little on the initial screen, with the sound effect of the cards being laid down also missing.

Because the cards are large on the 48K version the graphics are slightly clearer.

After each reading you have to go right back to the initial screen which can be a bore if a few readings are required. There is an opportunity in each reading to ask a direct question, but this is optional and appears irrelevant to the final outcome of the reading.

A Penguin paperback called "The Tarot" is included in the price of £12.95. This program may be worth an inquisitive look.



REVIEWS



FEATURES

HI SCORE & TABLE
DEMO PROGRAM
RADAR
HUGE GRAPHICS
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WHAT THE EXPERTS SAY CBM 64 & SPECTRUM 48k

Its wealth of detail is amazing. One of the busiest games for a long time. The graphics are really excellent, well drawn and animated. A complicated, demanding game which I can't see losing its appeal for a long time. Krakatoa is both addictive and hard to play. It takes ages to get any good and the scope for getting better scores each time is enormous — very good, highly recommended. Game of the month.

"Crash Micro"

An amazing piece of programming, a great program. A year ago we would not have believed it was possible to do this:

"Software Supermarket"



The only review said "Speech is effective and must be at the limit of spectrum capabilities, graphics are excellent and animation superb. A combination of graphics, adventure maze and chase games makes this an unusual, fascinating and addictive program which must rank among the spectrum classics.

Value for money	100%
Graphics	100%
Overall score	100%
	H.C.W.

Home Computing Weekly

£5.95



Fantastic CBM 64 Flight Simulation

A fabulous and realistic flight simulation packed with hazards and detail. 20 different analog and digital controls reviewed by a professional pilot as "a very enjoyable and challenging diversion which will test the skill of pilots of any standard. I unhesitatingly recommend this game to anyone.

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You can't break a leg in our ski-ing game for the Atari home computer, but you can still lose out. To try the slopes read on.

When the program is run it will take about half a minute to change the characters, then it is ready to play as soon as you press 'START'.

The object of the game is to ski past as many trees as possible in the time allowed, but, if you hit a tree you lose one of your three lives. The game is over when three skiers have been killed.

The scoring is simply one point for each time you pass a tree. If you get 1000 points you win and the game finishes.

RUNdown

Line	Action
1-100	Change character.
101	Goes to first display.
110	Resets the score and number of lives.
140	Chooses random position for trees.

145
150-160

175
180
181-191
250-271
275
276-290

300-311
5000-5200

10000-10060

11000-11050

12000-12030
15000-15100

Position of skier.
Random position of trees.
PRINTs score and lives.
Checks if score = 1000.
PRINT trees.
Move skier.
Sound of skier.
Which way skis are pointing.
Check if skier is hit.
Change position of trees.
Lose a life and press 'START' to continue.
Game over, PRINT score, ask for another game.
First display.
Win game and start again.

ON

Conversion Clues

Apart from lines 1 to 100 this game should be very easy to convert for other micros as it is all BASIC.
Sound can be omitted.
Position should be changed to PRINT AT or PLOT.
POKE 53279,0 can be removed.
PEEK(53279) can be omitted and some other method used to start the game.
PEEK(632) should be changed to INKEY\$.



THE PISTE

RUNS ON
ATARI



ON THE PISTE

CHANGE CH

0 REM SKI-RUN BY PAUL WAGSTAFF

ARACTERS

1 GRAPHICS 18:POKE 752,1

2 R=PEEK(106)-8

3 FOR P=0 TO 1023

4 POKE R*256+P,PEEK(57344+P):SOUND 0,P,12,10

5 NEXT P

6 READ I

7 IF I<0 THEN POKE 203,R:GOTO 100

8 FOR P=0 TO 7

9 READ K

10 POKE R*256+(8*I)+P,K

11 NEXT P

12 GOTO 6

13 DATA 7,24,60,126,60,126,255,24,24

14 DATA 1,24,60,24,126,153,60,18,27

16 DATA 3,24,60,24,126,153,60,72,216

17 DATA 6,18,36,72,144,0,0,0,0

18 DATA 4,72,36,18,9,0,0,0,0

19 DATA -99

20 DATA -99

75 REM

100 POKE 756,PEEK(203)

101 SOUND 0,0,0,0:GOTO 12000

110 SOUND 0,0,0,0:L=3:SC=0

120 SETCOLOR 4,0,12:?"#6;"}":C=1:REM CLEAR AND TURN SCREEN WHITE

140 H1=9:H2=7:H3=4

145 A=11:REM POSITION OF SKIER

146 REM RANDOM POSITIONS FOR TREES

150 X=INT(18*RND(0))+1

155 Y=INT(18*RND(0))+1

160 Z=INT(18*RND(0))+1

161 REM MOVE TREES UP

171 H1=H1-1:IF H1=1 THEN 5000

172 H2=H2-1:IF H2=1 THEN 5100

173 H3=H3-1:IF H3=1 THEN 5200

174 REM PRINT UP LIVES AND SCORE

175 POSITION 2,0:?"#6;"score ";SC:POSITION 13,0:?"#6;"Lives ";L

176 IF SC=1000 THEN 15000:REM CHECK IF FINISHED

180 POSITION X,H1:?"#6;""":REM PRINT TREES

181 POSITION X,H1+1:?"#6;""

185 POSITION Y,H2:?"#6;""

186 POSITION Y,H2+1:?"#6;""

190 POSITION Z,H3:?"#6;""

191 POSITION Z,H3+1:?"#6;""

192 REM MOVE SKIER

250 S=PEEK(632)

255 IF S=7 THEN STL=1

260 IF STL=1 THEN A=A+1:C=0:IF A=18 THEN A=17


```

270 IF S=11 THEN STL=2
271 IF STL=2 THEN A=A-1:C=1:IF A=0 THEN A=1
275 SOUND 0,A/2,8,8:REM SOUND OF SKIER
276 REM WHICH WAY SKIES ARE POINTING
280 IF C=0 THEN POSITION A,2:? #6;" # ":"POSITION A,3:?
#6;" $ "
290 IF C=1 THEN POSITION A,2:? #6;" ! ":"POSITION A,3:?
#6;" & "
295 REM CHECK IF SKIER HAS HIT A TREE
300 IF X=A+1 AND H1=3 THEN 10000
301 IF X=A+1 AND H1=2 THEN 10000
305 IF Y=A+1 AND H2=3 THEN 10000
306 IF Y=A+1 AND H2=2 THEN 10000
310 IF Z=A+1 AND H3=3 THEN 10000
311 IF Z=A+1 AND H3=2 THEN 10000
400 GOTO 171
4900 REM CHANGE TREES POSITION
5000 POSITION X,H1+1:? #6;" ":"SC=SC+1:X=INT(18*RND(0))+
1:H1=8:GOTO 175
5100 POSITION Y,H2+1:? #6;" ":"SC=SC+1:Y=INT(18*RND(0))+
1:H2=8:GOTO 175
5200 POSITION Z,H3+1:? #6;" ":"SC=SC+1:Z=INT(18*RND(0))+
1:H3=8:GOTO 175
10000 L=L-1:REM LOOSE A LIFE
10010 FOR F=100 TO 20 STEP -5:FOR W=F TO F-20 STEP -2:S
OUND 0,W,10,10:NEXT W:NEXT F:IF L=0 THEN 11000
10020 ? #6;" }":REM CLEAR SCREEN
10021 REM WAIT FOR START KEY TO BE PRESSED
10025 ? #6;" PrEsS sTart"
10030 IF PEEK(53279)<>7 THEN 10060
10040 POKE 53279,0:REM MAKE RUMBLE SOUND
10050 GOTO 10030
10060 ? #6;" }":? #6;"
W:GOTO 120
ReAdY":FOR W=1 TO 500:NEXT
10910 REM GAME OVER
11000 SOUND 0,0,0,0:? #6;" }"
11010 ? #6;" YOU SCORED ";SC
11020 ? #6:? #6;" press start"
11030 ? #6;" to play again"
11035 REM PLAY AGAIN
11040 IF PEEK(53279)<>7 THEN 110
11050 GOTO 11040
11999 REM FIRST DESPLAY
12000 ? #6;" SKI-RUN"
12010 ? #6;" press start"
12020 IF PEEK(53279)<>7 THEN 110
12030 GOTO 12020
14000 REM FINISH
15000 POSITION 7,10:? #6;"FINISH":FOR W=0 TO 4000 STEP
12:SOUND 0,W,10,10:NEXT W
15100 SETCOLOR 4,0,0:SOUND 0,0,0,0:POSITION 0,0:? #6;" }
":GOTO 12000

```


PROGRAM SUBMISSIONS



Do You Want Fame and Fortune?

Does brilliance reside in your RAM? Do your friends gasp at your own programs with envy in their eyes? Would you like to see your name in *Games Computing*!

If you have written a program to take the software world by storm and want to show your fellow readers just what you can do on a keyboard, cut out or photocopy the form below and send it to the Editor, *Games Computing*, (clearly marked PROGRAM SUBMISSIONS) at 145 Charing Cross Road, London WC2H 0EE (until 16 December 1983) and after that to 1 Golden Square, London W1.

Please send with your tape recording of the program a thorough explanation of the game, a line by line listing of how the program works along with a list of relevant variables etc. Also include any clues which you can think of to help owners of other computers other than the one which the program was written for, convert it for use on their computer.

We will look at games programs on tape for all the popular home micros and disc versions for the Commodore machines, Atari and BBC (40 track and Hitachi format). Whenever possible use CHR\$ rather than command codes and please avoid making programs autorun. If you can let us have a printout of the program it helps and the same goes for screen dumps.

P.S. They'll be paid for too!

★ PLEASE COMPLETE IN BLOCK CAPITALS

Your Name		Age
Program Name		
Computer/memory size it runs on		
Amount of memory program occupies		
Other computers/memory size which your program runs on		
Does your game need joysticks?		Yes No
Any known bugs? If so, what are they?		
Have you sent your game to another magazine		Yes No
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Your Address		
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Times to contact you		



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HORNSBY 84

Fruit

How many times have you been tempted into an arcade to play the fruit machines?? I for one won't deny this. The only problem with these gambling beasts is that I always end up losing most, if not all, of my precious money.

However, this version of the age-old pastime for the ORIC-1 computer lives up to the standard of these arcade fillers featuring fruits including cherries, lemons, apples and bars. And you don't lose money.

The aim of the game, if you're not familiar with it, is to achieve combinations of certain symbols. Obviously some symbols are harder to come by than others. As an example, with my game the chances of getting a cherry is one in about three and four cherries are worth £1, and the chances of getting a bar is one in eleven and four bars is the jackpot of £20. So you see it is quite hard to get four bars in one spin. The most I've ever got is four apples worth £2!!!

You might think that it is difficult to get any combination of any symbol but you are helped by the 'HOLD' feature which enables you to freeze the reels for the next spin.

When it is time to spin the reels the message 'PRESS ANY KEY' will appear on the top of the screen. Any key can be

pressed (except the two SHIFT keys) and after pressing the key, four symbols will appear in the four boxes, accompanied by four notes.

When the message 'HOLD' comes below the reels you can freeze one, two, three, or all four reels for the next spin simply by pressing the numbers '1', '2', '3', or '4' corresponding to which reel you want held. Having chosen which reels you want held, press the 'RETURN' key to spin the reels.

Another feature of the program is the GAMBLE facility which enables you to increase your win, anything from 20p to £1, or £2 to £20. The system for gambling is that when you win, pressing the 'G' key starts the gamble routine. You will then see one of the two columns of numbers start flashing different numbers. Pressing the 'SPACE' bar will stop these numbers and the final number will be shown. If no number is shown then you have lost the gamble and no money has been won. If the number shown is higher than the original win, for example if you won 20p and decide to gamble and after pressing the space bar 50p is displayed you can either collect this win by pressing the 'C' key, which will then be added on to your money, or gamble again. If you decide to gamble again the same thing will

happen as last time and after pressing the space bar if, say, 20p comes up this will be added to your money as if you collected.

The 'C' key enables you to cancel the hold. That is to say if you have made a mistake in the HOLD feature you can start the hold again.

There is no GAMBLE facility on 10p wins, £10 or £20 wins although it is possible to gamble up to £10 and £20.

If you win £1, collect it because of the way the gamble is done it is not possible to win over this amount with the gamble if you win less than £1.

It is not worth holding one of anything because there is not much chance of three more coming up.

Rundown

Lines	Action
3	Toggles cursor and key-click off.
7-40	Defines A\$ as message to be printed at top of screen and POKes it there.
55	Asks if instructions wanted and jumps to instructions if wanted.
60-80	Defines main variables for money, dimensions

```

1 CLS :PAPER0:INK7
3 PRINTCHR$(6);CHR$(17)
5 CLS
7 A$=" **WRITTEN BY J.B.HADLEY JANUARY 1984**"
20 FORF=48000TO48039
30 POKEF,ASC(MID$(A$,F-47999,1))
35 NEXT
40 POKE48001,5
50 POKE48041,5:POKE48040,10
55 PLOT0,5,CHR$(12)+CHR$(4)+""DO YOU WANT INSTRUCTIONS?":GETA$:IFA$=
"Y"THEN9300
56 PLOT0,5,"
60 MO=190
70 DIMA(4)
80 DIMXX(4)
89 REM *****
90 REM ***** MAIN-PROGRAM *****
*****
100 GOSUB9000
108 W=FRE(""):FORF=1TO4:A(F)=INT(RND(1)*22):A(F)=INT(A(F)/2):XX(F)=
0:NEXT F
109 FORF=1TO4
110 IFXX(F)<>0THEN118
111 IFA(F)=10RA(F)=00RA(F)=2THENA(F)=1
112 IFA(F)=30RA(F)=4THENA(F)=2
113 IFA(F)=50RA(F)=6THENA(F)=3
114 IFA(F)=70RA(F)=8THENA(F)=4
115 IFA(F)=9THENA(F)=5
116 IFA(F)=10THENA(F)=6
118 NEXTF
120 GOSUB1000
130 WIN=0
    
```


**RUNS ON
ORIC 48K**

Machine

arrays for contents of reels and HOLD.
108 Chooses random number for each reel.
109-118 Converts values in the array 'A' so that they are low enough for printout.
144-160 Checks if there has been a win.
170 Checks if win is not equal to 0 if it is, carry on. If not GOTO win routine.
171 Checks to see if money is 0. If so GOTO 'out of money' routine.
188 Random number for hold. Can be reduced to enable more frequent holds.
200 Determines value of win depending on the contents of the array 'A' (i.e. the value of the reels).
1000-1999 Printout of the fruit and sound effects.
2000-2040 Reading and poking of user defined graphics.
3000-3120 Hold routine.
9000-9092 DATA for graphics, including fruits and screen printout graphics.
9100-9220 Printout of screen, including reels, money, and border.
9300-9900 Instructions.

10000-10085 Sound effects for win. Printout of money won and gamble/collect option.
10086-10091 Adds win to money, turns off sound and jumps back to main program.
10100-10350 Gambling routine with sound effects.
60000-62010 Out of money routine and option to play again.

Variables used

A\$ Holds title for first part of program.
MO Total money left.
A Dimensioned array for value of each reel.
ZZ Holds value for each reel held.
F.G.H. Counter & control variables.
WIN Holds value of money won each spin.
X Value of first reel to work out win.
A\$,K\$ Used in main program and subroutines to 'GET' the keyboard.

Conversion clues

Colour can be identified by either PLOT

X,Y,N where X is the column number, Y is the row number and N is a number less than 8. The colour codes are as follows:

0 — Black
1 — Red
2 — Green
3 — Yellow
4 — Blue
5 — Magenta
6 — Cyan
7 — White

or PRINT CHR\$(N) where N is a number less than eight which also applies to the above.

The Oric screen is 40 columns by 27 rows. PLOT X,Y,Z\$ PRINTS the string Z at position X,Y.

Address 48000 is the beginning of the Oric screen.

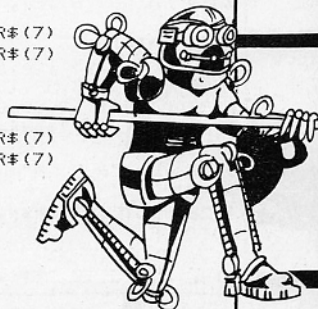
Most of the other commands are fairly standard basic and most, if not all of the REM's can be omitted up into the various sections.

Please note that all characters are designed on a 6 x 8 basis as the Oric characters are 6 x 8.

All other control codes can be omitted as they will only control double height, flashing etc.

Please note: if you have a 16KORIC-1 you will be able to run the program only if the command 'GRAB' is given directly before typing in and before loading.

```
144 IFA(1)=1THENWIN=10
145 IFA(1)=1ANDA(2)=1THENWIN=20
150 IFA(1)=A(2)ANDA(2)=A(3) THENGOSUB200
160 IFA(1)=A(2)ANDA(2)=A(3)ANDA(3)=A(4) THENGOSUB260
170 IFWIN<>0 THENGOSUB10000
171 IFMO=0 THEN60000
175 PLOT5,3,CHR$(6)+CHR$(12)+"PRESS ANY KEY"+CHR$(7)+CHR$(10)
176 PLOT20,19,CHR$(10)+"MONEY -"+STR$(MO)+" F"+CHR$(7)
177 PLOT20,20,CHR$(10)+"MONEY -"+STR$(MO)+" F"+CHR$(7)
180 GETA$
181 MO=MO-10
183 AA=FRE("")
184 PLOT20,20,CHR$(10)+"MONEY -"+STR$(MO)+" F"+CHR$(7)
185 PLOT20,19,CHR$(10)+"MONEY -"+STR$(MO)+" F"+CHR$(7)
187 PLOT5,3,"
188 IFINT(RND(1)*5)=3 THENGOSUB3000
190 GOTO108
200 X=A(1)
210 IFX=1ORX=2 THENWIN=50
220 IFX=3ORX=4 THENWIN=100
230 IFX=5 THENWIN=200
```




```

9160 PLOT4,15,CHR$(4)+"_20      _1 "+CHR$(2)+" #####"
CHR$(7)
9165 PLOT18,16,CHR$(2)+"%GAMBLE% %COLLECT%"
9170 PLOT4,17,CHR$(5)+"_10      50 P"+CHR$(7)+" #####"
CHR$(7)
9180 PLOT4,19,CHR$(6)+"_5      20 P"+CHR$(7)
9190 PLOT4,21,CHR$(3)+"_2      10 P"+CHR$(7)
9200 PLOT20,19,CHR$(10)+"MONEY -"+STR$(M0)+" P"+CHR$(7)
9210 PLOT20,20,CHR$(10)+"MONEY -"+STR$(M0)+" P"+CHR$(7)
9217 PLOT0,0,5
9220 RETURN
9298 REM *****
9299 REM ***** INSTRUCTIONS *****
*****
9300 CLS:PRINT
9310 PRINT" FRUIT MACHINE BY J.B.HADLEY 1984"
9315 GOSUB2000
9320 PRINT" FRUIT MACHINE BY J.B.HADLEY 1984"
9330 PLOT1,2,10:PLOT1,1,10
9340 PRINT:PRINT"WELCOME TO 'FRUIT MACHINE'"
9350 PRINT:PRINT"WRITTEN BY J.B.HADLEY IN JANUARY 1984"
9360 PRINT:PRINT"THE OBJECT IS TO SPIN THE 'REELS' TO TRY TO OBTAIN THE FOLLOWING ";
9370 PRINT:PRINT"COMBINATIONS"
9380 PRINT:PRINT:PRINT"PRESS ANY KEY FOR COMBINATIONS"
9390 GETA$
9400 CLS:PRINT
9410 PRINT" C O M B I N A T I O N      W I N"
9415 PRINT" #####"
9420 PRINT:PRINT" ab ab ## ## 20P"
9430 PRINT" cd cd $$ $"
9440 PRINT:PRINT" ab ab ab ## 50P"
9450 PRINT" cd dc dc $"
9460 PRINT:PRINT" ef ef ef ## 50P"
9470 PRINT" gh gh gh $"
9480 PRINT:PRINT" ij ij ij ## 100P"
9490 PRINT" kl kl kl $"
9500 PRINT:PRINT" mn mn mn ## 100P"
9510 PRINT" op op op $"
9520 PRINT:PRINT" qr qr qr ## 200P"
9530 PRINT" st st st $"
9540 PRINT:PRINT" uv uv uv ## 500P"
9550 PRINT" wx wx wx $"
9560 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
9570 GETA$
9580 CLS
9590 PRINT:PRINT" C O M B I N A T I O N      W I N"
9600 PRINT" #####"
9605 PRINT:PRINT" ab ## ## ## 10P"
9607 PRINT" cd $$ $"
9610 PRINT:PRINT" ab ab ab ab 100P"
9620 PRINT" cd dc dc cd"
9630 PRINT:PRINT" ef ef ef ef 100P"
9640 PRINT" gh gh gh gh"
9650 PRINT:PRINT" ij ij ij ij 200P"
9660 PRINT" kl kl kl kl"
9670 PRINT:PRINT" mn mn mn mn 200P"
9680 PRINT" op op op op"
9690 PRINT:PRINT" qr qr qr qr 1000P"
9700 PRINT" st st st st"
9710 PRINT:PRINT" uv uv uv uv 2000P"
9720 PRINT" wx wx wx wx"
9730 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
9740 GETA$:CLS
9750 PRINT:PRINT:PRINT"A HOLD FACILITY IS ALSO PROVIDED WHICH ENABLES YOU TO FREEZE THE ";
9760 PRINT"REELS."
9770 PRINT:PRINT"YOU CAN DO THIS WHEN THE SYMBOL 'HOLD' APPEARS. YOU HOLD THE REELS BY ";
9780 PRINT"PRESSING '1', '2', '3' OR '4' ACCORDING TO WHICH REEL YOU WANT HOLDING."
9790 PRINT:PRINT"WHEN YOU HAVE SELECTED THE REELS TO BE HELD PRESS THE 'RETURN KEY'."
9795 PRINT:PRINT:PRINT"IF YOU HAVE MADE THE WRONG HOLD THEN YOU CAN CANCEL THE HOLD BY "
9796 PRINT"PRESSING THE 'C' KEY."
9800 PRINT:PRINT:PRINT"PRESS ANY KEY TO CONTINUE":GETA$:CLS
9810 PRINT:PRINT"WHEN YOU HAVE ONE OF THE COMBINATIONS SHOWN EARLIER YOU WILL WIN."
9820 PRINT:PRINT"YOU CAN EITHER COLLECT BY PRESSING 'C' OR GAMBLE BY PRESSING 'G'."
9830 PRINT:PRINT"IF YOU DECIDE TO COLLECT THE WIN WILL BE ADDED ONTO YOUR MONEY."
9840 PRINT:PRINT"IF YOU GAMBLE ,PRESS 'SPACE' TO STOP THE GAMBLE. THEN IT WILL SHOW THE
9850 PRINT"VALUE OF YOUR GAMBLE-IF YOU WIN THE GAMBLE YOU CAN GAMBLE AGAIN"
9860 PRINT:PRINT"IF YOU LOSE THE GAMBLE YOU WILL JUST CARRY ON AS IF NO WIN"

```




```

9870 PRINT:PRINT"IF YOU COME UP EVENS YOU WILL NOT BE ABLE TO GAMBLE AGAIN BUT THIS"
9880 PRINT"WILL BE ADDED ON TO YOUR MONEY...."
9890 PRINT:PRINT"YOU START WITH 200P":PRINT:PRINT"PRESS ANY KEY TO START GAME":GETA$:CLS
9900 GOTO60
9998 REM *****
9999 REM ***** W I N ***** *****
****
10000 PLOTS,3,CHR$(4)+CHR$(12)+"WE HAVE A W I N N E R!"+CHR$(7)+CHR$(10)
10001 RET=0
10005 FORG=1TO3
10010 FORF=600TO0STEP-15:SOUND1,F,15:NEXT
10020 NEXT
10021 IFWIN=20THENPLOT11,19,CHR$(12)+" 20 P"+CHR$(8)
10022 IFWIN=50THENPLOT11,17,CHR$(12)+" 50 P"+CHR$(8)
10023 IFWIN=100THENPLOT11,15,CHR$(12)+" 100 P"+CHR$(8)
10024 IFWIN=200THENPLOT4,15,CHR$(12)+" 200 P"+CHR$(8)
10025 IFWIN=1000THENPLOT4,17,CHR$(12)+" 1000 P"+CHR$(8)
10026 IFWIN=5000THENPLOT4,19,CHR$(12)+" 5000 P"+CHR$(8)
10027 IFWIN=2000THENPLOT4,21,CHR$(12)+" 2000 P"+CHR$(8)
10028 IFWIN=10THENPLOT12,21,CHR$(12)+" 10 P"+CHR$(8)
10029 IFWIN>5000RWIN=10THEN10086
10030 PLOT18,16,CHR$(2)+"% % COLLECT%"
10040 FORF=1TO40STEP5:K$=KEY$:IFK$="G"THEN10100
10045 SOUND1,100+F*2,15
10050 IFK$="C"THEN10086
10055 NEXT
10070 PLOT18,16,CHR$(2)+"% GAMBLE% % %"
10075 FORF=1TO40STEP5:K$=KEY$:IFK$="G"THEN10100
10078 SOUND1,100-F*2,15
10080 IFKEY$="C"THEN10086
10085 NEXT:GOTO10030
10086 SOUND1,0,15
10089 WAIT100:GOSUB9160
10090 IFRET=1THEN10110
10091 MO=MO+WIN:RETURN
10100 RET=1:GOTO10086
10105 K$=KEY$
10110 IFWIN<101THENG=12:H=5
10111 IFWIN>100THENG=4:H=8
10115 FORF=15TO21STEP2:PLOTG,F,0:PLOTG+H,F,7:NEXT
10118 F=23:GOTO10140
10120 F=INT(RND(1)*5)*2:F=F+15
10140 PLOTG,F,7:K$=KEY$:IFK$=" "THENGOTO10200
10145 SOUND1,INT(RND(1)*500),15
10150 PLOTG,F,0:PLOT25,23,7
10160 GOTO10120
10200 IFG=4THEN10300
10210 IFF=23THENW=0
10220 IFF=15THENW=100
10230 IFF=17THENW=50
10240 IFF=19THENW=20
10250 IFF=21THENW=10
10260 IFW<=WIN THEN RET=0:WIN=W:GOTO10086
10270 IFW=0THENWIN=0:GOTO10260
10280 WIN=W:GOTO10000
10300 IFF=23THENW=0
10310 IFF=15THENW=2000
10320 IFF=17THENW=1000
10330 IFF=19THENW=500
10340 IFF=21THENW=200
10350 GOTO10260
59998 REM *****
59999 REM ***** OUT OF MONEY ***** *****
*****
60000 FORF=1TO500STEP5
60010 SOUND1,F,0
60020 SOUND2,500-F,0
60040 NEXT
60050 SOUND1,0,0
60060 PRINTCHR$(6);CHR$(17)
60070 CLS:A$="SORRY YOU'VE RUN OUT OF CASH!!!!"
60080 GOSUB62000
60090 PRINT:PRINT:A$="DO YOU WANT TO TRY AGAIN?"
60100 GOSUB62000
60110 GETA$:IFA$="N"THEN61000
60120 PRINT:PRINT:A$="O.K. READY TO START...."
60130 GOSUB62000
60140 WAIT500
60150 RUN
61000 PRINT:PRINT:A$="O.K.THANKS FOR PLAYING 'FRUIT MACHINE'"
61010 GOSUB62000
61020 WAIT4E4:GOTO61020
62000 FORF=1TOLEN(A$):PRINTMID$(A$,F,1);:SOUND1,INT(RND(1)*500),15:NEXTF
62010 SOUND1,0,0:RETURN
63998 REM *****
63999 REM ***** T H E E N D-***** *****
*****

```



JUNE SOLUTIONS

1 LOOKS FAMILIAR

This is made much easier, if it happens to be causing you trouble, by writing out in full.

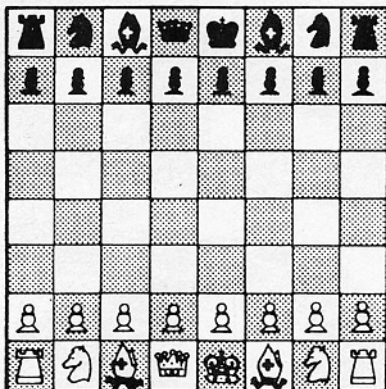
One Two Three Four Five Six Seven...need I continue?

2 BEAR FACTS

The bear was white, at least before the shooting started. The explorer was at the North Pole when he set out and arrived.

3 CHECK IT OUT

If in doubt, try the pun in the title. This one is a chess teaser, referring to the pieces in the back row. The Queen and King are missing. As for the two versions, Castles are also known as Rooks.



4 LIVE WIRE

The plug will fit neither a nor b. It is an impossible construction. Try making one and see!

5 GROWING PAINS

BE
BET
BEAT
BLEAT
ABLEST
BESTIAL
SUITABLE



6 AYE AYE AYE

'I' is the ninth letter of the alphabet — hence if you dial three of those on your phone you might well get the police. Dial 123 and all you get is the time of day.

7 EYE QUEUE

The answer is the third one in each sequence, except for d, when it is the last one. I suppose you want reasons! Here they are

Apples, whistle and plates all occur in Cockney rhyming slang.

17, 7, 37 and 47 are prime numbers, 27 is not.

Aging, mating coming and going can all be formed using letters in the words "Games Computing".

64, 81, 1, 318 are all numbers of computers, as in ZX81 etc. 52 is my house number.

Well, what did you expect.

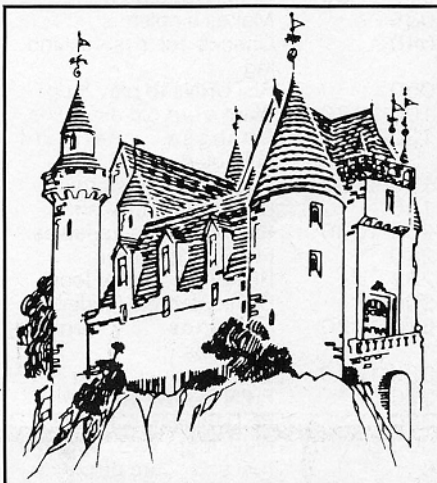


8 DEAL ME IN

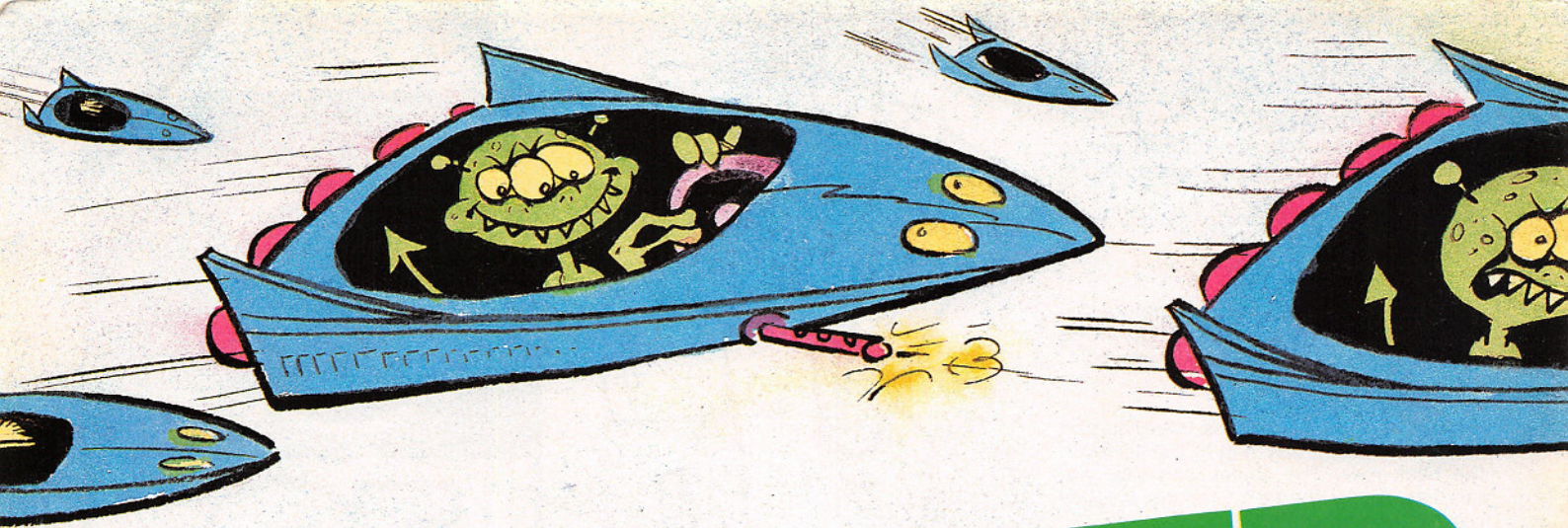
E1 SNAP
A10 CRIBBAGE
K7 POKER
M1 STUD
D10 BRIDGE
B11 NEWMARKET
K7 PONTOON
L7 CANASTA
C4 BRAG
H1 WHIST
M5 PATIENCE
I14 RUMMY
B1 HAPPY FAMILIES
A1 STRIP JACK NAKED
B12 PIQUET
J1 BEZIQUE
D6 GIN
A14 DUMB CRAMBO
B13 FANTAN
G8 OPTION
A4 POTS
I1 CHEAT
B5 SKAT
K8 SEVENS
I13 FISH
G14 OLD MAP
N12 FIND THE LADY
A14 DONKEY
E9 MAP
F4 FARO

9 A LOAD OF BALLS

Jumbo as we know is master in all the circus arts. He used the rope as tightrope, and as he crossed juggled the two gold balls so that only one of them was in his hand at any time. Thus he stayed within the breaking strain of the rope.



a
n
s
w
e
r
s



DOCKED IN SPACE

You start off with three lives at the top of the screen in your mother ship. Press any key and you're off. Gravity is pulling you downwards, and you only have a limited amount of fuel. But that's the least of your problems as all around you are dangerous aliens and deadly asteroids.

If you can land in the centre of the pod then you must try to dock with your mothership. A new set of nasties appear this time, giant meteors and UFOs. Dock in the middle of the mother ship and you return to the start again.

If you crash into the sides of the pod or the sides of the mother ship you lose all three lives. Controls are the arrow keys because they fit my joystick, but you can change them to anything you like.

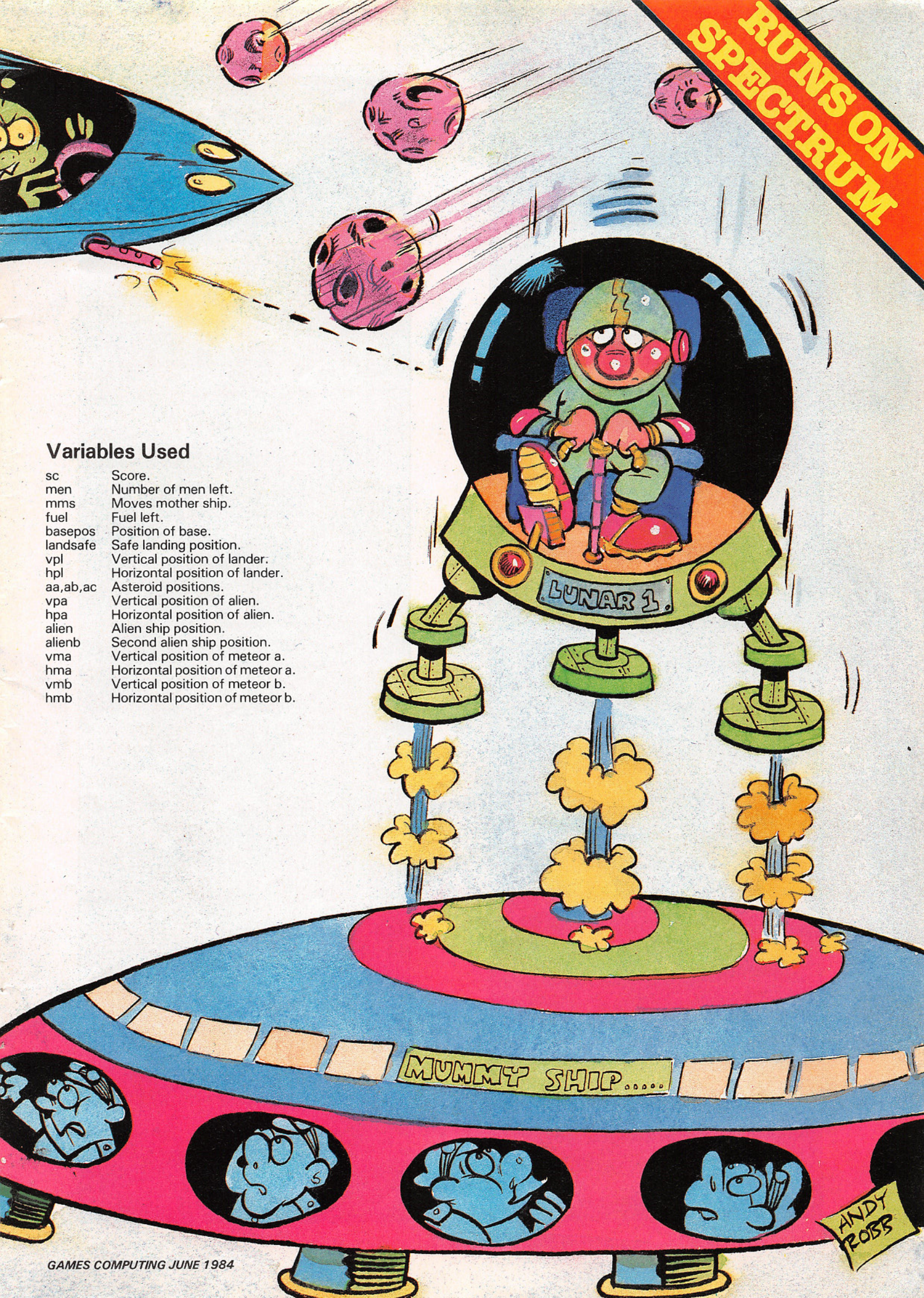
RUNdown

Line	Action		
1-3	Starts the game.	5220-5235	Changes meteor variables.
5	GOSUBs graphics.	5240-5245	PRINTs new meteors.
10	Sets PAPER and INK colours, clears the screen.	5260	Blanks out old landers.
20	Sets up variables.	5270-5280	Changes lander variables.
30-39	Sets up screen one.	5290	Plays tune if lander docks.
40-70	PRINTs and moves mother ship.	5292-5295	Changes fuel.
80-200	Play loop one. Updates score and fuel display.	5297	Increases score and makes a noise.
1000-1030	Check for crash.	5300	PRINTs new lander.
1035	Makes a noise.	5310	RETURNS to play loop.
1040	Checks for a safe landing.	5350-5390	Checks for crash.
1050	RETURNS to play loop.	5395	RETURNS to play loop.
1100-1120	Blanks out old asteroids	5400-5415	Blanks out old alien shapes and changes their variables.
1130-1155	Changes asteroid variables.	5420-5425	PRINTs new alien ships.
1160-1180	PRINTs new asteroids.	5430	RETURNS to play loop.
1190	Blanks out old alien.	9000-9007	Checks for end of game.
1200-1230	Changes alien variables.	9010	RETURNS to play loop.
1240	PRINTs new alien.	9020-9050	Offer a new game.
1250	RETURNS to play loop.	9100-9197	Graphic DATA.
1300	Blanks out old lander.		
1310-1320	Changes lander variables.		
1330-1340	Changes fuel.		
1350	PRINTs new lander.		
1360	RETURNS to play loop.		
5000-5190	Play loop two updates fuel and score display.		
5200-5215	Blanks out old meteors.		

**RUNS ON
SPECTRUM**

Variables Used

sc	Score.
men	Number of men left.
mms	Moves mother ship.
fuel	Fuel left.
basepos	Position of base.
landsafe	Safe landing position.
vpl	Vertical position of lander.
hpl	Horizontal position of lander.
aa,ab,ac	Asteroid positions.
vpa	Vertical position of alien.
hpa	Horizontal position of alien.
alien	Alien ship position.
alienb	Second alien ship position.
vma	Vertical position of meteor a.
hma	Horizontal position of meteor a.
vmb	Vertical position of meteor b.
hmb	Horizontal position of meteor b.



**ANDY
ROBB**


```

1 PRINT INK 0; PAPER 7;"Press
any key to play"
2 IF INKEY$<>" " THEN GO TO 5
3 GO TO 2
4 LET sc=0: LET men=3: GO SUB
9100
10 INK 0: PAPER 7: BORDER 7: C
LS:
20 LET mms=5: LET fuel=100: LE
T basepos=INT (RND*17)+6: LET la
ndsafe=basepos+1: LET vpl=3: LET
hpl=mms: LET aa=INT (RND*30): L
ET ab=INT (RND*30): LET ac=INT (
RND*30): LET vpa=INT (RND*14)+4:
LET hpa=INT (RND*30)
30 INK 1: PLOT 0,32: DRAW 48,-
32: DRAW 159,0: DRAW 48,32
31 PLOT 0,32: DRAW 0,-32: DRAW
255,0: DRAW 0,32
32 PLOT 0,16: DRAW 24,-16: DRA
W 205,0: DRAW 24,16
33 PLOT 0,8: DRAW 12,-8: DRAW
230,0: DRAW 12,8
39 PRINT AT 21,basepos;"C";A
T 20,basepos;"I"
40 INK 2: PRINT AT 2,mms;" C"
AT 3,mms;" I"
50 LET mms=mms+1: IF mms>27 TH
EN PRINT AT 2,mms;" ";AT 3,m
ms;" "
55 LET hpl=hpl+1: LET vpl=4: G
O SUB 1100
60 IF INKEY$<>" " THEN GO TO 80
65 INK 3: PRINT AT 0,0;"Score-
";sc;AT 0,22;" Fuel-";fuel;"
70 GO TO 40
80 GO SUB 1000
90 GO SUB 1100
100 GO SUB 1300
110 INK 3: PRINT AT 0,0;"Score-
";sc;AT 0,22;" Fuel-";fuel;"
120 IF fuel<10 THEN GO TO 9020
200 GO TO 80
1000 IF SCREEN$ (vpl+1,hpl)<>" "
THEN GO TO 9000
1010 IF SCREEN$ (vpl-1,hpl)<>" "
THEN GO TO 9000
1020 IF SCREEN$ (vpl,hpl+1)<>" "
THEN GO TO 9000
1030 IF SCREEN$ (vpl,hpl-1)<>" "
THEN GO TO 9000
1035 BEEP .05,0
1040 IF hpl=landsafe AND vpl>10
THEN LET sc=sc+(fuel*2): BEEP .1
,40: GO TO 5000
1050 RETURN
1100 PRINT AT 5,aa;" ";AT 13,aa;
1110 PRINT AT 9,ab;" ";AT 17,ab;
1120 PRINT AT 7,ac;" ";AT 13,ac;
1130 LET aa=aa+1: IF aa>30 THEN
LET aa=1
1140 LET ab=ab+1: IF ab>30 THEN L
ET ab=1
1150 LET ac=ac+(RND*2)-1: IF ac<
1 THEN LET ac=30
1155 IF ac>30 THEN LET ac=1
1160 INK 4: PRINT AT 5,aa;"B";AT
13,aa;"B"
1170 INK 5: PRINT AT 9,ab;"B";AT
17,ab;"B"
1180 INK 6: PRINT AT 7,ac;"B";AT
13,ac;"B"
1190 PRINT AT vpa,hpa;" "
1200 LET hpa=hpa+(RND*2)-1: IF h
pa<1 THEN LET hpa=30
1210 IF hpa>30 THEN LET hpa=1
1220 LET vpa=vpa+(RND*2)-1: IF v
pa>16 THEN LET vpa=5
1230 IF vpa<5 THEN LET vpa=16
1240 INK 0: PRINT AT vpa,hpa;"F"
1250 RETURN
1300 PRINT AT vpl,hpl;" "
1310 LET vpl=vpl+(INKEY$="6" AND
vpl<21)
1320 LET hpl=hpl+(INKEY$="8" AND
hpl<31)-(INKEY$="5" AND hpl>0)
1330 IF INKEY$="0" THEN LET fuel
=fuel-10: GO TO 1350
1335 IF INKEY$="7" THEN LET fuel
=fuel-10: GO TO 1350
1340 IF RND>.2 THEN LET vpl=vpl+
1
1350 INK 0: PRINT AT vpl,hpl;"A"
1360 RETURN
9001 LET alienb=INT (RND*20)
9005 LET alien=INT (RND*27)
9010 INK 7: PAPER 0: BORDER 0: C
LS
9020 LET vpl=20: LET hpl=11
9030 LET mms=10
9040 PRINT AT 2,mms;"C";AT 3,
mms;"I"
9050 LET vma=3: LET hma=0
9055 LET vmb=2: LET hmb=25
9100 GO SUB 5200
9110 GO SUB 5250
9120 GO SUB 5350
9130 GO SUB 5400
9140 IF fuel<10 THEN PRINT "GAME
OVER": GO TO 9011

```

```

5180 PRINT AT 0,0;"Score-";sc;TA
B 23;"Fuel-";fuel;"
5190 GO TO 5100
5200 REM move and draw meteors
5210 PRINT AT vma,hma;" ";AT vm
a+1,hma;" "
5215 PRINT AT vmb,hmb;" ";AT vm
b+1,hmb;" "
5220 LET vma=vma+1: IF vma>20 TH
EN LET vma=3
5225 LET vmb=vmb+1: IF vmb>19 TH
EN LET vmb=2
5230 LET hma=hma+1: IF hma>17 TH
EN LET hma=0
5235 LET hmb=hmb-1: IF hmb<8 THE
N LET hmb=25
5240 INK 6: PRINT AT vma,hma;"JK
";AT vma+1,hma;"LM"
5245 INK 4: PRINT AT vmb,hmb;"JK
";AT vmb+1,hmb;"LM": INK 7
5250 REM print and move lander
5260 PRINT AT vpl,hpl;" "
5270 LET hpl=hpl+(INKEY$="8" AND
hpl<30)-(INKEY$="5" AND hpl>0)
5280 LET vpl=vpl-(INKEY$="7")
5290 IF vpl<5 AND hpl=mms+1 THEN
BEEP .1,20: BEEP .05,10: BEEP .
,30: BEEP 1.5,40: GO TO 10
5292 IF INKEY$="6" OR INKEY$="0"
THEN LET fuel=fuel-1: GO TO 530
5295 IF RND>.95 THEN LET vpl=vpl
-1
5297 BEEP .025,10: LET sc=sc+1
5300 PRINT AT vpl,hpl;"A"
5310 RETURN
5350 REM check for crash
5360 IF SCREEN$ (vpl+1,hpl)<>" "
THEN LET men=men-1: GO TO 9005
5370 IF SCREEN$ (vpl-1,hpl)<>" "
THEN LET men=men-1: GO TO 9005
5380 IF SCREEN$ (vpl,hpl+1)<>" "
THEN LET men=men-1: GO TO 9005
5390 IF SCREEN$ (vpl,hpl-1)<>" "
THEN LET men=men-1: GO TO 9005
5395 RETURN
5400 REM print and move alien
ship
5410 LET alienb=alienb-2: IF ali
enb<3 THEN PRINT AT 13,1;" "
LET alienb=26
5415 LET alien=alien+3: IF alien
>26 THEN PRINT AT 7,25;" "
LET alien=0
5420 PRINT AT 7,alien; INK 2;"
FI"
5425 PRINT AT 13,alienb; INK 5;"
I"
5430 RETURN
9000 LET men=men-1: BEEP .1,0: B
EEP .1,20: BEEP .2,-20
9002 INK 0: IF vpl>19 THEN PRINT
AT 11,11;"GAME OVER": GO TO 902
5
9005 IF men=0 THEN PRINT AT 11,1
1;"GAME OVER": GO TO 9020
9007 BEEP .1,20: BEEP .05,40: BE
EP .1,30: BEEP .15,40
9010 RETURN
9020 PRINT #1;"Try again (Y/N) ?
"
9030 IF INKEY$="n" THEN STOP
9040 IF INKEY$="y" THEN GO TO 5
9050 GO TO 9030
9100 POKE USR "a"+0,BIN 00111100
9101 POKE USR "a"+1,BIN 11111111
9102 POKE USR "a"+2,BIN 10011001
9103 POKE USR "a"+3,BIN 10011001
9104 POKE USR "a"+4,BIN 11111111
9105 POKE USR "a"+5,BIN 01111110
9106 POKE USR "a"+6,BIN 01011010
9107 POKE USR "a"+7,BIN 11011011
9108 REM
9109 REM
9110 POKE USR "b"+0,BIN 00110000
9111 POKE USR "b"+1,BIN 01010000
9112 POKE USR "b"+2,BIN 10010010
9113 POKE USR "b"+3,BIN 10001101
9114 POKE USR "b"+4,BIN 01000001
9115 POKE USR "b"+5,BIN 01000001
9116 POKE USR "b"+6,BIN 00110010
9117 POKE USR "b"+7,BIN 00001100
9118 REM
9119 REM
9120 POKE USR "c"+0,BIN 11110000
9121 POKE USR "c"+1,BIN 11110001
9122 POKE USR "c"+2,BIN 11110011
9123 POKE USR "c"+3,BIN 11110111
9124 POKE USR "c"+4,BIN 10000111
9125 POKE USR "c"+5,BIN 10001111
9126 POKE USR "c"+6,BIN 10011111
9127 POKE USR "c"+7,BIN 11111111
9128 REM
9129 REM
9130 POKE USR "d"+0,BIN 00001111
9131 POKE USR "d"+1,BIN 10001111
9132 POKE USR "d"+2,BIN 11001111
9133 POKE USR "d"+3,BIN 11101111
9134 POKE USR "d"+4,BIN 11100001
9135 POKE USR "d"+5,BIN 11110001
9136 POKE USR "d"+6,BIN 11111001
9137 POKE USR "d"+7,BIN 11111111
9138 REM

```


**RUNS ON
SPECTRUM**

```

139 REM
140 POKE USR "I"+0,BIN 11111111
141 POKE USR "I"+7,BIN 11111111
142 REM
143 REM
144 POKE USR "I"+0,BIN 10011001
145 POKE USR "I"+1,BIN 10100101
146 POKE USR "I"+2,BIN 11000011
147 POKE USR "I"+3,BIN 10011001
148 POKE USR "I"+4,BIN 10011001
149 POKE USR "I"+5,BIN 11000011
150 POKE USR "I"+6,BIN 10100101
151 POKE USR "I"+7,BIN 10011001
152 REM
153 REM
154 POKE USR "I"+0,BIN 00010000
155 POKE USR "I"+1,BIN 10000000
156 POKE USR "I"+2,BIN 00001000
157 POKE USR "I"+3,BIN 01001100
158 POKE USR "I"+4,BIN 10101001
159 POKE USR "I"+5,BIN 00010111
160 POKE USR "I"+6,BIN 00101011
161 POKE USR "I"+7,BIN 00110111
162 REM

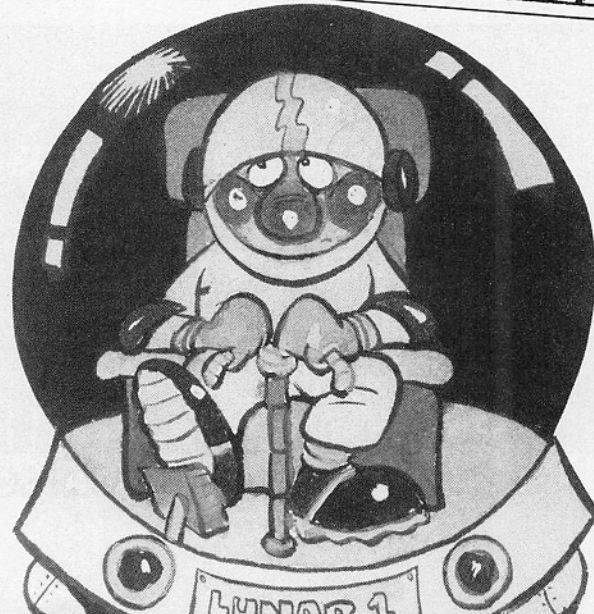
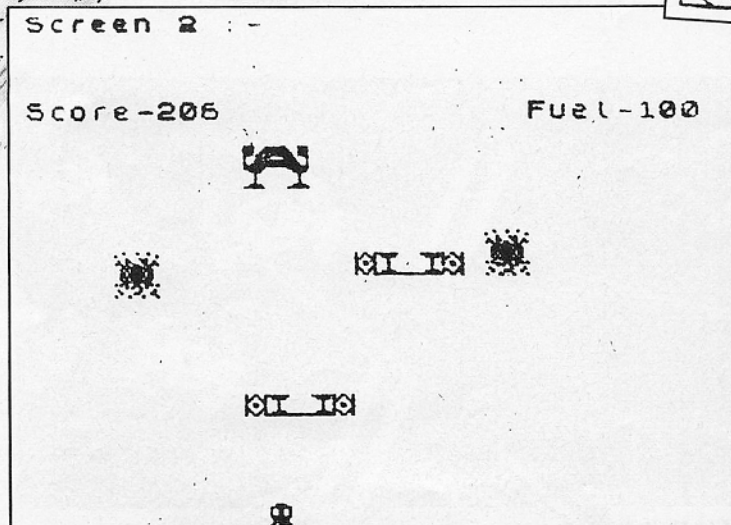
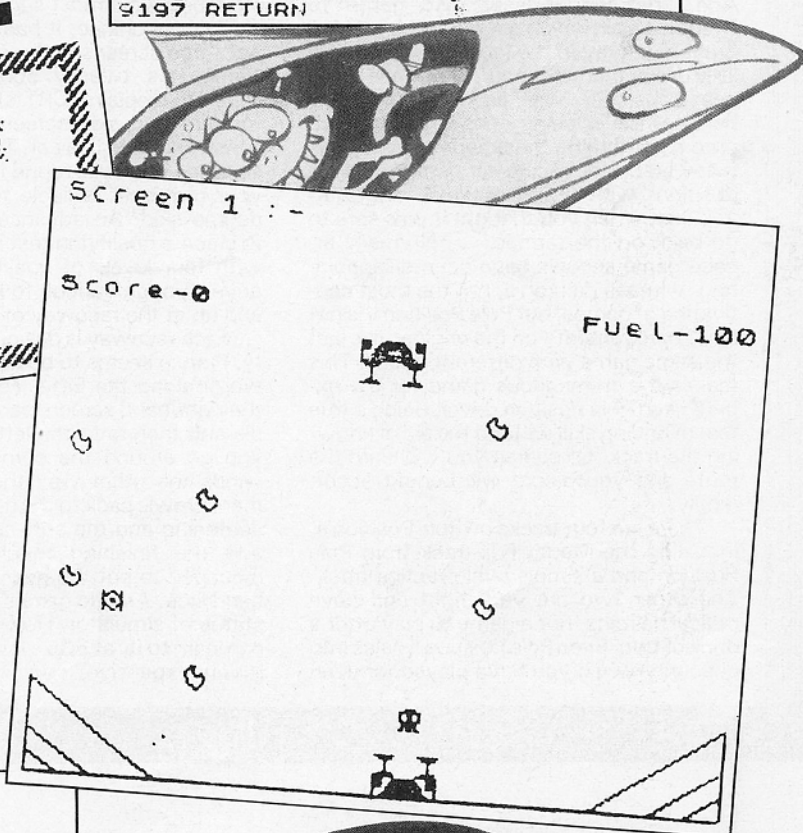
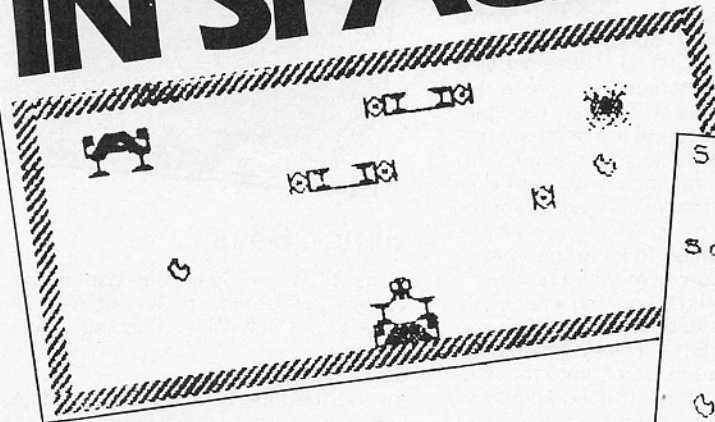
```

```

169 REM
170 POKE USR "K"+0,BIN 10001000
171 POKE USR "K"+1,BIN 00000001
172 POKE USR "K"+2,BIN 01010000
173 POKE USR "K"+3,BIN 00110010
174 POKE USR "K"+4,BIN 10010101
175 POKE USR "K"+5,BIN 11101000
176 POKE USR "K"+6,BIN 11010100
177 POKE USR "K"+7,BIN 11101100
178 REM
179 REM
180 POKE USR "L"+0,BIN 00110111
181 POKE USR "L"+1,BIN 00101011
182 POKE USR "L"+2,BIN 00010111
183 POKE USR "L"+3,BIN 10101001
184 POKE USR "L"+4,BIN 00001010
185 POKE USR "L"+5,BIN 00100001
186 POKE USR "L"+6,BIN 10000100
187 REM
188 REM
189 POKE USR "B"+0,BIN 11101100
190 POKE USR "B"+1,BIN 11010100
191 POKE USR "B"+2,BIN 11101000
192 POKE USR "B"+3,BIN 10010101
193 POKE USR "B"+4,BIN 01010000
194 POKE USR "B"+5,BIN 10000100
195 POKE USR "B"+6,BIN 00100001
196 POKE USR "B"+7,BIN 00100001
197 RETURN

```

DOCKED IN SPACE



ROCKMAN FILES

A lot has been happening recently here at Games Computing and I would like to thank all of the readers who contacted me, or Richard Bartle, about the article on the Essex University Multi-User Dungeon (MUD), which I talked about in the April issue. Some drastic changes have been made in the scoring system of late making it much less profitable (pointwise) to play by yourself and much more rewarding to attack other players or in the words of the captain's log (one of the locations in this super adventure), "Hack and Slay!!". Remember. You haven't lived 'till you've died in MUD.

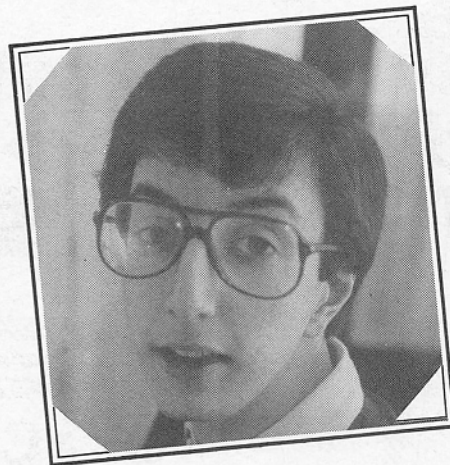
More news on the arcade scene. **Space Ace**, the sequel laser disc game to **Dragon's Lair** which seems to be making great headway in the local arcades. It is a little easier than its precursor and has some neat music as well as a rather pretty heroine. Never being ones to fail to latch onto a good thing the arcade industry has followed up the racing car game hit "Pole Position" with "Pole Position II" and "TX-1". Just when you thought it was safe to go back on the tarmac... Normally arcade game sequels have been disappointing, witness **Zaxxon II**, not the most captivating of games, but **Pole Position II** is not an "improvement" on the original, it is just the same game with different tracks. This makes it a tremendous game for the experienced Pole position driver, being a true test of driving skill without the aid of knowing the track. Of course you will learn the route and your score will benefit accordingly.

There are four tracks on **Pole Position II**, including the Mount Fuji track from **Pole Position** and a simple oval practice track. The other two are very tight and have radical hairpins, not a game to play after a drink or two. Even **Pole Position II** pales into obscurity when you have played, or even

watched **TX-1**. This is THE state-of-the-art arcade game. When **Pole Position** was launched I remember staring in wonderment at the amount of data that the processor was moving on its hi-res screen and thinking that it could never be reproduced on even the fastest home computers. No-one has yet managed a GOOD pole position at home although many have tried, Atari being the most successful.

TX-1 is unique, it has THREE screens, not three screens in the sense that **Manic Miner** has twenty screens but three separate displays (CRT's). These act as a forward and side screens to give a real sense of sitting in a car. The cars can spin, so when you buzz round the bend too fast your red racer is liable to do a full 360 degree skid. An advancement from **Pole Position**'s qualifying test is a set of routes with four levels of qualifying, you must drive through various forks in the road to end up at the raceway of your choice.

Each raceway is designated a nationality, France seems to be the easiest, as you whizz along the Eiffel Tower appears on the right hand screen, scrolls into the middle and then onto the left hand screen as you go around the corner, as the bend winds the other way the French monument crawls back to the right. The sound is deafening and the soft but vibrating seat add the finishing touches, they even managed to put the gear lever on the left hand side. Arcade games are reaching the status of simulator. How long before you can learn to fly at 50p a lesson? (Yes, **TX-1** is very expensive).



Simon Says. . . .

A neat tip for Spectrum gamers is, break into the loader of **Jet Set Willy** when it says "Jet Set Willy is Loading" and add the line:

35 POKE35899,0
rewind the tape and RUN. If that doesn't help it looks like you will never get to bed. No I'm not going to tell you what it does but it is nothing to do with the protection scheme on it. Pirating tapes and disks is ILLEGAL and should be seen as such. (Sorry, my hobby horse). Now it's off to brush up my technique at **Jumpman** on the 64.

Hack, Hack

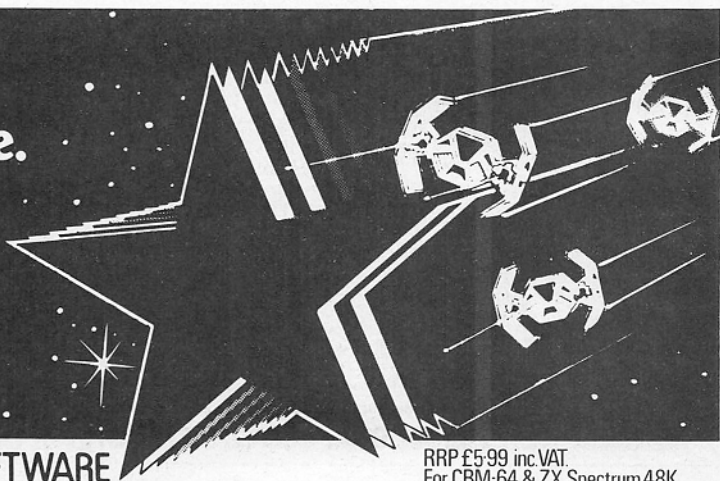
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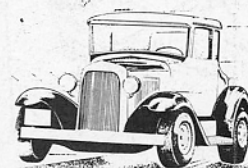
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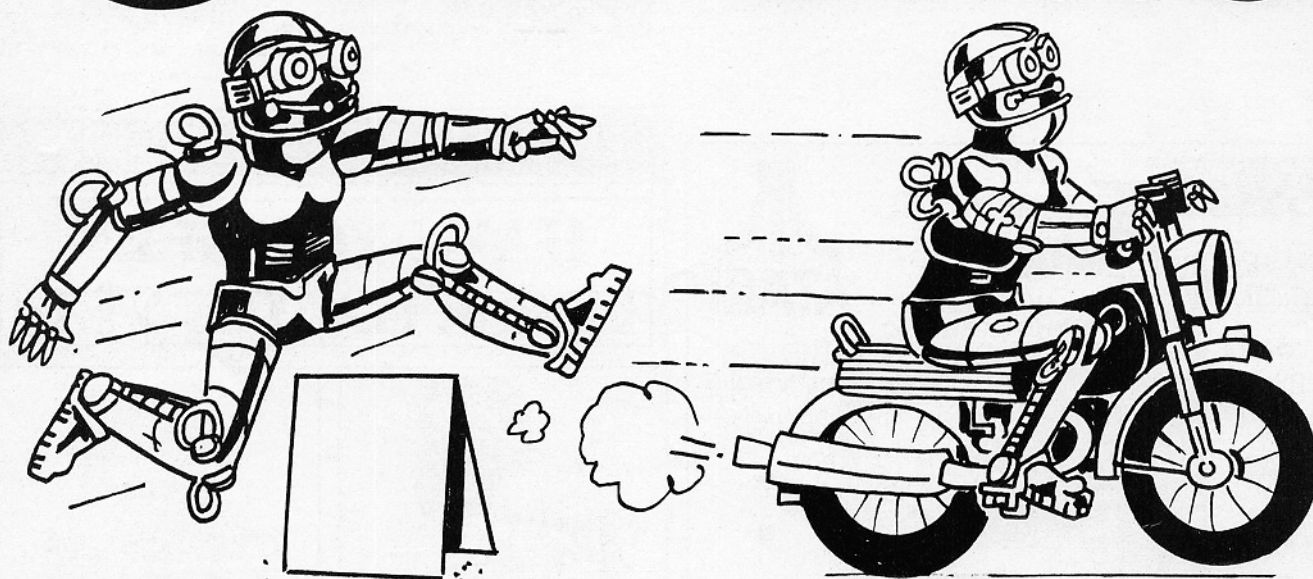
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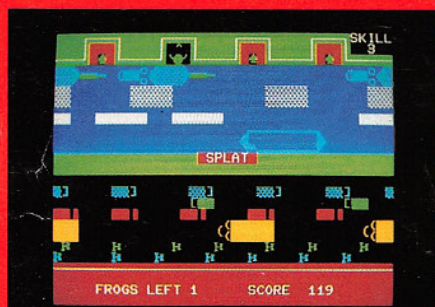
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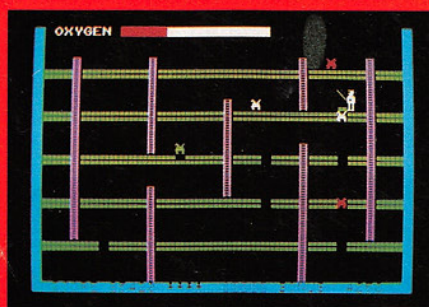
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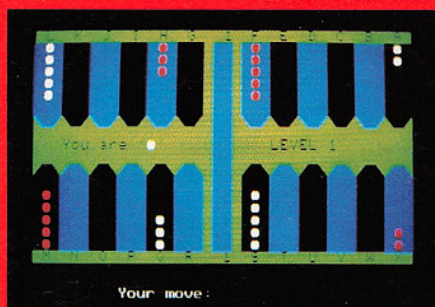
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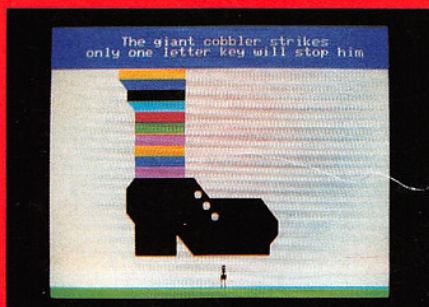
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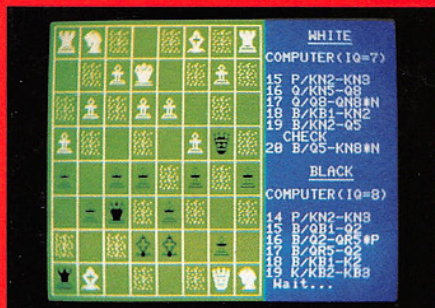
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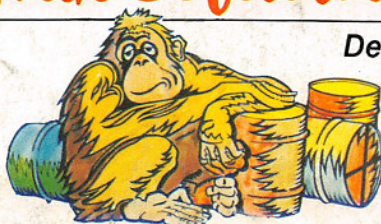
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