

Home Computing WEEKLY

An Argus Specialist Publication

Britain's leading weekly magazine for software reviews

No. 47
Jan 31-Feb 6, 1984

40p

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CBM 64s to start 'talking'

Commodore is setting up a network, using phone lines, for users of the CBM 64, plus its new home micros.

Trials are due to start with access restricted to members of the Independent Commodore Products Users' Group and the plan is for public access in late summer.

Among the features it will offer: telesoftware, free and for sale, information about products, a query hotline and electronic mail. Dealers and ICPUG will be offered closed user group status.

It is now called the Commodore Information Tree but its public name will be Compunet. The host computer will be a London-based DEC 10 and there

Continued on page 5

When will it all end?

How long have you got to live? Now there's a program for the Spectrum which will give you a prediction — and identify the danger areas in your life.

Author Dr Vernon Coleman, a GP for 10 years, provided the data for How Long Have You Got?, based on facts from research papers and books.

It asks questions about smoking, eating habits, exercise, drinking, sleeping and driving as well as asking if you enjoy your work, whether your mother lived to 80 and your sex.

But would users of the pro-

Continued on page 5

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Moon Buggy

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John Menzies **spectrum**

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Briefly

Build a city within a time limit — but make sure you pay taxes and interest charges. That's the storyline in City, Terminal's third game for the 48K Spectrum. Priced at £6.95, it can be played by one — four players.

*Terminal, 28 Church Lane,
Prestwich, Manchester M25 5AJ*

Software houses Gemini, Clares, Bourne Educational and BEE-BUGSOFT — software arm of the BBC User Group — are planning to bring out software on Hitachi 3in discs, says the distributor of the drives, Advanced Memory Systems. They are to include games, utilities, and home and business packages.

*Advanced Memory Systems,
Green Lane, Appleton, Warrington
WA4 5NG*

You are the captain of an out-dated spaceship, with characters like Drones and Cellular beings as a crew, in Elephant's graphic strategy game Kosmik Pirate. It costs £5.65 and runs on the 48K Spectrum.

*Elephant, 41 Haymill Rd,
Burnham, Bucks SL1 6NE*

Acorn says its new IEEE interface for the BBC micro can control up to 14 pieces of scientific and technical equipment, including oscilloscopes, voltmeters, spectrum analysers and frequency meters. It consists of a self-contained unit, a ROM which will accept plain English commands, and a 70-page manual. Price: £325

*Acorn Computers, Fulbourn Rd,
Cherry Hinton, Cambridge CB1 4JN*

Learn to touch type in your own time and at your own pace, says the National Extension College which has just produced a typing tutor called All Fingers Go! It features 18 lessons on two tapes for the 32K BBC micro, showing the keyboard and fingers on the screen. The course costs £14.95 and a disc version is available.

*National Extension College, 18
Brooklands Ave, Cambridge
CB2 2HN*

Home Computing WEEKLY

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Editor:
Paul Liptrot
Assistant Editor:
Candice Goodwin
Designer:
Bryan Pitchford
Managing Editor:
Ron Harris

Divisional Advertisement Manager:
Coleen Pimm
Acting Advertisement Manager:
Ricky Holloway
Assistant Advertisement Manager:
Stuart Shield
Classified Advertising:
Debra Stupple

Chief Executive: Jim Connell

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

Home Computing Weekly is published on Tuesdays. Distribution by Argus Press Sales and Distribution Ltd, 12-14 Paul Street, London EC2A 4JS. Printed by Alabaster Passmore & Sons, Ltd, of London and Maidstone, Kent. Design and origination by MM Design and Print, 145 Charing Cross Rd., London WC2 0EE

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Are You?
RICHARD SHEPHERD SOFTWARE

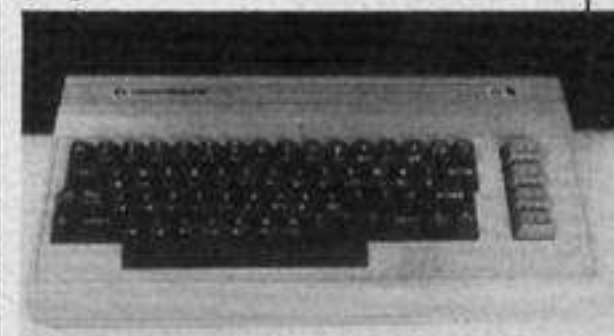


Your Spectrum can read your mind. Type in our program on page 10 and try it



Try the TI program on page 21 — then turn to the software reviews on page 30

We've got 160 copies of Dooomsday Castle, Fantasy Software's great new adventure, to give away to the winners of this week's competition. Turn to page 7



Make more of your Commodore 64 with the programming advice on pages 15 and 27



Educational software for the BBC micro and the Spectrum is reviewed on page 13



There are two programs for the unexpanded ZX81 on page 43

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64 network

From front page

will be local access at 14 points in the UK, cutting phone costs.

Next month a viewdata modem to use the network goes on sale. Sold as a plug-in black box, it will cost £75 or £100 with a year's free membership of Compunet.

Software on ROM will allow software to be downloaded and screen dumps to a black and white printer or to Commodore's MCS801 colour printer, the Seikosha GP 700 with the Commodore badge.

It will also handle file transfers between 64s, with error checking. The modem will be available from Commodore by mail order.

The reason given is that each will have a unique identity so that when Commodore software is downloaded it will run only on that user's micro, using the modem as a security device.

Subscription will be £30 a year with a connect-time charge on weekdays between 9am and 6pm. It is expected to be less than Prestel charges.

Other features will include storage of data — charged per K per day — auto-billing and payment by credit card.

John Collins, special software project manager, said links could be made to other databases by third parties and users could start their own bulletin boards. Commodore planned to use it to link its UK offices in Slough with its Corby plant.

Eventually European users could dial in too.

Mr Collins said that although a Commodore network was in operation in America, little material — apart perhaps from some software — would be transferred to the UK network.

● Commodore's Magic Voice Speech Module, numbered C64850, should be on sale next month at about £50. Programmable in BASIC and machine code, it has 235 built in words or word-parts and more can be added. It will work only on the Commodore 64 and its portable model, the SX64. Two talking cartridges will be available, Gorf and Wizard of Wor, with others to be added.

● Also coming soon, the C1542 disc drive — a re-styled 1541 — offering 170K of storage on a 5¼in floppy. The SFS 481 Fast Disc Drive for the new Commodore micros is also on the way. Prices have not been fixed.

● Commodore's UK general manager expects demand for home micros to increase — along with increasingly fierce com-

petition. He was speaking after an announcement of world-wide sales of \$1 billion, more than double the previous year. This, says Commodore, means it is producing more computers than the next two largest companies combined.

Howard Stanworth said that, with 750,000 Commodores in use in the UK, the company would be seeking to concentrate on software and peripherals, which would account for 75 per cent of UK sales by the end of the year.

● In a bid to increase sales to schools, Commodore is offering £170 off a package comprising Commodore 64, 1541 single floppy disc drive, the LOGO educational language and Simons BASIC I.

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



The new Micro Pulse 3in disc drive and the BBC micro

New 3in BBC drive

Micro Pulse is a new 3in disc drive for the 32K BBC micro costing £194.

It comes with a double sided 100K utility disc. Northern Computers says software on cassette or 5¼in disc can be easily transferred using Micro Pulse Mirror software.

Northern Computers, Churchfield Rd, Frodsham, Ches WA6 6RD

□ □ □

Now it's a computer

CBS Electronics is offering to turn Colecovision games players into the new Adam computer.

The Expansion Module 3, expected to be priced at about £500, plugs into the console to add a keyboard unit and printer. A word processing program is built in.

The Adam, now in production in America, is not yet on sale in the UK.

CBS Electronics, Headley Rd East, Woodley, Reading, Berks

When will it end?

From front page

gram worry if they had a low "score"?

Dr Coleman, 37, said: "I'm not trying to worry people; I'm trying to make them understand and help them. I think the greatest cause of worry is ignorance, as I found when I was a GP."

"There were home doctor books way back in the 19th century. This is just bringing them up to date and reaching the market of people who do not read my books."

"Within the obvious limitations, explained in the introduction, it is accurate. You could always get run over by a No. 10 bus."

Programmer Graham Hill, 18, said: "I came out with a life expectancy of 79, but I'm a non-smoker and I don't drink. But I haven't lived long enough to have things like heart trouble, so it could be nothing like that."

The program is from Eastmead Computer Systems, a partnership of Dr Coleman, Mr Hill and another programmer, Russell Smith, 23.

On the same theme, Eastmead

has brought out a home and school program called The Complete Guide to Medicine which includes subjects like reproduction, anatomy, nutrition, exercise, early warning signs, emergencies and home treatment.

There are quizzes and graphics and movement to help explain in layman's terms how the body works.

A third program, First Aid, explains how to deal with emergencies and when to seek professional help.

An earlier program, called Home Doctor, is still on sale but it comes on seven cassettes, running on the VIC-20 and ZX81 and each cassette costs £6.

In the pipeline is an educational game for the 48K Spectrum based on how drugs affect the body. It should be out in a month.

How Long Have You Got, at £3.45 for either model of the Spectrum, should also be out soon for the Commodore 64.

The other two programs run on the 48K Spectrum. The medical guide costs £6.90 and First Aid is £4.60.

Eastmead Computer Systems, Eastmead House, Lyon Way, Frimley, Camberley, Surrey GU16 5EZ

You could be on our pages

We welcome programs, articles and tips from our readers.

PROGRAMS must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.

ARTICLES on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers made better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.

TIPS are short articles, and brief programming routines which we can put together with others. Your hints can aid other computer users.

Competitive rates are paid.

Keep a copy of your submissions and include an SAE if you want them returned. Label everything clearly and give a daytime and home phone number if you can.

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

Watchdogs rap adverts

Three companies, including Sinclair Research, have been rapped on the knuckles by advertising watchdogs over supplies of advertised products.

Two people complained to the Advertising Standards Authority about special offers from Sinclair.

One offered a ZX81 starter pack, saying a typical cassette included would be Chess or Backgammon, but that the actual title would vary with availability.

The complainant visited several stores but none had yet received supplies of the starter pack and he was told neither of the two cassettes would be included.

This complaint was upheld in part after Sinclair said multiple retailers had been supplied centrally with enough stock, but it had no control over distribution to individual stores.

A number of the packs included Backgammon, but none included Chess, although retailers might choose to include this.

The ASA reminded Sinclair that unless items were certain to be included they should not be mentioned.

The second complaint against Sinclair was upheld because Currys was named in an advertisement but was not taking part in a "printer plus paper" offer.

Southend-based Solidisk Technology failed to live up to a claim that its ZX81 RAMpack and optional extras would be delivered in seven days — two people waited more than three weeks.

Upholding the complaints, the ASA told Solidisk to amend its delivery claim, but that it should be no longer than 28 days.

Anik Microsystems, based in Northampton, offered a free 10-game cassette with its

California Gold Rush and Yahtzee games.

But a complainant said no free tape arrived with his copy of California Gold Rush. He was told one would be sent when Anik received stocks.

He contacted the ASA after waiting a further month.

The ASA upheld the complaint and its report comments: "The advertiser failed to respond to the authority's approaches and media organisations were warned accordingly."

Advertising Standards Authority, Brook House, Torrington Place, London WC1E 7HN

Board games on micros

Three well-known board games — Cluedo, MasterMind and Scrabble — will be on Commodore 64 cassettes by mid-April, with Spectrum, BBC and Oric versions to follow.

The deals were signed after months of talks, said Peter Deutsch, 31, managing director of a new company, Winchester Holdings, which will market the games under the name Leisure Genius.

The first agreement was made by Jon Baldachin, 32, the company's software development director, for Scrabble and they then decided to approach others.

Mr Baldachin said the policy

would be to link good quality software with established names whose owners wanted to break into the software market.

Mr Deutsch said: "They are all good names and all have been through the test of time. They will convert nicely."

The cassettes will cost £9-£15 and discs, at first for the Apple and Commodore 64, will be £19-£25. Scrabble will not be produced for the Spectrum because Psion has the licence.

Later in the year the company plans a range of educational software under the name Little Genius in conjunction with Waddingtons Games, owners of Cluedo.

Winchester Holdings, 3 Montagu Row, London W1H 1AB



"Spaceman" Alan Hobbs, of Microdeal

'Spaceman' stirs shoppers


This man caused something of a stir when he walked along Tunbridge Wells High Street and other town centres.

It is all part of a publicity campaign by Microdeal to promote its Space Shuttle game. The man in the space suit is Microdeal's van sales manager Alan Hobbs.


Microdeal, 41 Truro Rd, St Austell, Cornwall PL25 5JE

Briefly

Dates for your diary: the first Sinclair Education Exhibition, March 28-30, Central Hall, Westminster; C.R.S. Computer Club computer fair, 11am-5pm March 3, Norton School, Letchworth; fifth London Computer Fair, held by the Association of London Computer Clubs, April 19, 21 and 23, Central Hall, Westminster; Acorn User Exhibition, August 16-19, Olympia; PCW Show, September 19-24, Olympic 2, formerly the Empire Hall, recently occupied by a carpet retailer and now re-styled.



Texas TI99/4A



ARENA III	(EXT. BASIC)	£4.95
Space war. Defend your ship from attacking aliens. Battle your way to Arga. To land, you <i>must</i> blast out a landing strip. Descend from ship through treacherous meteor storms. Laser cannon, neutron bombs, space walks. This game has the lot.		
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Two games on one tape. A realistic pinball machine. All the excitement of the real thing. Cubits: A test of skill and memory for those who like a challenge.		
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COMPETITION

You've got 160 chances to win a great new arcade-adventure from Fantasy Software in this week's free competition.

It's called Doomsday Castle, runs on the 48K Spectrum and is a follow-up to the best seller, Pyramid. Both were written by Fantasy Software co-director Bob Hamilton.

Your mission is to find and collect six ancient stones and use their force against the evil Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion.

You will have to battle your way through a complex labyrinth of 74 inter-connected halls and passages.

On the way you'll meet beautifully animated characters like the Garthogs, the Orphacs, Kamikaze Urks, the nasty Googly Bird and many others.

Doomsday Castle is compatible with all leading joysticks and — if you are not among the winners — costs £6.50 in the shops.

Fantasy Software has set itself the policy of offering value-for-money real-time adventures. And to ensure high standards, the company says it will only release a few top-quality games each year — not several dozen tapes which are only "so-so."

● Next month Pyramid will be available for the Commodore 64 at £5.50.

Closing date for the competition is Friday February 17 — but why not send your entry off to us today?

How to enter

Look carefully at the two cartoons on this page to find the differences between cartoon A and cartoon B. Circle the differences on cartoon B with a ballpoint pen.

Then fill in the coupon with your name and full address and the number of differences you found.

Enter now:
There's 160
chances to
win a great
new arcade-
adventure
from

fantasy
SOFTWARE

Remember, the coupon will be used as a label if you're a winner, so write very clearly.

Cut around the broken lines and seal both cartoon B and the coupon in an envelope — and write clearly on the back the number of differences you found.

Post your entry to Fantasy Software Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB.

Entries close at first post on Friday February 17. The winning entries will be 160 correct entries opened at random.

You may enter as many times as you wish, but all entries must be on the official coupon and cartoon — copies will not be accepted — and in separate envelopes.

The solution and the names of the winners will be published in Home Computing Weekly and the prizes will arrive from Fantasy Software within 28 days of the publication of that issue.

Important note: please follow carefully the guidance in this How to Enter section. Entries which do not abide by the guidelines cannot be considered.

The rules

The 160 winners of copies of Doomsday Castle, for the 48K Spectrum, will be those whose correct entries are chosen at random after the closing date, first post on Friday February 17, 1984.

Coupons and copies of cartoon B which are not completed correctly and envelopes without the number of differences found on the back will not be considered.

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

The winners' names and the solution will appear in Home Computing Weekly. The editor's decision is final and no correspondence will be entered into.

Fantasy Software Competition

Entry Coupon

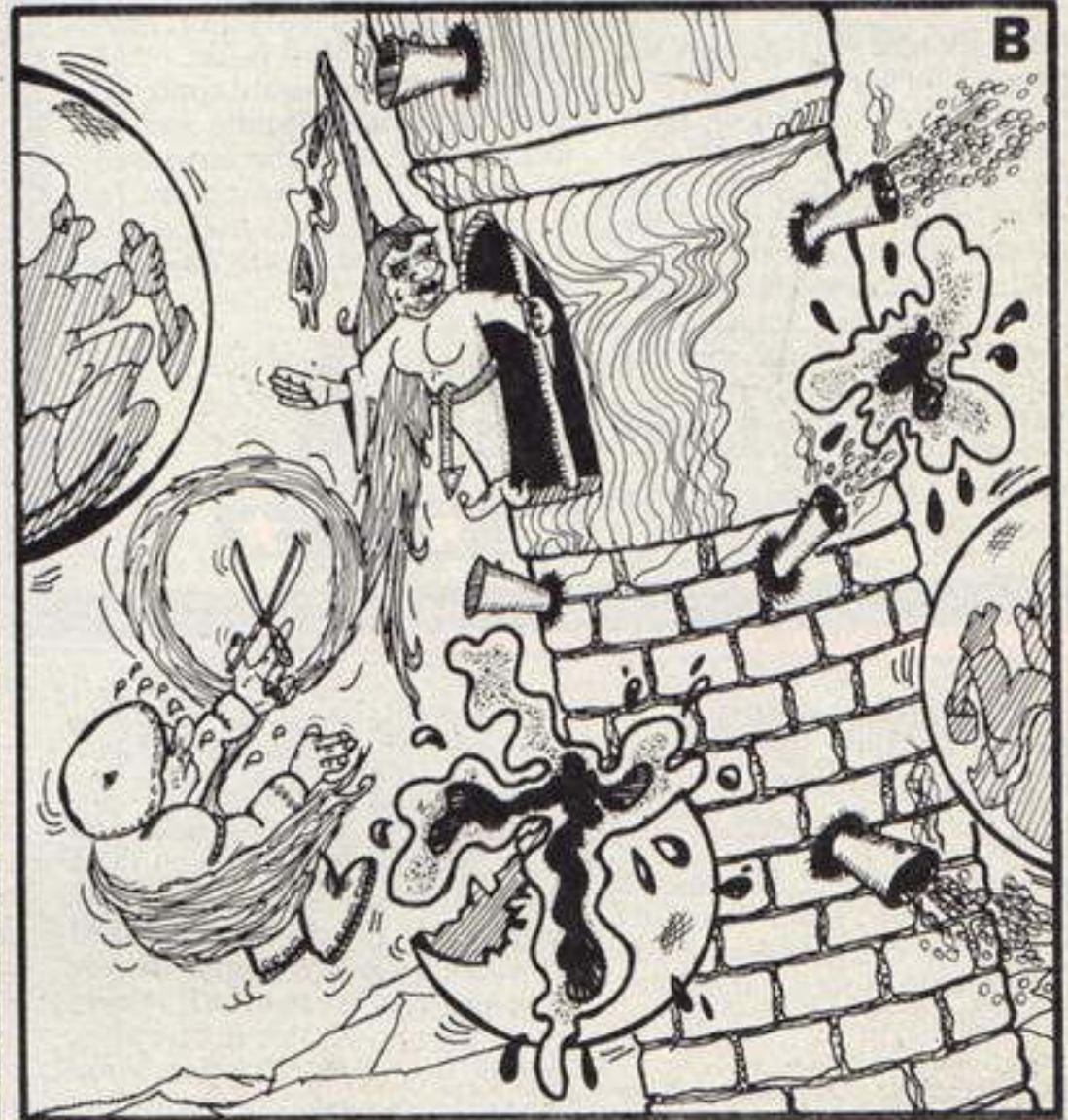
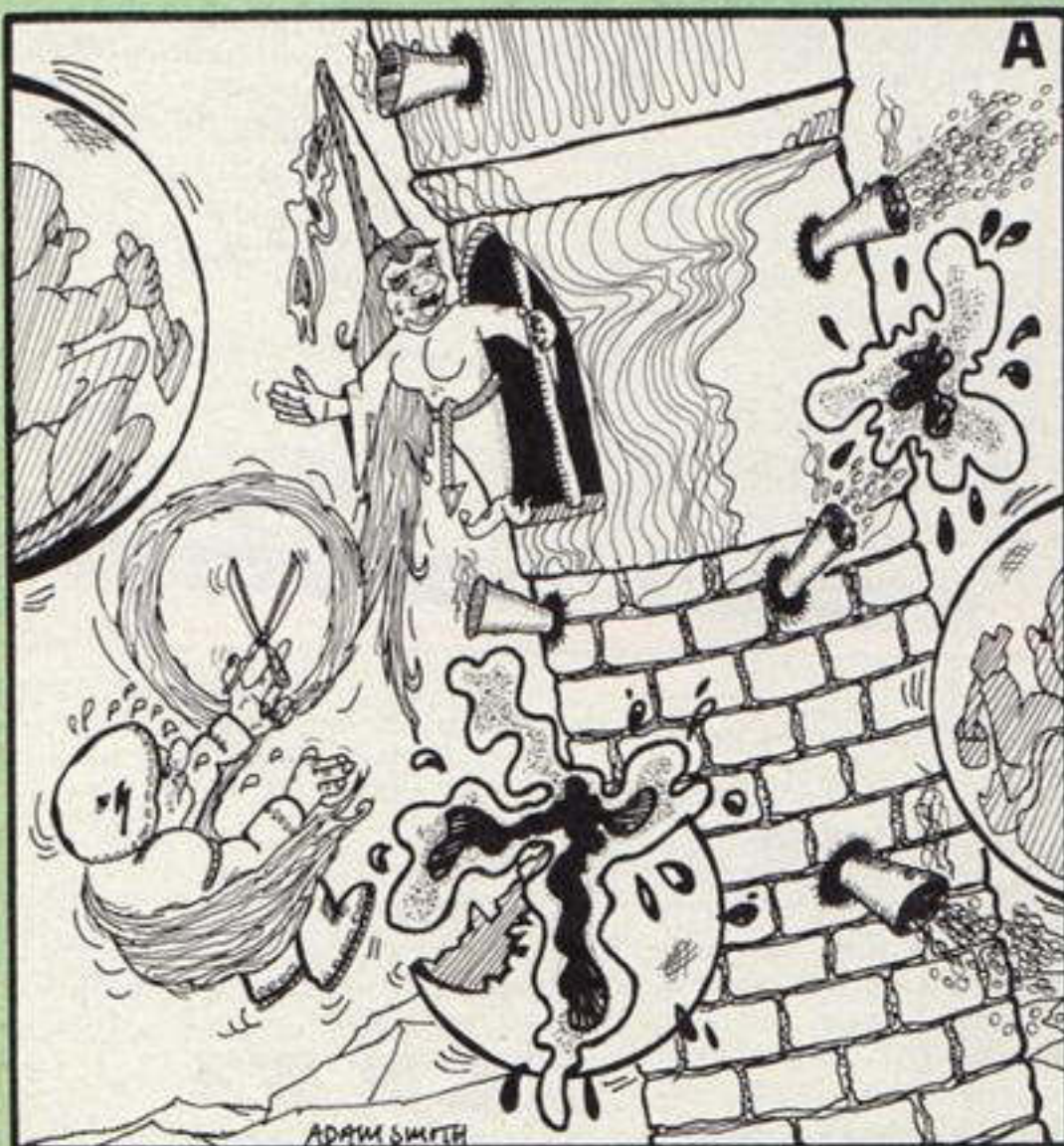
Name _____

Address _____

_____ post code _____

Number of differences found _____

Complete clearly — this coupon will be used as a label if you are among the winners. Don't forget to follow exactly the guidelines in the How to Enter section. Post to: Fantasy Software Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date: Friday February 17



Into the computer arcade

Our reviewers star-rate five new arcade-style releases for the 48K Spectrum. Read before you buy

Deffendar £6.95

Mikro-Gen, 24 Agar Cres, Bracknell, Berks

Mutant aliens are at it again, intent upon abducting any human witless enough to wait around on mountains. Only your spacefighter and laser stand between Earth's destruction and billions of assorted alien ships.

This time, Earth's in big trouble, because you are your spacecraft are past their best. Your speed is slow, your laser lazy and explosions could be mistaken for TV static. Even the aliens seem apathetic, and the humans are apparently indifferent to danger.

You may gather I was not overly impressed. Nor was my teenage expert and, looking at the spectacular explosions, speed, graphics and sound on his

favourite versions, this one fell even lower in my regard.

Houses issuing new versions of old themes should not assume everyone knows how to play. Cassette instructions (also showing the keys used before you load) would be welcome. And display loading instructions, always. Remember, there are new Spectrum owners every day.

You can, and have, done better, Mikro-Gen.

D.C.

instructions	5%
playability	50%
graphics	50%
value for money	30%



3D Seiddab Attack £5.95

Hewson Consultants, 60A St Mary's St, Wallingford

In the shops, this program may be called 3D Space Wars of War of the Worlds as all three titles were on the review copy. But 3D Seiddab Attack looks like the latest version.

The 3D does not mean you have to wear those uncomfortable specs supplied with some "three dimensional" games. You command a drone, something like a tank, which has to shoot down waves of advancing ships. They are small to begin with (in the distance) and larger as they get closer. The effect is quite reasonable and it means the aliens are hardest to hit when they can cause you least damage.

They also move from side to side, but so can your turret, and the whole drone can be steered around the city following a small maze-like map in the display.

Graphics are some of the best I've seen in this kind of game for the Spectrum and movement of gunsight and ships is quite convincing. The overall effect is a little like the 3D tank battles so popular in arcades in far off days, and very playable it is too.

I found the keyboard controls a little difficult to handle and the instructions could be improved. However, there is an option for Kempson-style joysticks and these are needed to fully enjoy the game.

N.W.

instructions	40%
playability	80%
graphics	95%
value for money	80%



Exterminator £5.50

Torg Software, Orchard End, Furzehill, Wimborne, Dorset BH21 4HT

Annihilating unarmed, defenceless spacefreighters, carrying innocent war victims, who can only ram you in retaliation, must be the most tasteless scenario ever! You crave promotion from Cadet to Space Admiral — Level 12 and, since score is affected by time taken, must complete your murderous task quickly.

Your nine lives are lost by failing to complete missions in the time limit or, presumably, being rammed, and latest rank is displayed at each mission end. Mysteriously, the life display gained a life or lost several for no apparent reason and runs past nil to 98. Space bugs?

Directional movement uses Q,

3, 4 and 5 — thrust, fire and reverse are on O, I and M, a combination which, as the instructions gleefully point out (twice), will be difficult to master and carry the suggestion that, if you can't get the knack, you should throw out your Spectrum.

With my programmable joystick, and ignoring thrust and reverse, I reached Space Admiral, Level 1, with ease and retired to less boring occupation.

The high-resolution 3D graphics are excellent. A pity that obvious expertise is wasted to gain the doubtful distinction of simultaneously pleasing both sadists and masochists. Even for them it will not be a long lasting pleasure.

D.C.

instructions	80%
playability	50%
graphics	90%
value for money	50%



Paradroids £5.95

Mikro-Gen, 24 Agar Cres, Bracknell, Berks

You have the task of defending a nuclear reactor from invading 'droids, by operating a laser, which you can move up and down a column in the centre of the screen.

There are various platforms up each side of the screen, off which

the 'droids parachute, falling to the bottom of the screen, where they are whipped round a circuit in the reactor, to be transmuted into flying plus signs which float up and down, shooting at your laser base. If you can shoot the droids while they are in the parachute stage of their metamorphosis, this is desirable, since it prevents them from turning into nasty plus signs.

Selectable difficulty and hall of fame are included, as are multiwave attacks. However, I could not find any user-definable keys as promised by the cassette insert and I was a little disappointed to find each new wave attack was much the same as the one before.

On the plus side, good use was made of colour and sound, and the game balance of progress

versus defeat was about right. The plot is also fairly original.

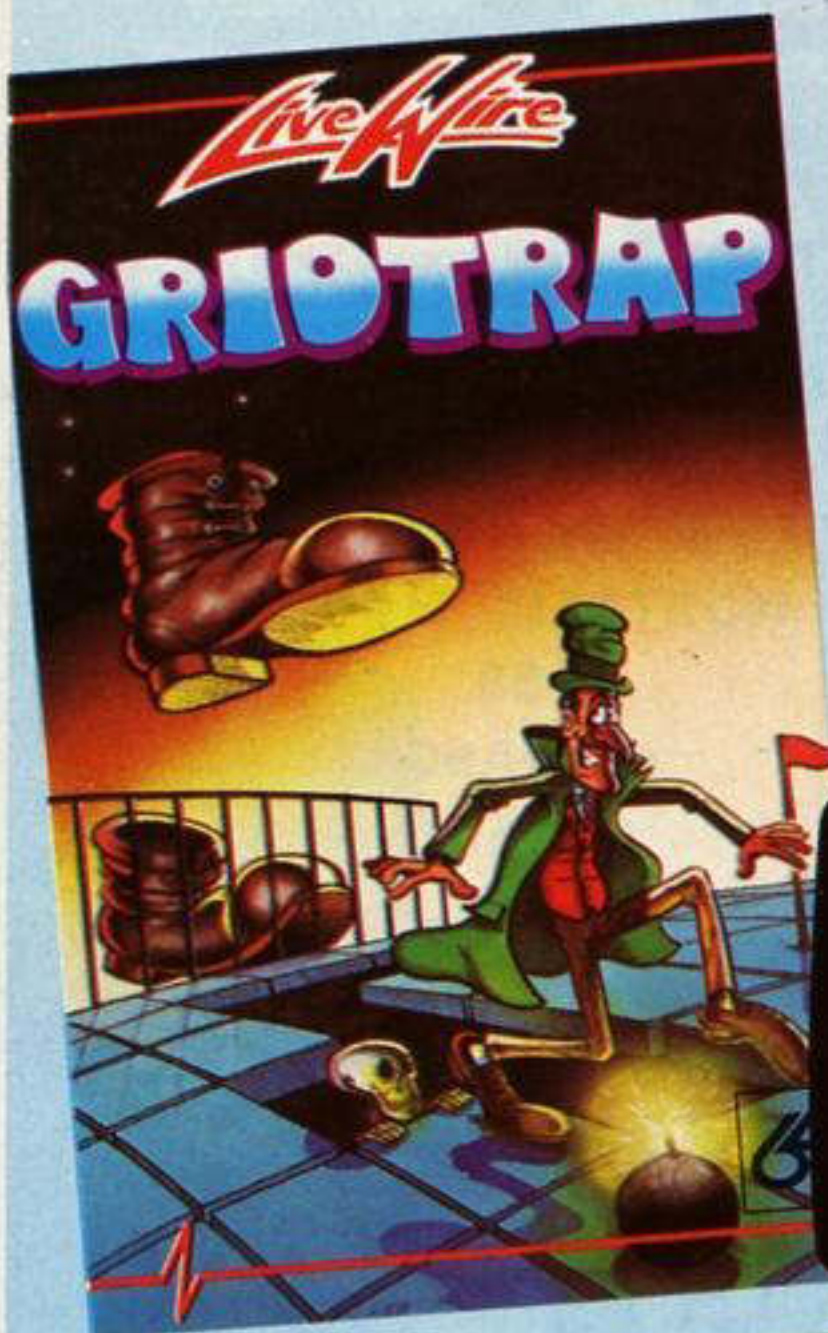
M.B.

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



THREE EXCITING NEW GAMES IN THE *LiveWire* SERIES FOR THE

FROM **SUMLOCK** MICROWARE

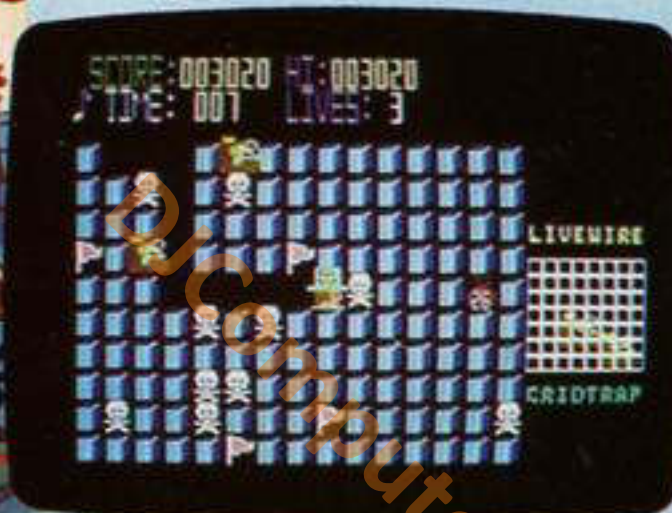


GRIDTRAP 64

We promise you won't be able to turn it off! It's a real skill tester and loads of fun to play!

Play with the Keyboard or Joystick. Choose your own operating keys with our **User Definable System**. Compete with an opponent by selecting **Two Player Mode**... Great graphics, super sound effects in the *LiveWire* tradition including a selectable Melody Mode where the tune is available at the touch of a key and Melody On is indicated by a quaver graphic.

Program No. LWO4 £8.95



JUMPIN JACK 64

Not just a game... an Experience!
IT HAS IT ALL!..EXCITEMENT.. HUMOUR.. STRATEGY

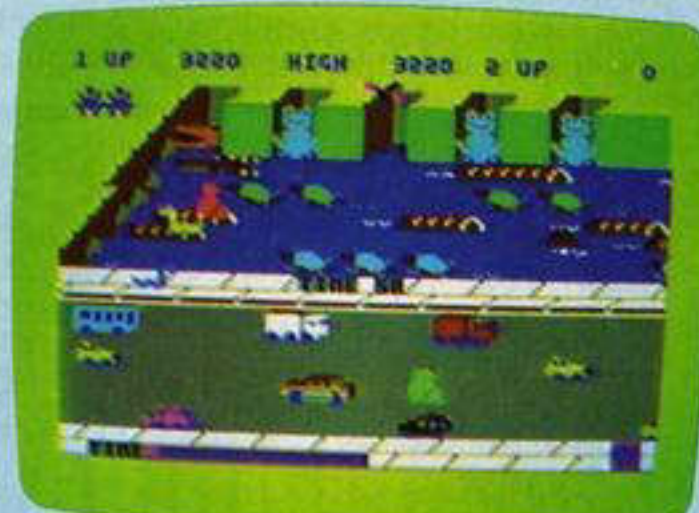
Jumpin' Jack leaps into a totally new look for the 64 created by **Three Dimensional Graphics** giving **Full Perspective** to the game... PLUS... hosts of features never seen before!

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SPECTRUM PROGRAM

I have long been fascinated by so called computer intelligence and I have seen and even written programs which try to simulate human responses.

Hints on conversion

- 10 the POKE sets the Spectrum's keyboard to CAPS LOCK — omit. Separate the two LET commands into two lines 10/15
- 20 write in capitals, create a new line 25 GOSUB 200
- 40 amend the display to suit, the "" is a newline command
- 70 separate the two commands, create a line 75 GOSUB 1000
- 130 separate the commands, make a new line
- 150 separate the three commands, note each line must start with IF...
- 155 omit FLASH, separate commands
- 220 separate the two commands
- 1000 separate the three commands
- 1015 separate two commands, remember to start with IF's
- 1050 separate two commands

Make your micro read your mind

Not only does your Spectrum think, but with Ray Elder's program it can tell you what's going through your mind, too

However, in this program I've gone one step further: your computer will read your mind!

All you have to do is to think of a number between 1 and 63 inclusive and then, when the computer displays a sequence of

numbers, just tell it if it appears.

There are only six cards or groups of numbers and the computer will unerringly pick the correct one from the 64 possible numbers after only six clues!

I wrote this program on the Spectrum but it will easily transpose to the ZX81 or any other computer. The notes will help you to convert the program.

Actually this is not based on Extra Sensory Perception at all, but on a very simple mathematical process. See if you can work out why and how it works, thinking in Binary helps.

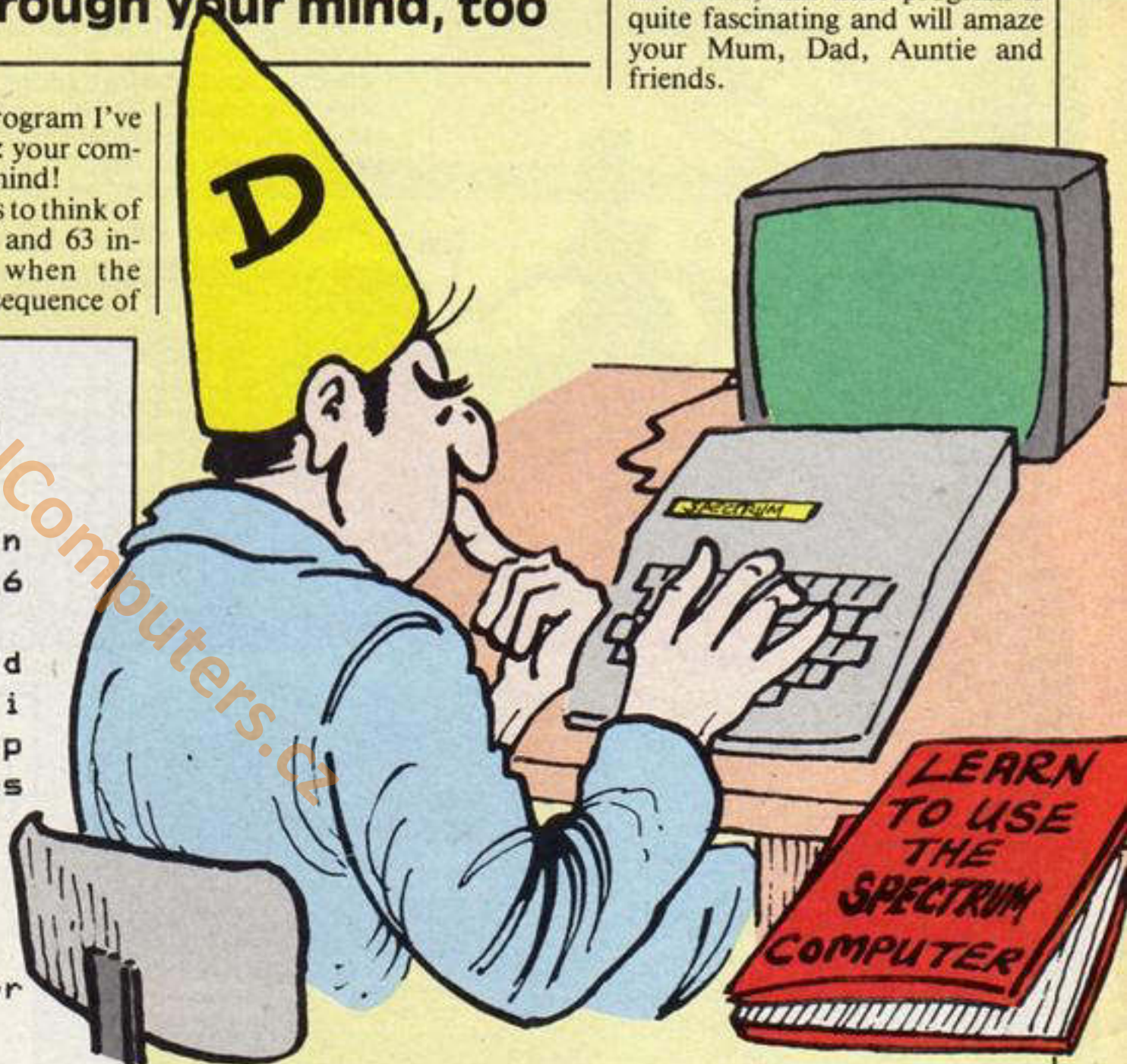
Nevertheless unless you know the secret, this little program is quite fascinating and will amaze your Mum, Dad, Auntie and friends.

```

9 REM Set up variables
10 POKE 23658,8: LET x=0: LET b=1
19 REM Instructions
20 PRINT AT 8,2;"Think of a number between"; AT 10,2;"1 and 63": GO SUB 200
40 PRINT AT 8,0;"I will now display six sets of""numbers, if your number is among""them press Y, if it isn't then""press N"
50 GO SUB 200
69 REM main loop
70 CLS : GO SUB 1000
80 PRINT ""Is your number here ? (Y or N)"
90 LET i$= INKEY$
100 IF i$ <> "Y" AND i$ <> "N" THEN GO TO 90
110 IF i$="Y" THEN LET x=x+b
120 IF b=32 THEN GO TO 150
130 LET b=b*2: GO TO 70
149 REM solved !
150 CLS : IF x=0 THEN PRINT AT 8,0;"You made a mistake or cheated !!": GO TO 160
155 PRINT AT 10,0;"You were thinking of the number": FLASH 1: PRINT AT 12,15;x: FLASH 0
160 PRINT AT 16,0;"Press any key for another go"
170 GO SUB 205
180 RUN
199 REM S/R to wait for key
200 PRINT ' TAB 2;"Press any ke
    
```

```

y to continue."
205 IF INKEY$ <> "" THEN GO TO 205
210 IF INKEY$="" THEN GO TO 210
220 CLS : RETURN
999 REM Print number lists
1000 LET c=1: LET n=b: LET s=1
1010 PRINT (" " AND n<10)+ " ";n; " ";
1015 IF s=8 THEN LET s=0: PRINT ""
1020 IF n >= 63 THEN RETURN
1030 LET n1=n+1+(b AND c=b)
1040 IF c=b THEN LET c=0
1050 LET c=c+1: LET n=n1: LET s=s+1
1060 GO TO 1010
    
```

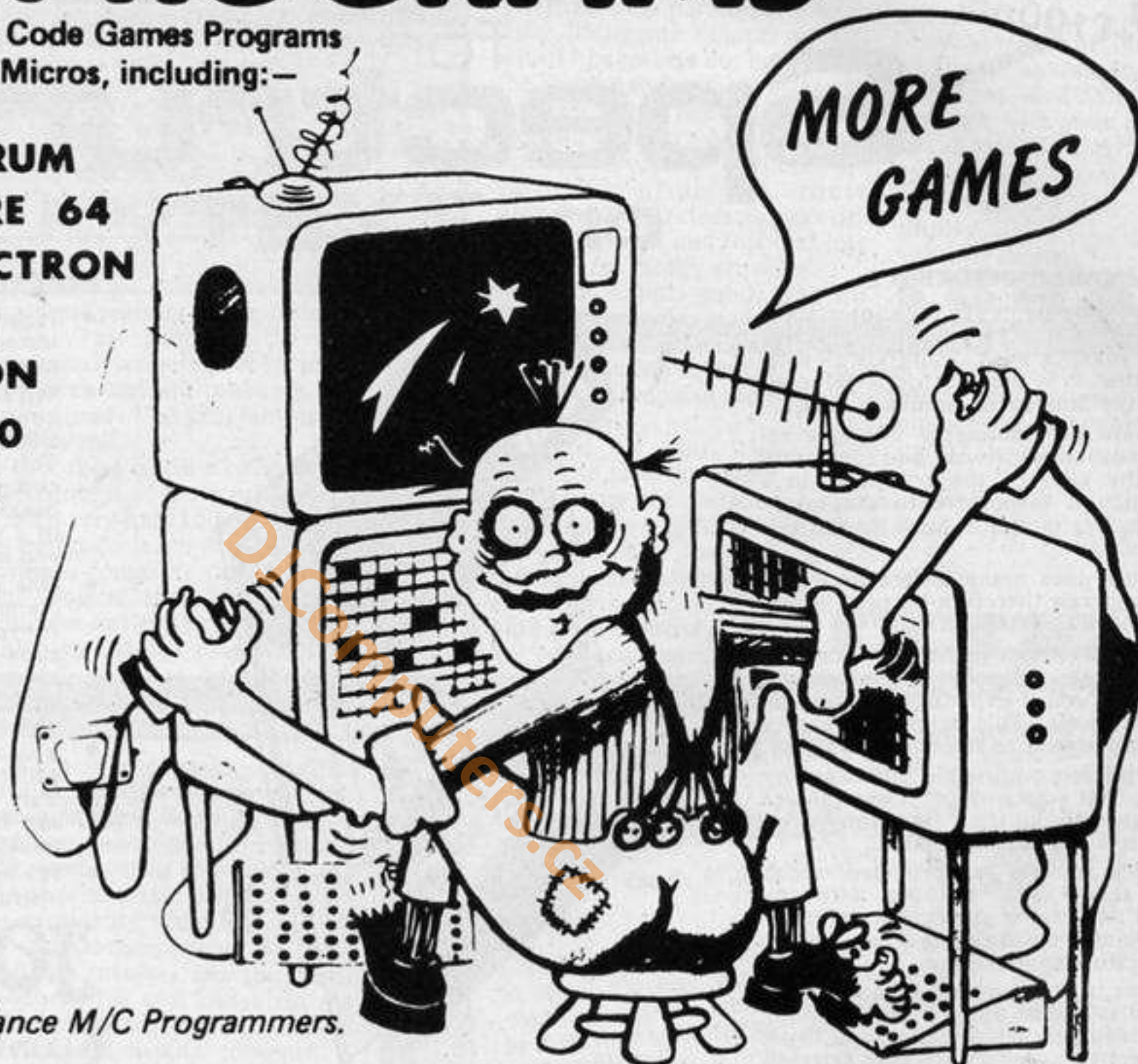


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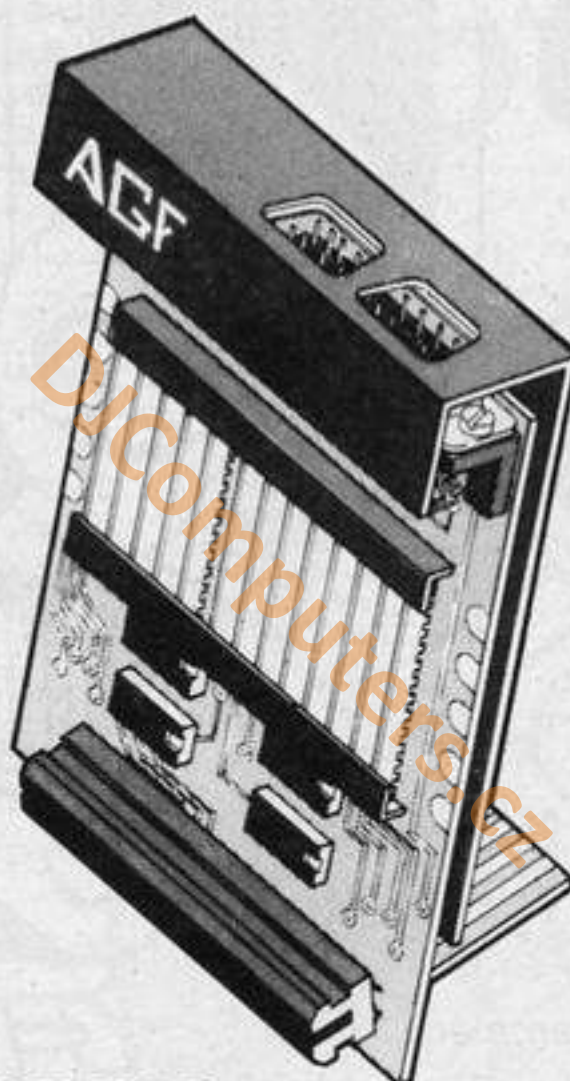
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

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The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

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Launching Logic BBC 32K £14.95

Shiva, 4 Church La, Nantwich, Cheshire CW5 5RQ

This is Logic 1 in a set and is part of the First Maths Programme for young children. The whole foundation of this program is that children should be familiar with the logic blocks schools have used

for some years now to teach logic.

They are probably the only tools most schools have for use in this area and are probably very under used. This program should change this.

But there is still a basic flaw in the concept of these programs. I find it very hard to believe that it is better to teach ideas like this using a computer than by using the objects themselves. If the children have to be familiar with them to use the programs then

why not carry on using them for the bulk of the teaching and leave the computer alone?

Having said all that, the programs on the tape do a very good job at laying the foundations for the work on sets that will follow. The graphics are good and simple enough for children to understand easily.

It would be nice if those games requiring two sequential key

presses could indicate which key had already been pressed. At the moment there is no recognition of the input whatsoever. D.C.

instructions	75%
ease of use	80%
graphics	80%
value for money	70%



Lift Off With Numbers BBC 32K £14.95

Shiva, 4 Church La, Nantwich, Cheshire CW5 5RQ

This is the first package of a major project of software publishing called The First Maths Programme. All together there will be 11 software packages on numeracy and logic aimed at children aged five to eight.

The claim is that the whole scheme is carefully graded to provide a thorough grounding in skills required to become numerate. For this reason it is hard to decide whether a particular pack has contributed, but I do assure you that the ideas and contents of this package can certainly do no harm, especially if used in a supportive and careful way.

Each of the packs comprises five or more programs and this contains the following: Washing teaches one-to-one correspondence and sorting into colour and shape sets, Cakes brings concept of cardinality while Rockets has an ordinal component.

Bingo involves recognition of numbers 1-6 and Ladybirds the numbers bonds to 10 as well as ordinal and cardinal concepts.

In all this is the beginning of a well planned set of programs for young children just starting to get to grips with numbers. Documentation is very good with plenty of extra activities suggested too.

The price is a little too high.

	D.C.
instructions	95%
ease of use	80%
graphics	80%
value for money	70%



Number Skills 0-99 BBC 32K £9.95

Longman, Burnt Mill, Harlow, Essex

Like its sister program, Number Skills 0-20, this may best be described as an animated text book full of sums for the user to answer. It does, however, have one extra facility: the ability to give help if needed or requested.

As the title suggests, the problems all involve numbers less than 100 and it covers both addition and subtraction.

The help given involves the display of the sum using counters in boxes to represent the columns of place value, and the regrouping or exchange of values as required. This is a good technique and is in line with modern practice in schools.

But, as with all software of this type, I would advise parents to seek the advice of the children's teachers before using the program. Months of school work can end in confusion if this is not done. There is a need to do this to find out the subtraction method your child uses too, as the program, wisely, provides two methods.

Unlike the sister program, this one does not allow you to get a problem wrong forever, it only gives three attempts before moving on to the next program. A good but unexciting program overall.

	D.C.
instructions	65%
ease of use	60%
graphics	40%
value for money	60%



Number Skills 0-20 BBC 32K £9.95

Longman, Burnt Mill, Harlow, Essex

If the idea of an animated text book of sums appeals to you and is your idea of the way to excite children with numbers then this could be for you. It isn't mine and I intend to use this program in

very small doses indeed.

That said, what the program does it does very well and the help facility is an excellent feature. The program covers addition and subtraction only but has several difficulty levels and presentation/answer styles. It is possible to select numeral output or word output, eg either 3 + 6 or three + six, and to accept either for input also. This too is a nice feature.

Using the help facility means the number line at the bottom of

the screen is used to show the makeup of the answers. This is well done and gives the right sort of help. But there is a problem: if you get an answer wrong and then fail to get it right you are never allowed onto another problem. You spend all your time watching the explanation.

This is a programming mistake and should be remedied in some manner (my suggestion is that after, say, three attempts the program should stop until the

wayward child gets some human help).

Think carefully before use and be prepared to step in to help when using this program.

	D.C.
instructions	65%
ease of use	40%
graphics	30%
value for money	40%



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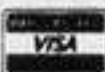
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1984 IS
the year of The
Game Lords

Our Extended 64 BASIC: How to make it work for you

This final part of Extended BASIC gives some example programs showing how to use the commands well.

Polar Graphs can draw most polar functions at any magnification, through a range of zero to 2pi (this can easily be changed), and apart from its educational value, its main advantage is that it is the easiest way to draw a good heart on a computer (St Valentine beware!).

Teletext draws a replica of the Ceefax-type screen to show the versatility of the command and how it can be used well. As the text command is so complex and non standard, it is not worth converting it for other computers.

British Isles is the most useful program, as it provides an accurate (error is one per cent) database for drawing maps of this area.

The program is fairly simple

If you typed in the listings from the last two issues, you will now have a powerful Extended BASIC for your Commodore 64.



and is easily convertible to other machines with high resolution graphics. Also, the database should be useful and is easy to expand (most of Europe can be digitised with positive numbers).

For those wishing to expand the map, the following details will be useful.

The map used was a Conical Equidistant Projection of Europe, scale 1:16 million. (0,0) is at 18 degrees 20 minutes west, 60 degrees north. (400,400) is at 5 degrees east, 49 degrees 17 minutes north.

The program can be made to draw a section of Britain to any sensible magnification, and gives the scale as it would appear on a 14 inch television.

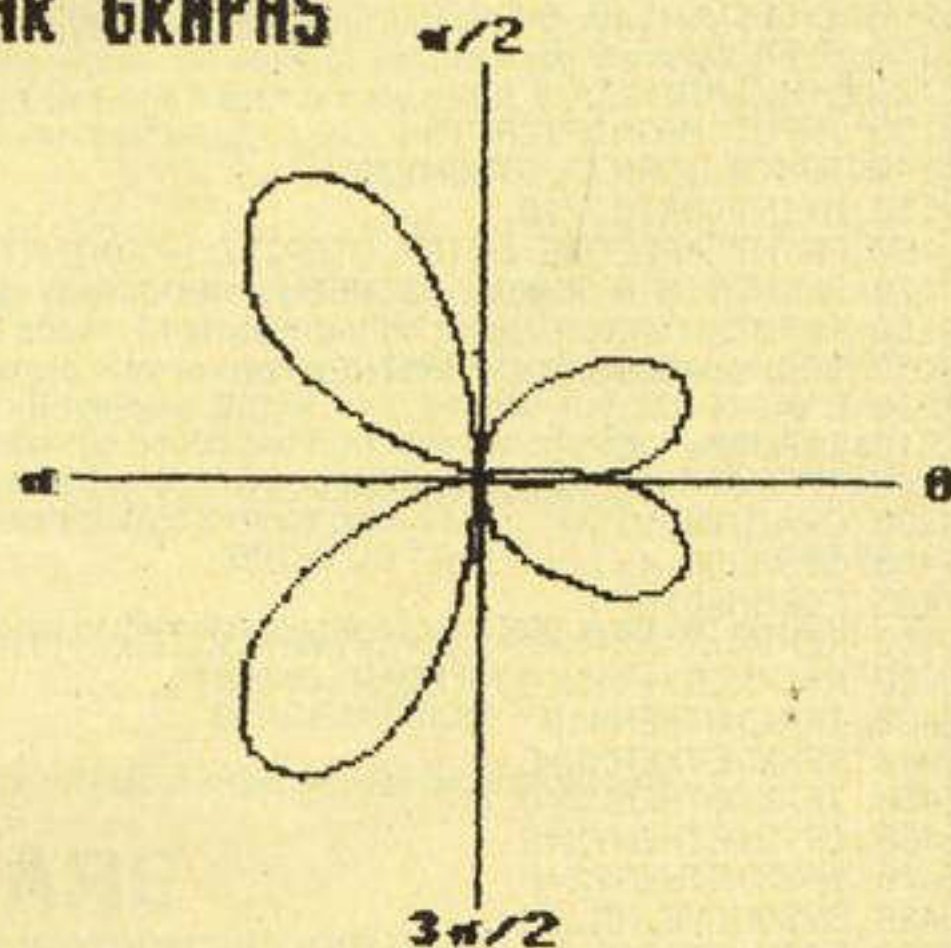
Finally, for all those wishing to convert the programs for other computers, all the commands are standard except those of Extended BASIC (these begin with SYS). The simplest way to convert these is to look in last week's part, where full details are given,

Polar Graphs — will draw most polar functions

```
5 REM*POLAR GRAPH DEMONSTRATION*
6 REM*      BY DAVID REES      *
10 MODE=51828:GCOL=51770:PO=51334
20 GMOVE=52039:LINE=51754:GTEXT=52657
30 SYSGCOL,5,0:SYSGCOL,6,0
100 SYSMODE,0,0,1
110 SYSGCOL,1,1
120 SYSGMOVE,159,17
130 SYSLINE,2,159,183
140 SYSGMOVE,76,99
150 SYSLINE,2,242,99
197 REM* M SETS RADIUS OF 1 UNIT *
198 REM*IF THE GRAPH WILL NOT FIT*
199 REM* ON THE SCREEN REDUCE M *
200 M=25
210 Y=99-M:SYSP0,2,158,Y:Y=99+M:SYSP0,2,160,Y
220 X=159-M:SYSP0,2,X,100:X=159+M:SYSP0,2,X,98
300 SYSGTEXT,31,12,230,0,48
310 SYSGTEXT,8,12,230,0,94
320 SYSGTEXT,18,1,230,0,94
325 SYSGTEXT,19,1,230,0,47
330 SYSGTEXT,20,1,230,0,50
340 SYSGTEXT,18,23,230,0,51
345 SYSGTEXT,19,23,230,0,94
350 SYSGTEXT,20,23,230,0,47
355 SYSGTEXT,21,23,230,0,50
400 A$=" POLAR GRAPHS "
410 FORN=0TO13
420 C$=MID$(A$,N+1,1):C=ASC(C$)
430 C=C+64*((C>64)+(C>128))
440 SYSGTEXT,N,0,226,2,C
450 NEXT
899 REM*DEFINE THIS FUNCTION*
900 DEFFNX(X)=2*SIN(2*X)-SIN(3*X)
950 L=80/M:N=0
960 R=FNX(N):S=SGN(R):A=ABS(R)
970 IFA>LTHENR=L*S
980 X%=R*M*SIN(N)+159:Y%=R*M*COS(N)+99
```

```
990 SYSGMOVE,X%,Y%
1000 FORN=0TO2.001*PI STEP PI/32
1010 R=FNX(N):S=SGN(R):A=ABS(R)
1020 IFA>LTHENR=L*S
1030 X%=R*M*SIN(N)+159:Y%=R*M*COS(N)+99
1040 SYSLINE,2,X%,Y%
1050 NEXT
1100 GETA$:IFA$=""THEN1100
1110 SYSMODE,6,0,0:PRINT"J"
```

POLAR GRAPHS



Screen dump of how Polar Graphs looks

COMMODORE 64 PROGRAMMING

Teletext — for a Ceefax-style screen

```

2 REM* DEMONSTRATION OF TELETEXT*
10 MODE=51828:GCOL=51770:GMOVE=52039
20 LINE=51754:GTEXT=52657
30 POKE51,0:POKE52,31:POKE55,0:POKE56,31
40 SYSGCOL,5,0:SYSGCOL,6,0
100 SYSMODE,0,0,1
110 A$=" 7198 64' - 000 1UE 27 -EC "
120 C=16:X=0:Y=0:H=0:CH=1:R=0:GOSUB1000
200 A$=LEFT$(TI$,2)+": "+MID$(TI$,3,2)+"/"
210 A$=A$+RIGHT$(TI$,2):C=80:X=32
220 Y=0:GOSUB1000
300 A$=" THIS IS COMMODORE 64 TELETEXT "
310 C=46:Y=2:X=4:H=1:CH=0:R=1:GOSUB1000
400 A$=" * NEW MODE FOR THE COMPUTER "
410 C=110:Y=5:X=5:H=0:CH=1:R=1:GOSUB1000
500 A$=" DEVELOPED BY *X* - * * USING THE NEW"
510 C=224:Y=7:X=1:H=0:CH=1:R=0:GOSUB1000
600 A$=" XTENDED BASIC PROGRAM IN HOME"
610 A$=A$+" -OMPUTING"
620 C=224:Y=8:X=0:H=0:CH=1:R=0:GOSUB1000
650 A$=" WEEKLY. "
660 C=224:Y=9:X=0:H=0:CH=1:R=0:GOSUB1000
700 A$=" MORE FROM 64' - 000 IF YOU PROGRAM IT "
710 A$=A$+"! "
720 C=114:Y=24:X=0:H=0:CH=1:R=0:GOSUB1000
790 C=80:X=32:Y=0:CH=0:H=0:R=0
800 K=Y:V=INT(VAL(TI$)/60)
810 IFK=VTHEN880
820 A$=LEFT$(TI$,2)+": "+MID$(TI$,3,2)
830 X=32:GOSUB1000
880 A$=RIGHT$(TI$,2):X=38:GOSUB1000
900 GETA$:IFA$=""THEN800
909 REM*...[CLR HOME]*
910 SYSMODE,6,0,0:PRINT"J"
998 END
999 REM*PRINT ROUTINE*
1000 A=INT((SAND1)+2*(HAND1)):L=LEN(A$):Y=INT(Y)
1030 FORN=1TOL:B$=MID$(A$,N,1):B=ASC(B$)
1040 D=B+32*(2*(B>63)+2*(B>191)):X=X-1+N
1050 D=D+128*R+256*CH:SYSGT,X%,Y%,C,A,D:NEXT
1060 RETURN

```

British Isles — most of Europe can be drawn, too

```

9 REM*BRITISH ISLES*
10 MODE=51828:GCOL=51770:GMOVE=52039
20 LINE=51754:GTEXT=52657
30 SC=4360000:E=319:F=199:G=-10:H=340:I=220
100 SYSGCOL,5,0:SYSGCOL,6,0
110 SYSMODE,6,0,0
120 PRINT"J"
130 INPUT"MAGNIFICATION (0.1-9.9)":M
140 IFM<0.1ORM>9.9THEN130
150 M=INT(M*10)/10
160 PRINT"PLEASE ENTER START CO-ORDINATES"
170 PRINT"IN A RANGE BETWEEN -4000 AND 4000"
180 INPUT"X":CX
190 IFCX<-4000ORCX>4000THEN180
200 CX=INT(CX)
210 INPUT"Y":CY
220 IFCY<-4000ORCY>4000THEN210
230 CY=INT(CY)
400 SYSMODE,4,1,1
405 FORMM=0T07
410 READX,Y:X%=X*M+CX:Y%=Y*M+CY:IFX=-1THEN610
420 R=(X%<G)+(Y%<G)+(X%>H)+(Y%>I)
430 IFR<0THEN410
440 IFX%>ETHENX%=E
450 IFX%<0THENX%=0
460 IFY%<0THENY%=0
470 IFY%>FTHENY%=F
480 SYSGMOVE,X%,Y%
500 FORN=0T0999
510 READX,Y:X%=X*M+CX:Y%=Y*M+CY:IFX=-1THEN610
520 R=(X%<G)+(Y%<G)+(X%>H)+(Y%>I)

```

```

530 IFR<0THENK=1
540 IFX%>ETHENX%=E
550 IFX%<0THENX%=0
560 IFY%<0THENY%=0
570 IFY%>FTHENY%=F
580 IFK=1THENK=0:SYSGMOVE,X%,Y%:GOTO600
590 SYSLINE,3,X%,Y%
600 NEXTN
610 NEXTMM
620 V=INT(SC/M/10000)*10000
800 A$="1:"
810 B$=STR$(V):L=LEN(B$):A$=A$+RIGHT$(B$,L-1)
820 X=0:GOSUB900
830 A$="SHIFT: X="+STR$(INT(CX))
840 X=16:GOSUB900
850 A$="Y="+STR$(INT(CY))
860 X=32:GOSUB900
870 GETA$:IFA$=""THEN870
880 SYSMODE,6,0,0:PRINT"J"
899 END
900 L=LEN(A$):C=230
910 FORN=1TOL:C$=MID$(A$,N,1):D=ASC(C$)
920 IFD>63THEND=D-64
930 X%=X+N-1:SYSGTEXT,X%,0,C,1,D:NEXT:RETURN
1000 DATA300,325,310,325,315,320,325,330
1010 DATA325,337,315,340,314,343,300,350
1020 DATA290,345,275,347,260,343,262,345
1030 DATA267,349,262,351,252,349,262,345
1040 DATA260,343,250,350,230,350,215,355
1050 DATA214,360,208,365,200,360,190,355
1060 DATA180,370,175,365,170,367,165,365
1070 DATA180,350,190,345,192,335,200,335
1080 DATA200,330,225,332,225,325,235,324
1090 DATA240,322,245,314,240,318,226,320
1100 DATA221,325,213,325,207,317,200,320
1110 DATA202,316,200,310,193,311,189,315
1120 DATA187,315,182,310,185,308,182,302
1130 DATA205,295,207,285,207,274,209,274
1140 DATA209,273,210,272,208,273,207,272
1150 DATA206,273,200,275,195,273,202,270
1160 DATA205,265,200,265,200,255,205,255
1165 REM
1170 DATA210,260,205,265,229,260,231,262
1180 DATA231,260,233,261,234,260,232,258
1190 DATA235,255,233,253,235,250,237,232
1200 DATA235,233,222,219,237,205,232,204
1210 DATA230,208,229,213,226,212,215,210
1220 DATA210,210,205,215,198,207,195,213
1230 DATA190,200,205,183,192,170,192,165
1240 DATA191,165,191,170,188,185,185,184
1250 DATA186,170,193,145,189,152,175,155
1260 DATA180,150,178,145,176,146,186,125
1270 DATA184,120,170,115,180,105,190,120
1280 DATA190,100,200,100,200,90,202,90
1290 DATA205,75,225,79,245,75,241,85
1300 DATA225,100,227,105,220,115,235,110
1310 DATA242,112,260,112,265,120,243,155
1320 DATA253,165,231,169,235,170,242,166
1330 DATA263,185,265,200,270,218,280,221
1340 DATA290,235,292,236,291,237,295,255
1350 DATA290,253,300,265,300,270,293,275
1360 DATA300,280,305,275,320,276,327,284
1370 DATA330,293,326,300,325,305,317,309
1380 DATA319,311,317,313,321,315,310,322
1390 DATA300,325,-1,-1
1400 DATA195,236,200,227,207,220,207,229
1410 DATA195,235,-1,-1
1420 DATA187,104,190,96,187,92,187,85
1430 DATA185,77,185,87,187,104,-1,-1
1440 DATA157,107,165,106,161,115,157,107,-1,-1
1450 DATA157,115,160,115,160,125,157,125
1460 DATA157,115,-1,-1
1470 DATA240,70,242,58,252,60,250,72
1480 DATA240,70,-1,-1
1490 DATA275,43,276,32,270,31,272,24,285,5
1500 DATA286,15,275,43,-1,-1
1510 DATA160,290,135,290,124,302,95,310
1520 DATA85,306,95,300,75,302,85,295
1530 DATA75,293,87,285,75,285,85,280

```


COMMODORE 64 PROGRAMMING

```
1540 DATA85,275,100,270,85,270,100,245
1550 DATA110,245,110,240,95,238,85,242
1560 DATA98,228,90,228,90,218,120,216
1570 DATA130,210,118,202,130,190,150,185
1580 DATA175,190,185,217,165,230,170,265
1590 DATA155,285,160,290,-1,-1
```

1:8720000 SHIFT: X= 60 Y= 8

THE
BRITISH
ISLES



The British Isles, created with Extended BASIC and this week's program

Micro Tip

Graphics designer

Here's a tip for those of you who currently design their user-defined graphics using little scraps of paper.

It's a re-usable user-defined graphics pad, which can be made from Formica offcuts from the local DIY shop, from ICI white perspex (about £5 a square foot), or simply from one side of a white plastic ice-cream container.

You'll need a square about five inches per side. On the plastic, mark a grid of eight by eight blocks using a freezer pen or other **indelible** marker. Or you can do as I did and use thin strips of black tape.

Leave plenty of room at the top of the grid to write on — about an inch.

Now to mark in the bit values at the top. Starting with the top left hand corner, write 128 above that square with the indelible pen.

Move to the square to the right and label it 64. Then over the following squares, moving from left to right, mark in 32, 16, 8, 4, 2, 1.

To use the graphic designer, you just fill in the blocks on the grid to make the graphic character you want, using a **washable** pen. Start at the top line of squares and add up the values of the coloured squares, using the numbers at the top. Then jot them at the side of the grid, again using washable pen.

Do the same for each line in the grid. This will give you the data you need for your UDG. When you have finished, rub a damp cloth over the grid to clean it off.

Peter Doggett

GEM SOFTWARE NEW RELEASES

OH MUMMY!! Your party of archaeologists enter the pyramid in search of the mummies of the pharaoh's household. There are five burial chambers containing treasure, secret scrolls, keys, royal mummies and some nasty surprises. To pass from one chamber to the next, you must find the key and royal mummy, but beware, you may uncover a guardian, who will chase your group to avenge your desecration!! A Machine Code game for those with nerves of steel and great courage.

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UTIL 1. Two very useful programs for your BBC-B. Both tested on OS 1.0 and above. **Character Define** gives you a very comprehensive and simple way to quickly create all manner of user defined characters. **Envelope Editor** will enable you to unravel the complexities of the Sound and Envelope commands, so that you can produce exactly the sound you require. The ship!! In SUB CHASE you must depth charge the wolf pack.

Price (BBC-B OS 1.0+) £9.95

Give these some thought

**Games that tax your mind
rather than your reactions.
Adventure and strategy games
rated for you. All are for the
48K Spectrum**

Usurper £6

Assassin, 10 Ash Rd, Leeds LS6 3JF

Usurper is claimed as the first multi-player adventure game, with one-10 players on 48K and one-six with 16K.

If you enjoy an adventure game where you just press keys to enter different locations, and have a report on the screen after each

move then this game is quite exciting. The object is to overthrow a king, putting yourself in his place. You have 100 days, each move you make being a day. However on your journey you will be meeting the usual problems: fighting trolls, giants, thieves, sand sharks etc. Locations are arrived at by just pressing its initial i.e. i-inn, v-village and so on.

You all start the journey, with the same advantages, strength,

gold, provisions, spirit and one follower. On the journey you may have to replenish either and of course this sets into your gold reserve, but you may also be blessed by a priest in the temple who can be very helpful at times.

There is also a second game, played using a large map provided with the cassette. Instructions for both come on the tiniest piece of paper, with extremely small type.

On-screen scoring should keep interest going.

You will at times get sound effects after a fight and flashing on the screen should you win.

instructions	45%
playability	45%
graphics	n/a
value for money	75%



1984 £5.50

Incentive, 54 London St, Reading RG1 4SQ

Here is a game of a different kind. If you're tired of gobbling power pills, alien-bashing or killing trolls, you might like to try your hand at governing the country for a while.

1984 is partly a fun game and partly a serious economic simulation. It is not detailed enough to be a full working model of the economy, but is far too complicated for me to succeed with. You take the role of Prime Minister for three terms of office. The best I could manage was one term and then I had a yearly rating of minus six, inflation running at 20 per cent and income tax at 43 per cent. Maggie, I take it all back.

It requires a great deal of thought but no real knowledge of government or economics. If you attempt absurd strategies you will usually be told off. If you receive too many of these yellow cards then the country gives you a red one and you have to resign.

The game is as compulsive as any arcade fodder and also mildly educational, though I do not think enough principles are explained and some of the mechanisms are rather too simple, in particular the pure guesswork used in wage bargaining.

instructions	80%
ease of use	90%
display	90%
value for money	95%



N.W.

Battle 1917 £6

C.C.S., 14 Langton Way, London SE3 7TL

"The computer age's answer to chess" boasts the blurb on the inlay of Mark Lucas' game.

In my view nothing can beat the classic board game of chess, and this did not change my opinion, although well programmed and entertaining.

A 21 x 32 board shows a map (which unlike chess changes at the beginning of each game). Two generals each have artillery, infantry, tanks and a king at his command. The object is, surprise surprise, to capture the enemy's king.

As each player moves the changing battlescene is displayed. I find it easier to move chess pieces than grapple with

Spectrum keys. Minefields, barbed wire and what looks like water form other hazards, and these do add to the game: now and again it is necessary to make a tactical retreat across a minefield and risk being blown up.

Well designed and quite entertaining when played by bitter rivals, but for me the most engaging part was the excellent animated instruction sequence. However, even after I had read them it took me a while to discover what I was supposed to be doing.

It's good to see a program with a lot of thought behind it, and this should keep wargamers happy.

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



T.B.

Valhalla £14.95

Legend, 1 Milton Rd, Cambridge CB4 1UY

Other adventures advertise "with graphics" — this is graphics "with adventure". Castles, huts, plains, forests and mountains, in high resolution, form beautiful

backdrops, against which sprite representations of you and the "cast of thousands" enter, move, eat, drink, fight and die.

I'm uncertain the location with the cricket sight screen is in period but perhaps I'm mistaken. Watching is fascinating but six quests await.

Instructions manual is explicitly simple, without revealing all and helpfully condenses all

vocabulary and other necessities into a two page 'crib'.

Some objects are invisible but what lists and points to all available items. Where describes locations and present exits, who names the characters. List has the usual effect and Help might.

There are goodies and baddies, of varying strength and intelligence. You must persuade the more stupid to give you food,

drink and useful items, or fight battles for you.

Pawn your Microdrive for this and start saving for their next.

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



D.C.

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falling fruit! Watch out for your glassware

There's never been a game with hazards like this: cherries, ice cubes and olives. G. W. Hartley wrote it for the standard TI-99/4A

Save the glasses from the fruits that are falling or some of your best crystal will be smashed.

This program runs in TI BASIC with no expansion needed. The object is to catch all the fruit that is descending onto your glasses.

Variables

HS holds the name of the player with high score
SC score
CV bats left
X horizontal position of bat
A horizontal position of fruit
MS holds the message for PRINT AT routine

How it works

100-150 REMs
160-230 clear screen, set colours
240-310 define characters
320-400 sets variables
420-550 set up red bands on screen
610-680 set variable MS to the screen messages
690-830 movement of fruit and bat
840-890 lose a life routine
900-1060 win points and change fruits
1070-1100 set MS to "Game over"
1110-1120 time delay
1130 clear screen
1140 check to see if hi-score is beaten
1180-1220 print congratulations message, asks for player's name
1290-1320 PRINT AT routine
1330-1520 display instructions
1530-1540 wait until a key is pressed
1570-1680 ask for level of play

The game starts by asking you for the level (1-3), then the screen is set up with seven glasses on the bottom band.

You must start to catch the fruits. These include cherries, ice cubes and olives.

The fruit that will drop first will be the cherry, then at 140 points the ice cubes will fall and at 900 points the olives.

You have four lives to waste at the start of the game. So good luck...

Hints on conversion

TI BASIC is fairly standard with two main exceptions. Single statement lines are used and subroutines for graphics and sound are available, prefixed with CALL, as detailed below.

CALL CLEAR clears screen

CALL SCREEN defines screen colour

CALL CHAR defines a character with a 16-digit hex string from an eight by eight grid. Other machines will use a different method

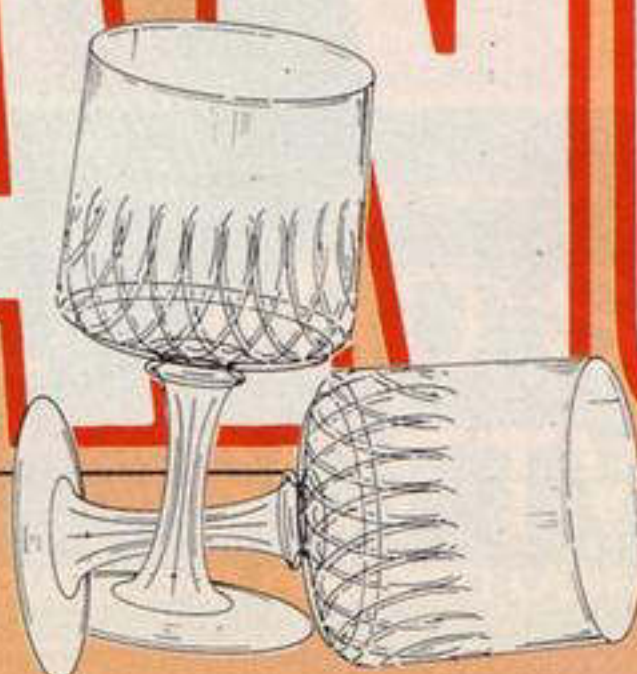
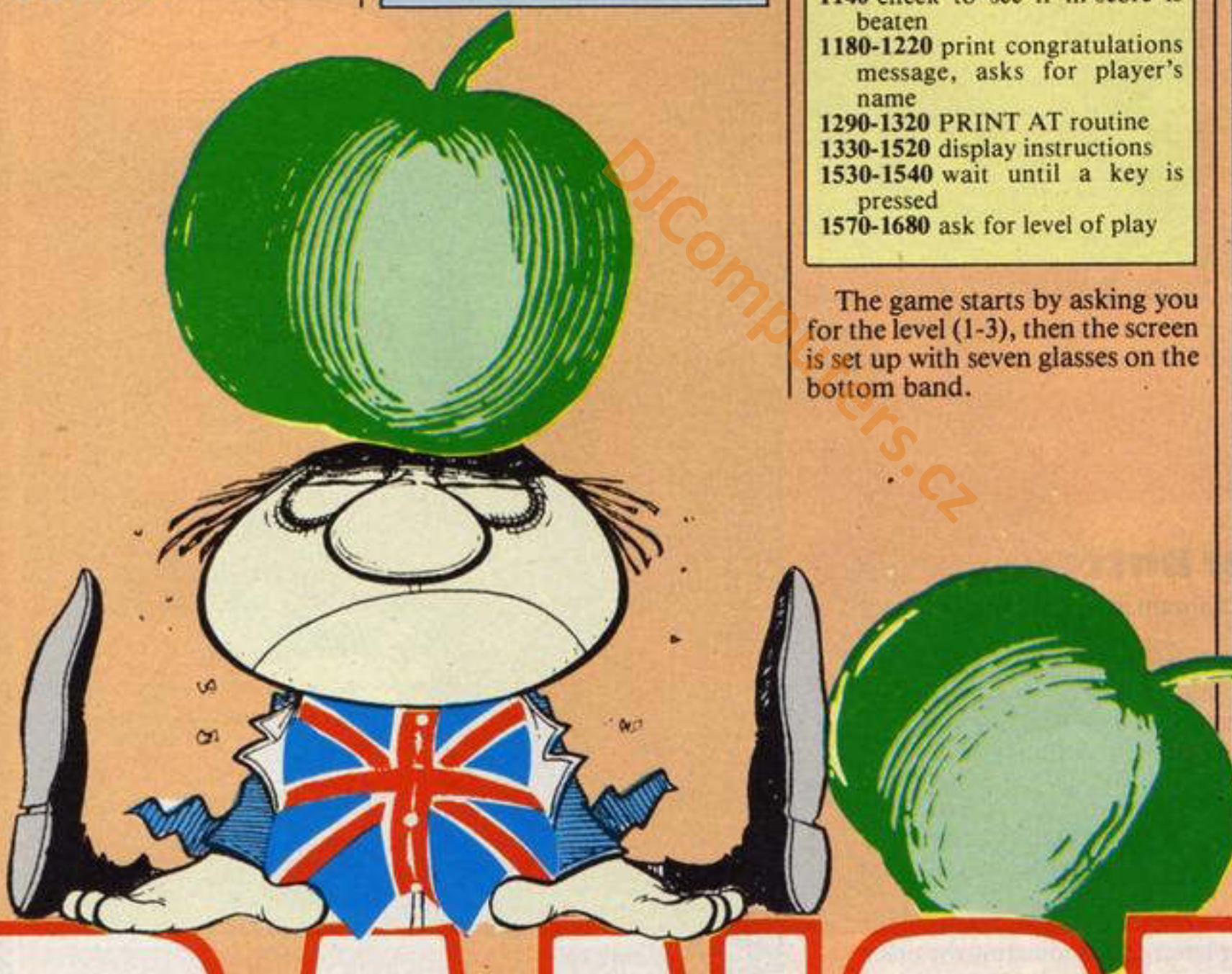
CALL COLOUR (character set, foreground, background) sets colour of character

CALL HCHAR (row, column, character code, number of repeats) places character on screen at co-ordinates specified and optionally repeats character horizontally

CALL VCHAR similar to HCHAR but repeats character vertically

CALL GCHAR (row, column, variable) similar to a screen PEEK on other machines. Gives the ASCII code at the given screen co-ordinates

CALL SOUND (D,F,V) gives sound of duration D, frequency F and volume V. Three sounds can be produced at



TI-99/4A PROGRAM

```

100 REM *****
110 REM * FRUIT COCKTAIL *
120 REM *****
130 REM
140 REM BY G.W.HARTLEY
150 REM
160 CALL CLEAR
170 CALL SCREEN(2)
180 FOR I=1 TO 12
190 CALL COLOR(I,16,2)
200 NEXT I
210 CALL COLOR(13,9,2)
220 CALL COLOR(14,16,2)
230 CALL COLOR(15,9,2)
240 CALL CHAR(129,"FFFFFFFFFFFFFF")
250 CALL CHAR(136,"3F3F1F0F07030101")
260 CALL CHAR(137,"FCFC8F0E0C000000")
270 CALL CHAR(138,"0101010101010101")
280 CALL CHAR(144,"0007040070F0F060")
290 CALL CHAR(139,"000000000000F0FC")
300 CALL CHAR(148,"8567756836370975")
310 CALL CHAR(141,"0101FF")
320 SH="0003040070F0F060"
330 H$="77777777"
340 GOSUB 1330
350 CALL CHAR(144,60)
360 CALL COLOR(15,9,2)
370 GOSUB 1570
380 SC=0
390 CV=4
400 X=16
410 REM
420 FOR N=2 TO LN
430 CALL HCHAR(N,1,120,32)
440 NEXT N
450 FOR N=10 TO 23
460 CALL HCHAR(N,1,120,32)
470 NEXT N
480 P=9
490 FOR I=1 TO 7
500 CALL HCHAR(16,P,136)
510 CALL HCHAR(17,P,130)
520 CALL HCHAR(16,P+1,137)
530 CALL HCHAR(17,P+1,139)
540 P=P+2
550 NEXT I
560 REM
570 M$="HI-SCORE BY:--"
580 II=24
590 OA=6
600 GOSUB 1290
610 M$="HI-SCORE: "&STR$(HS)
620 II=1
630 OA=10
640 GOSUB 1290
650 M$="SCORE: "&STR$(SC)
660 II=1
670 OA=2
680 GOSUB 1290
690 RANDOMIZE
700 R=INT(RND*11)+9
710 FOR I=LN+2 TO 14
720 CALL KEY(0,R1,R2)
730 IF R1<>0 THEN 750
740 X=X+1

```

```

750 IF R1<>0 THEN 770
760 X=X+1
770 CALL VCHAR(I,R,144)
780 CALL VCHAR(I-1,R,32)
790 CALL HCHAR(15,X-1,32)
800 CALL HCHAR(15,X,141)
810 CALL HCHAR(15,X+1,32)
820 IF (I=14)&(R=X) THEN 900
830 NEXT I
840 CALL SOUND(450,-6,2)
850 CALL HCHAR(16,R,140)
860 CALL HCHAR(14,R,32)
870 CV=CV-1
880 IF CV=0 THEN 1070
890 GOTO 650
900 CALL SOUND(100,550,0)
910 CALL SOUND(100,450,0)
920 CALL SOUND(100,500,0)
930 CALL HCHAR(I,R,140)
940 CALL HCHAR(I,R,32)
950 IF SC=0 THEN 1070
960 IF SC=120 THEN 990
970 SC=SC+10
980 GOTO 650

```

```

990 CALL COLOR(15,8,2)
1000 CALL CHAR(144,"FF0101010101FF")
1010 SC=SC+20
1020 GOTO 980
1030 CALL COLOR(15,4,2)
1040 CALL CHAR(144,"0C7EFFFFFFF7C")
1050 SC=SC+40
1060 GOTO 980
1070 M$="GAME OVER"
1080 II=12
1090 OA=11
1100 GOSUB 1290
1110 FOR I=1 TO 1000
1120 NEXT I
1130 CALL CLEAR
1140 IF SC=HS THEN 1170
1150 INPUT "ANOTHER GAME? "
1160 IF SC=0:1,1="Y" THEN 350 ELSE 1230
1170 HS=SC
1180 PRINT "CONGRATULATIONS!! YOU HAVE ATTAINED THE HIGH SCORE. PLEASE ENTER YOUR NAME"
1190 INPUT "NOT MORE THAN 7 LETTERS: "
1200 IF LEN(M$)>7 THEN 1190
1210 CALL CLEAR
1220 GOTO 1150
1230 CALL CLEAR
1240 PRINT TAB(2); "BETTER LUCK NEXT TIME"
1250 FOR I=1 TO 500
1260 NEXT I
1270 CALL CLEAR
1280 END
1290 FOR N=1 TO LEN(M$)
1300 CALL HCHAR(II,N,ASC(SEG$(M$,N,1)))
1310 NEXT N
1320 RETURN
1330 M$="FRUIT COCKTAIL"
1340 II=12
1350 OA=9
1360 GOSUB 1290
1370 M$="*****"
1380 II=13
1390 OA=9
1400 GOSUB 1290
1410 M$="G.W.HARTLEY"
1420 II=15
1430 OA=10
1440 GOSUB 1290
1450 FOR N=1 TO 1000
1460 NEXT N
1470 PRINT TAB(10); "INSTRUCTIONS"
1480 PRINT TAB(10); "-----"
1490 PRINT "CATCH THE FRUITS THAT ARE FALLING BEFORE IT SMASHES THE GLASS."
1500 PRINT "USE 'D' FOR RIGHT"
1510 PRINT "FOR LEFT"
1520 PRINT "THE FRUIT VALUES: CHERRY-----10 POINTS ICE CUBE-----20 POINTS"
1530 PRINT "OLIVES-----40 POINTS"
1540 PRINT "PRESS ANY KEY TO CONTINUE.."
1550 CALL KEY(0,R1,R2)
1560 IF R2=0 THEN 1530
1570 CALL CLEAR
1580 RETURN
1590 PRINT "LEVELS: 1-----EASY 2-----HARD 3-----VERY HARD"
1590 INPUT "LEVEL 1-3? "
1600 CALL CLEAR
1610 IF (D>3)&(D<1) THEN 1590
1620 IF D<1 THEN 1640
1630 LN=2
1640 IF D<2 THEN 1660
1650 LN=4
1660 IF D<3 THEN 1680
1670 LN=6
1680 RETURN

```

Micro Tip

TI-99/4A

Date your battery

The modules for the TI-99/4A contain in coded form the place and date of manufacture.

This is not an idle piece of information: the Mini Memory Module contains a battery, and that has a limited life. Although the battery is said to last for two years, that period does not start from the date you buy the module.

The life of any battery starts with the date the battery is manufactured, as some small current passes through the internal resistance of the battery. When a battery is soldered into the mini memory module, it is immediately 'on load' and running down.

The date is coded in the form week number/year, and either prefixed or suffixed with a three letter code indicating the place of manufacture.

In an early edition of (the now defunct) 'Tidings', Robin Frowd of Texas Instruments indicated that ATA was Almelo (Holland). Sorry, it isn't!

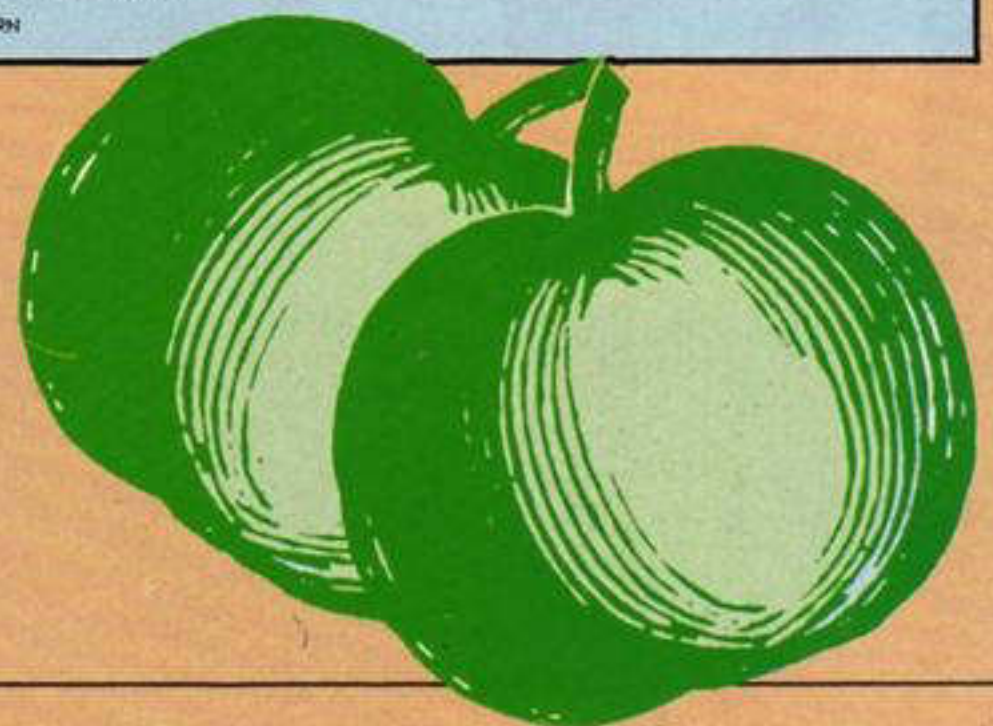
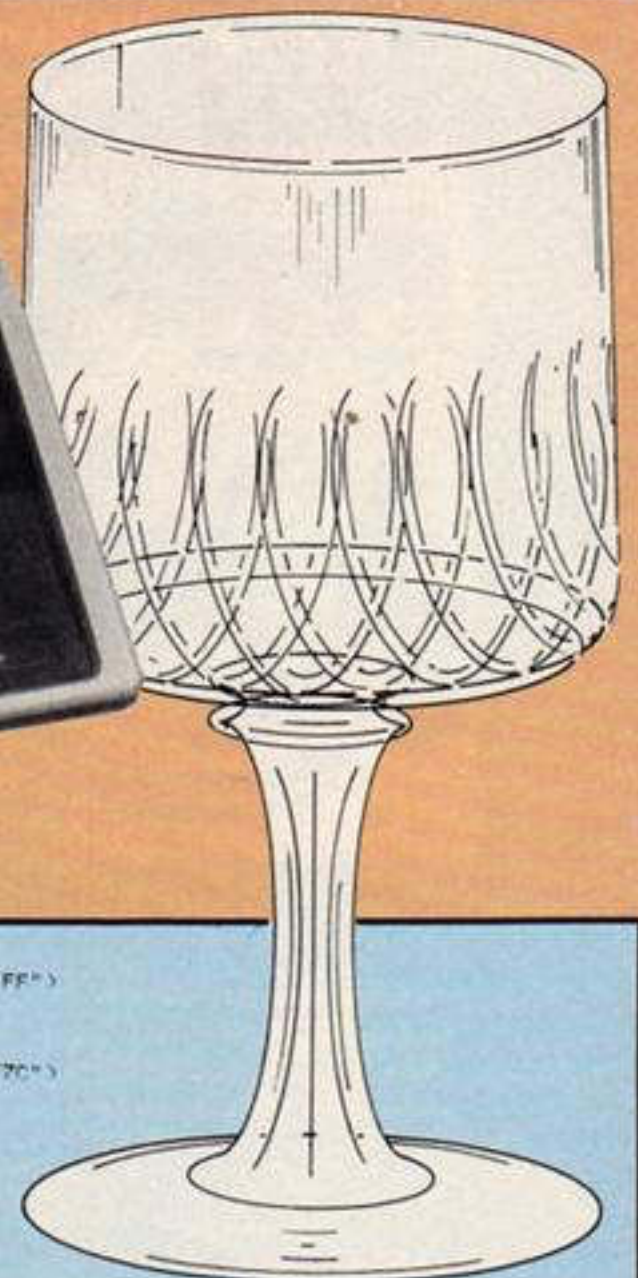
ATA appears to be AUSTIN, Texas. LTA is LUBBOCK, Texas.

HOLLAND is ACH, while ITALY is RCI.

Modules from other parties are not so encoded. I have modules from Milton Bradley (same style as TI's), Funware (similar to TI's but lacking the sliding protection plate at the back) and Romox (quite different in style: no PCB protection either, but the tracks are gold plated!).

Audiogenic have taken over the distribution of Funware modules in the UK. Watch out for them: if not cheap, they are good value for money.

Stephen Shaw



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RICHARD SHEPHERD SOFTWARE

ELM HOUSE, 23-25 ELMSHOTT LANE, CIPPENHAM, SLOUGH, BERKS.

SOFTWARE REVIEWS

Qimon TI-99/4A £4.50

Byteware, Unit 25, Hanyside,
Newcastle upon Tyne NE1 4PZ

There are two games on this cassette, both versions of the popular electronic game in which the player has to repeat the sounds and lights made by the computer.

In game one, the computer flashes a light and plays a note and you must press the corresponding key. If correct the computer will add an extra note to the sequence, and once again you must press the correct keys. An extra note is added until you either press the wrong key, or the computer finishes the sequence. At this point the program stops, apparently due to a bug — a bad line number.

Game two is the same, except that you add a note of your choice after completing the sequence.

At the beginning of each game you may choose whether you would like 10, 20, 30 or 40 notes in the sequence.

Unfortunately, the instructions are not very clear at first, as the author rather carelessly failed to include punctuation.

Overall, I found this game was reasonably enjoyable to play, as well as being a pleasant change from Space Invaders.

J.J.

instructions	50%
playability	65%
graphics	25%
value for money	60%



Sam Spade Spectrum £5.95

Silversoft, London House, 271/
273 King St, London W6

Space Panic was a coin-op game which used to gobble up my loose change. Now I don't have to put another penny into the machine.

Sam Spade, a cute little fellow who, for reasons beyond his control or my understanding, is trapped in a square cavern with maniac monsters for company.

Understandably, Sam is a little annoyed at being outnumbered and so rushes up and down ladders and along walkways frantically digging traps. A sharp tap on the head with his spade sends them to their doom. Un-

fortunately, if a nasty is left too long in a trap it frees itself and mutates into more hostile form.

All these are the ingredients of an addictive game, and Sam Spade is as compulsive as its arcade counterpart. The relatively small size of the TV screen simply adds to the atmosphere, as do the well-programmed sound effects. The monsters are not particularly intelligent, but if they were the game would be unplayable.

I was hooked. The only criticism is of the annoyingly long, if rather flash, ending to each game. I simply could not wait to play again.

T.B.

instructions	65%
playability	100%
graphics	80%
value for money	85%



Zarm 32K BBC £7.95

Program Power, 8/8a Regent St,
Chapel Allerton, Leeds LS7 4PE

A version of the arcade game involving rescuing stranded men from a planet. It is very fast moving and colourful with several options and levels and good graphics throughout. Layout of the keys is straightforward although this didn't stop me getting them confused regularly in my panic to do something before I got killed.

My one major criticism is that even the start level is a little too difficult for an old stager like me (over 21 I mean). It's not that I can't do it, it's simply that I can't do it fast enough. But that applies to many fields nowadays!

Scoring is quite complicated

because you score not only for the rescue but also for speed and fuel used. However, you won't have time to worry about that, will you?

One novel feature, missing from the other versions I have seen, is the "invisible" key. During a flight back to the mothership you can opt to become invisible and therefore avoid the devences (alien ships) the planet pits against you. Unfortunately it uses a great deal of fuel and has to be used sparingly. A worthy implementation of an exciting game.

D.C.

instructions	70%
playability	80%
graphics	95%
value for money	80%



Nemesis 32K BBC £7.95

Program Power, 8/8a Regent St,
Chapel Allerton, Leeds LS7 4PE

A souped-up version of the old arcade favourite Centipede. But rather than blasting a centipede you are in combat with convoys of Earth's deadliest adversaries: The Vogons. Successive waves of the creatures, strung together in their convoys, hurtle towards you and must be destroyed using the fire power of your shuttle craft.

The Vagon convoys snake their way down from the top, changing direction if they encounter an asteroid and splitting in two if you zap them in the middle. If that's not enough, additional hazards — Chargers, Crushers and Crawlers — appear as the game progresses.

Choice of keys to control the shuttle is adequate but I would have preferred the left square bracket to the colon key to control upward movement. Joystick option is available and sound on/off is useful.

Although the Teddy Bears' Picnic ditty is amusing initially, it does seem inappropriate and tends to wear thin. Another minor criticism is the lack of a hall of fame.

As a variation on an old theme this program stands up well and is certainly fun to play.

D.H.

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



Space Shuttle Simulator 32K BBC £8.95

Microdeal, 41 Truro Rd, St.
Austell, Cornwall PL25 5JE

As the title suggests, a flight simulator — but for a complete space flight, from launch to landing with an inflight satellite recovery mission. Each phase is

scored and should you fail to attain a good window then the program will auto pilot you onto the next stage.

The flight manual gives the necessary data and is logically laid out. The displays for the various stages are in hi-res black and white and well planned. The instruments are also well positioned and easy to read. The controls are either joysticks or keyboard. I found using the keys

that the controls were quite responsive and flight control was good.

Unlike most flight simulators this multi mission format added to the enjoyment and I spent many hours crashing into the ground.

The only minor niggle is, like the other Microdeal software I've seen, is that it came in a smart looking box with a polystyrene inner but no library case. This I

find annoying as eventually the box will become tatty. A fun filled game.

J.H.

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





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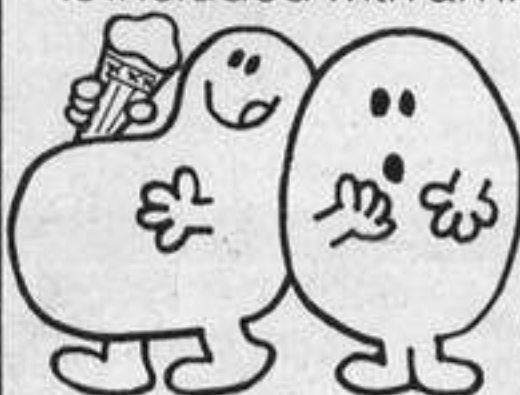
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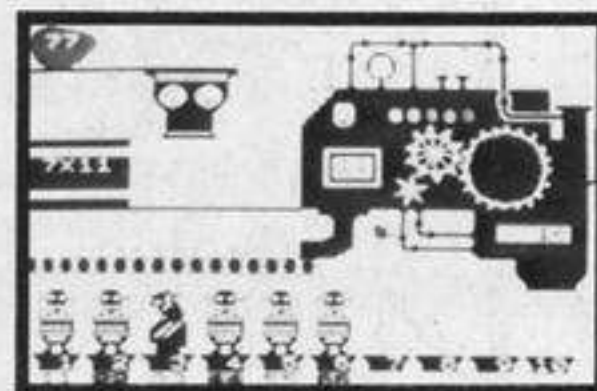
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Thanks to a chip known as SID, the Commodore 64 has powerful and well-known sound effects.

Many magazine listings — including those in HCW — have helped programmers make use of this chip and the wide range of sounds it is capable of producing.

However, very little has been said on how you might incorporate these into a program, along with graphics and the usual collection of cosmic bug-eyed invaders.

Ideally, it would be nice to start the chip off playing a tune, or a series of sound effects, and leave it to carry on by itself, leaving the program free to deal with other tasks which are not time-dependent.

It sounds too good to be true, but it is if the music is interrupt driven, which means that every one-sixtieth of a second the interrupt, as well as the updating clock, flashing the cursor and so on, plays a bit of music.

My program does all the work for you — simply tell it which notes to play, and it does.

The diagram gives a look at the parts of the SID memory map that the program uses. Of the three voices available, we will use just one, which has seven associated registers.

When using the program, only registers five and six need to be set, defining the envelope of the voice. If, however, the waveform is going to be pulse, registers two and three must be set also.

The volume must also be set, normally to its maximum, by POKE 54296, 15.

Scroff's Music IRQ also has some registers which must also be set before it is activated.

Although these must be initialised, they may also be changed during the program, though care should be taken with registers 251 and 252.

The start pointers point to the address in memory -1 where the

Music as you RUN... how to make SID play by itself

There's a useful chip inside the Commodore 64 called SID which will play music or create sound effects while your program gets on with what it's doing. David Gristwood explains how to use it in your programs

notes are stored.

These notes are in the form of high/low byte pairs to indicate the frequencies of each note. The user manual, appendix M, gives a list of these pairs and their corresponding musical notes.

The machine code routine will continue through these pairs until it finds a note with a value of 255 for the high byte.

This is taken as a signal to carry on playing the notes that are pointed to by the repeat pointer. This means it can move to a new piece, or replay the current piece, depending on the value of the repeat pointer.

Typing in and running the program will result in a short tune (!) being played repeatedly. Adjusting the speed, waveform, envelope and so on will give an indication of how useful this program can be, and how little effort is needed to produce sound effects.

SYS 49152 is used to activate the whole IRQ routine. And SYS 49170 deactivates.

The program's REMs explain each step.



address	description		register number
54272	low byte	frequency control of oscillator 1	0
54273	high byte		1
54274	low byte	pulse width (duty cycle) of pulse wavelength (range 0 to 4096)	2
54275	high byte		3
54276	waveform control register		4
54277	attack nibble (0-15)	decay nibble (0-15)	5
54278	sustain nibble (0-15)	release nibble (0-15)	6

SID control registers. A nibble is four bits (half a byte) — see Programmer's Reference Guide for full details

address			
49216	speed of music played		1 = fastest, 2 = slowest
49217	countdown to next note played		
49218	continue playing or halt		0 = continue, 1 = halt
49219	waveform control		129 = white noise, 65 = pulse, 33 = sawtooth, 17 = triangle
251	low byte	pointer to start of music/ current position updated continually (points to byte before note)	
252	high byte		
253	low byte	pointer to repeat — upon repeat, start pointer changed to this location	
254	high byte		

Scroff's Music IRQ registers

COMMODORE 64 PROGRAMMING

```

10 REM *****
15 REM * SCROFF'S MUSIC IRQ *
20 REM * BY DAVID GRISTWOOD *
25 REM *****
30 REM
40 REM LOAD MACHINE CODE
50 FOR T=49152 TO 49184:READ A:POKE T,A:NEXT T
60 FOR T=49232 TO 49328:READ A:POKE T,A:NEXT T
63 REM LOAD MUSIC
65 FOR T=828 TO 898:READ A:POKE T,A:NEXT T
90 REM
100 REM SET UP SID CHIP
120 SID=54272
125 POKE SID+2,200:REM PULSE FREQ
130 POKE SID+5,12:REM A/D
140 POKE SID+6,15:REM S/R
145 POKE SID+24,15:REM VOL
150 REM
160 REM INITIALISE FOR M/C IRQ
170 POKE 49216,29:REM SPEED OF MUSIC
200 POKE 49218,0:REM 0=MUSIC ON, 1=OFF
240 POKE 49219,65:REM WAVE-SAWTOOTH
250 POKE 251,59:POKE 252,3:REM POINTER START (LO,HI)
280 POKE 253,59:POKE 254,3:REM POINTER REPEAT (LO,HI)
300 REM
310 REM SWITCH IRQ ONTO MUSIC
340 : SYS 49152
350 REM IRQ OFF - SYS 49178
360 REM ONCE SYS 49152 IS CALLED, THE
370 REM ROUTINE WILL START TO PLAY THE
380 REM FREQUENCIES FOUND AT (POINTER
390 REM START+1) - THESE MUST BE IN
400 REM HI,LO COMBINATIONS. IF THE HIGH
410 REM VALUE IS 255, THEN THE ROUTINE
420 REM STARTS PLAYING MUSIC AGAIN, BUT
430 REM AT (POINTER REPEAT+1). IF THE TWO
440 REM POINTERS ARE THE SAME, A 'LOOP'
444 REM WILL BE PLAYED REPEATEDLY.
450 REM ANY OF THE LOCATIONS THAT WERE
460 REM INITIALISED MAY BE ALTERED AT
465 REM ANY TIME, TO CHANGE THE SPEED,
470 REM WAVEFORM, ETC.
475 REM ONLY S.I.D. VOICE ONE IS USED.
480 REM
490 REM DATA FOR M/C
500 DATA 234,234,234,120,169,80,141,20
520 DATA 3,169,192,141,21,3,88,234
540 DATA 234,96,120,169,49,141,20,3
560 DATA 169,234,141,21,3,88,234,96,234
600 DATA 234,234,234,173,66,192,240,4
620 DATA 76,49,234,234,206,65,192,208
640 DATA 247,234,234,234,173,64,192,141
660 DATA 65,192,234,230,251,208,2,230

```

```

680 DATA 252,234,160,0,177,251,201,255
700 DATA 240,40,234,234,234,234,160,0
720 DATA 141,1,212,230,251,208,2,230
740 DATA 252,234,177,251,141,0,212,173
760 DATA 67,192,72,169,0,141,4,212
780 DATA 104,141,4,212,234,234,76,49
800 DATA 234,234,234,234,165,253,133,251
820 DATA 165,254,133,252,76,100,192,0
840 DATA 234
900 REM
910 REM DATA FOR MUSIC (HI,LO)
920 DATA 57,172,0,0,57,172,0,0,51,97,57,172,64,188,0,0
940 DATA 51,97,57,172,64,188,0,0,57,172,51,97,57,172,0,0
960 DATA 51,97,45,198,45,198,0,0,43,52,0,0,38,126,43,52,0,0
980 DATA 38,126,0,0,38,126,38,126,0,0,43,52,34,75,38,126,0,0,0,0,255

```

Micro Tip

Oric

Expand your screen

I have discovered that the system variables at addresses 621 and 622 store the start of the Oric's printable display file. Initially it contains 48000.

Also, address 623 stores the number of lines that are displayable. Initially it is 27 (in TEXT mode).

This can be used to increase the size of the screen to include the top line (normally used for messages) by entering:

POKE 621,47960

POKE 623,28

CLS

The screen can also be partially protected from scrolling by reducing the number in 623.

H. S. Lim

It was the best then...

Chess-players with a 48K Spectrum will find this program ideal if they are stuck for a partner.

I have seen other chess games for computers, but as far as I am concerned, this is the best so far, and should give hours of enjoyment to the chess buff. **B.B.**

instructions	95%
playability	100%
graphics	75%
value for money	100%



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Boffins get to work on True BASIC

Here's one from the Reinvented Wheel Dept. The two men who invented BASIC, Thomas Kurtz and John Kennedy, are back at it for a revision. Forming a company called True BASIC, the professors are in the process of, in their opinion, establishing a "new standard in the industry."

True BASIC will require a micro to have at least 128K of RAM, and is targeted at the educational market. True BASIC is expected to use advanced control structures, compiled procedures, a built-in editor, and faster graphics.

According to the company president, Russ Walker, True BASIC will have all the advantages of Pascal but be easier to learn and have better graphics capabilities than Logo. I wonder how well it will be accepted when it has to go head to head against the de facto standard BASIC marketed by Microsoft.

Lotsa luck fellas...

I have just run across a very interesting application program for the Commodore 64 now being developed. Called MusiCalc I, it should be available by the end of next month.

The author of the program, Bill Moulton, of Waveform Corporation, in Berkeley, California, feels interested in reversing the process of learning music. Traditionally, one must learn skills and practice a lot before one can have fun with music. By taking advantage of the music-generating ability of the 64, it is possible to have fun first and acquire skills later.

The program turns the 64 into a three-voice synthesizer. It allows the computer (which can be hooked up to a stereo system, external music amplifier, or mixing system) to imitate various musical sounds such as those produced by a flute, accordion, drums, hammer dulcimer, organ, or other less traditional instruments.

Along with these basic music production abilities, the program will be marketed with several demonstration discs of various types of music that can be created. The program will also allow the computer to be used as a sequencer for you electronic music savants.

It also includes the capability of play background music while you play foreground (lead). Special effects such as echo, delay, reverb, equalization, and phase shift are also available. Of course, it will be possible to save the music created with this program on disc. Each disc can hold up to about 30 minutes' worth. Each key on the keyboard can also be reprogrammed to produce a series of notes for added versatility and speed. A tuning program allows you to tune MusiCalc to other instruments so others may play along.

If all this motivates you to learn more about music, a special screen display can be selected which shows which notes are being played. Future products are expected to include a program that will allow written music to be printed out. The company is gambling that such a creative product can be as appealing to the consumer as products that are more productive in nature.

Perhaps products such as this one will narrow the perceived division between computer science and the arts. I hope they succeed. The success of the 64 has certainly made a believer out of me. If the quality and variety of application programs continues to improve I may end up buying one myself.

If you have recently purchased a Commodore 64 and have started to wonder what to do with it, this product may help. It is called I am a C-64, and is designed for those folks who would rather learn how to do something by using their hands rather than by just reading a manual.

The product actually consists of two programs. Volumes 1-3 are found on one disc; volumes 4-6 on another. The first three programs cover an introduction to the machine, sprite graphics, sounds, keyboard, and BASIC. The topics on the second disc cover

advanced BASIC techniques, sprite graphics, music and sound effects.

Documentation for these programs is almost non-existent, but that was the point in the first place. Each program is essentially self-documenting. Error handling is excellent; the program could not be made to bomb. Both the introductory volumes and the advanced ones are easy to use and do the job well. They are certainly well worth the \$29.95 per disc list price. The programs are published by Creative Software, 320 East Carribean Drive, Sunnyvale, California 94089. Phone (408) 745-1655.

I think the most aggravating system failures are those caused by static electricity. As a writer, I know of little that is more infuriating than to be writing away when a co-worker shuffles up to my word processor and touches something critical only to have a blast of the old static wipe out the last few minutes work. I am sure that most of you have been plagued with similar problems.

Well, a firm called ACL Incorporated can help. If you write nicely, it will send you a free eight-page colour booklet which contains quite a few tips on controlling static and static-proofing. The firm markets a line of static control products, so its interest is not solely humanitarian, yet it is still worthwhile. Write to: ACL Incorporated, 1960 East Devon Avenue, Elk Grove Village, Illinois 60007. (312) 981-9212.

It isn't exactly a home computer, but I thought you might be interested. I don't know how many of you are interested in the IBM PC and all its various clones, but you might be briefly interested in the latest computer claiming to be PC compatible. It is called nothing less than the Great Wall 100 and comes from (you guessed) the People's Republic of China.

Without boring you with too many details, the computer comes with 256K of RAM, 40K of ROM, two 320K 5¼in floppies, and a green screen monitor, not to mention a parallel printer output. All for the mere sum of 30,000 yuan (about \$15,000). Hardly what you could call competitive. On the other hand, the IBM machine cannot support CCDOS, which contains, among other things, the ability to read over 7,000 Chinese characters into memory in just under 20 seconds. How about that!

Here's a few of the results of a recent Harris poll. Forty-five per cent of those polled indicated that they know how to use a personal computer. One in 10 own a computer. An additional 39 per cent expect to by one in the coming five years. Of those who know how to use a computer, 62 per cent are under 30 and 10 per cent are over 65. About 70 per cent of the computer literates have a four-year college degree while only about 16 per cent have not completed high school. About 67 per cent of those whose incomes exceeded \$35,000 per year can operate a computer, while only 23 per cent of those having incomes less than \$7,500 can claim that ability. This serves to underline the difference between the haves and have-nots, as I have touched upon in previous columns. Furthermore, about 77 per cent of those surveyed are worried about privacy invasion by computer. This statistic is up from 64 per cent when the same question was asked five years ago. Most of those polled thought the three main offenders in this regard were credit bureaux, loan companies, and insurance firms. I'm not surprised to learn about this increase. After all, this is 1984.

See you next week.
Bud Izen
Fairfield, California

A B M Control EX BASIC, Joystick £6.95

Fantasia 99, from Christine Computing, 6 Florence Close, Watford, Herts

A B M, or Anti-Ballistic Missile Control, sets one or two players the formidable task of defending four cities and three missile bases from destruction by bombs, bombers and cruise missiles, all in various formations.

By centring a sight on the target and pressing the fire button an A B M is launched from the player's nearest operational base. The game continues for as long as one city remains, the computer's attacks coming in successive waves.

At the end of each successful defence a score is given calculated on bonuses obtained during that round multiplied by the number of screens survived. After this score has been added to the total, the display changes colour combinations and the game continues at a more advanced level.

Although this is a very good game I was staggered at the price. In the same batch for review came this same program by Fantasia, from a different distributors which was offering it with another game for less!

J.W.

instructions	n/a
playability	80%
graphics	80%
value for money	50%



System Trader Typing Test £4.55

Solway, 6 Curzon St, Maryport, Cumbria CA15 6LL

System Trader comes complete with a Flight Manual and Trading Regulations. It's all about buying and selling commodities through

the Solar System to make a fat profit before returning to headquarters.

There's more to it than wheeling and dealing, however, as you must also take command of your spaceship, the Dragon-slayer.

On landing or take off the screen displays instrument readings for fuel, altitude, velocity and thrust. Using the

numeric keys, and spacebar in emergencies, thrust is controlled to achieve launch and, hopefully, safe landings. Correct handling of the thrust takes some getting used to — most of my descents sent me to hospital!

When you've finally worked your way round the planets you're given a comment, varying from unsuitable managerial material to Trader of the Year!

Typing Test is an entertaining program to speed up your skill at

locating letters on the keyboard. You may choose a delay factor from 0-500. After a test of 10 letters you are given a score and told the lowest highest and average delays in response. J.W.

instructions	100%
playability	70%
graphics	50%
value for money	100%



Builder/ Minefield £4.95

Lantern, 4 Haffenden Rd, Tenterden TN30 6QD

Two simple yet entertaining games which are loaded together then selected from menu. Versions are provided for both keyboard and joystick.

The object of Builder is to pick up bricks and lay them on a concrete strip. As you steer your truck round the site, puddles must be avoided as should the oily trail left behind. You may have either a static or moving truck, where moving means continually travelling in the direction last input.

In the keyboard version, however, the truck can be stopped by any key other than those

controlling direction — an oversight which allows cheating! The game ends either when all bricks have been successfully laid or if you cause so much damage that you are sacked.

In Minefield you steer a tank from the left to right avoiding mines in your path, the number of which is increased with each traverse. If this wasn't enough, a howitzer periodically fires, blocking your way even more. When the tank crashes three times the game ends, showing yards of territory gained. When this becomes too easy, you can get opt for invisible mines and then you're in trouble!

J.W.

instructions	70%
playability	75%
graphics	70%
value for money	90%



Astrowars £5

Stainless, 10 Alstone Rd, Stockport, Ches Sk4 5AH

A game which will be familiar to everyone as there is a version for just about every computer and game console.

You control a spaceship in the centre of the screen and you spin the ship, using the S and D keys, to fire at asteroids and alien spacecraft coming at you from all angles.

This cassette, however, is written in BASIC — it has to be for the standard TI — and

although it has all the ingredients of the game it is let down badly by the speed of the language.

Instructions on screen and the controls are easy to operate making the game suitable for the younger enthusiast.

Graphics and colour are used well. As already mentioned, however, the speed of the action is too slow for this sort of game and I feel therefore that the price quoted is a little high. D.B.

instructions	70%
playability	60%
graphics	70%
value for money	50%



Bob Sleigh/ Bio-rhythms £4.50

Byteware, Unit 25, Handyside Arcade, Newcastle-upon-Tyne NE1 4PZ

The object of Bob Sleigh is to steer along the track for as far as you can without crashing.

There are four courses, ranging

from "very easy, flat" to "impossible, no kids" — little does the author know that "kids" are usually best at these.

When the game is played, you discover that the different skill levels only alter the width of the track, but there are four speeds at which the course may be attempted.

The sounds and graphics were just about acceptable, but not really anything special — indeed,

I was amazed to find that one graphics character was taken straight out of the TI manual!

Bio-rhythms are cycles that start on the day you are born. There are three types: physical, every 23 days; psyche, every 27 days; and intellectual, every 33 days.

This program is designed to plot three graphs, as well as an average, for the next 30 days, giving an idea of how you will feel

and shape up during this time.

Even though Bob Sleigh became rather boring after a while, I thought Bio-rhythms made up for this. Good value for money. Ratings are averaged between the two. J.J.

instructions	80%
playability	70%
graphics	65%
value for money	80%



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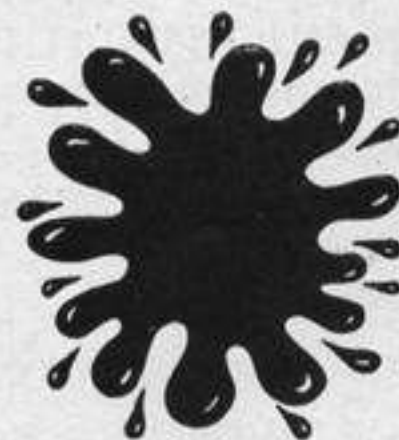
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LETTERS

Commodore: a neat trick

The Commodore manuals tell you how to abbreviate BASIC keywords so you only need to press two keys for any single command.

What they do not tell you is that if you abbreviate the commands you can get more than the standard number of characters per line — a technique used by HCW authors, including David Rees in his Extended BASIC for the Commodore 64.

So if you have a line which is too long to fit you can squeeze it in by turning all the keywords to tokens.

NEXT becomes N (shifted) E, for example. This technique will work on all Commodore computers, from BASIC 2.0 PETs to the 700 series, including VICs and 64s.

If you are tight on memory it is particularly useful as each line number alone occupies two bytes.

Remember, though, that the extra bits squeezed in cannot be edited and if you hit RETURN over the extra line separately you may get an error.

Simon Rockman, London W1

Spectrum 'name' change

On purchasing Home Computing Weekly No. 44, I was delighted to find a "names and addresses book" program for the Spectrum.

However, after typing it into my machine and storing a few names to test the system, I discovered that the program would not re-search after listing the first name. It just came up with "search complete".

After closer examination of the program I realised that by pressing "n" to continue the search, Z\$ was being given another value which was then substituted for its original value in the search loop lines 2160 to 2190.

Interested readers may care to note that by altering line 3100 to GOSUB 800 and making these changes:

```
3110 IF OS = "c" THEN
COPY
3120 IF OS = "n" THEN
GOTO 2190
3130 IF OS <> "a" THEN
GOTO 3100
```

and inserting a line 800 LET OS = INKEY \$: RETURN, then that part of the program will work.

However, the same thing happens again when an amendment has to be made so alter the following lines:

```
3150 GOSUB 900
3160 IF p$ < "I" OR p$ >
```

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```
"7" THEN GOTO 3150
3180 PRINT p$
3190 LET I = 15 * VAL p$ -
14
and insert line 900:
900 LET p$ = INKEY$:
RETURN
```

The otherwise very well written program will now work.

A. G. Bird, Ripley, Derby

End the squabbles

Why don't you put an end to the squabbles over your software reviews?

Don't print the letters of complaint — after all, it's only one person's view of a program. Also, why waste space printing the "my high score is" letters? The page is for queries and information isn't it?

By the way, to enter the lowest dungeon in Halls of the Things without getting the rings, may be done by pressing 2 followed by the space bar. It's my favourite game as well.

J. Harris, Fishponds, Bristol

★ *Software winner*
In true democratic tradition, we're throwing the debate open to you, our readers. Let's have your letters saying what you think.

Save your Oric keys

Many thanks for a super mag — it's the only one I buy now, as you keep reviewing Oric-I software, and printing listings. We've typed them all in now, the latest one being Can You Catch the Secrets, by G. Bailey (HCW 39).

This program is very good, using user-defined graphics. But one annoying thing we found is that to move your "man", you have to "rattle" the keys. To overcome this problem (and save the keyboard) I used this routine which replaces

the lines involved:

```
110 P = PEEK (520)
115 IF P = 172 THEN X =
X - 1: IF X < 8 THEN
X = 7
120 IF P = 188 THEN X =
X + 1: IF X > 31 THEN
X = 32
```

If you now type in those lines and run the program you get a "man" that moves effortlessly across the screen.

Keep up the good work.
Corporal P. Lyall, RAF
Wildenrath, BFPO 42

Cavern code numbers

In his letter about Manic Miner (HCW 45), G. Holding mentioned that you have to enter the code 603 1769. But he didn't give the codes (20 of them) for the different caverns, so here they are:

- 1 Central Cavern: 6
- 2 The Cold Room: 61
- 3 The Menagerie: 62
- 4 Abandoned Uranium Works: 621
- 5 Eugene's Lair: 63
- 6 Processing Plant: 631
- 7 The Vat: 632
- 8 Miner Willy Meets Kong: 6321
- 9 Wacky Amoebatrions: 64
- 10 The Endorian Forest: 641
- 11 Attack of the Mutant Telephones: 642
- 12 Return of the Kong Beast: 6421
- 13 Ore Refinery: 643
- 14 Skylab Loading Bay: 6431
- 15 The Bank: 6432
- 16 The 16th Cavern: 64321
- 17 The Warehouse: 65
- 18 Amoebatrions' Revenge: 651
- 19 Solar Power Generator: 652
- 20 The Final Barrier: 6521

I hope these will help other Spectrum users try other screens instead of trying to get to a different screen from the first cavern.
Stephen Holland, Market Drayton, Shropshire

Circle suggestion

I was interested to read Geoff Turner's article on circle-drawing on the BBC micro.

May I suggest that both he and some of your readers should look at something called a Grafpad which comes from a company called Central Trade Exchange in Dunstable. (0582 64334)

With it I can draw circles, triangles, rectangles and do free-hand drawing, and lots of other things.

Gerald Roll, Harlow, Essex

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Multi-Coloured Sprite Graphics 48K £6

B. Sides, 4 Willesden Rd, Cefn-Glas, Bridgend, S. Wales

If sprite graphics mean nothing to you then look at Ultimate's games. Its great graphics are the result of using sprites, and with this package you can and sprites of equal standard to your BASIC and machine code programs.

The package contains three programs: first, three demonstration routines showing just how attractive and effective well manipulated sprites can be. The second allows you to define your own sprites (up to full screen size with each character given it's own

attributes) and save them to tape. Section three explains how to use your creations, including a ready-made collision checking routine, essential for games.

Perhaps the most interesting and useful are the machine code routines enabling use of sprites.

For the initiated, this package will no doubt be well received and well used. However, not much thought is given to the novice. A small manual accompanying the game would have been helpful. My only other criticism is that the instructions on use were on-screen, and I had to laboriously copy them for reference while the computer was in use.

T.B.
instructions 50%
ease of use 70%
display 90%
value for money 90%



Master Tool Kit £9.95

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

Most toolkits provide Renumber, Merge, Delete, Move or Copy Lines, Rem Kill, Search/Find and Substitute Strings, Variable

Listing, Trace, Change of Case and Memory Free. Mine does all this in 357 bytes, so what extra does OCP offer that takes up 7½K?

The clock/alarm and graphic memory map can be erased, giving back 600 bytes. LIST, CLS and Syntax Check and already available in BASIC, although Syntax here adjusts hidden binary

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Useful software to help you
with your own programs, filing
and, possibly, earn the price of
your Spectrum

forms and may decide to replace your repeated constants with variables, possibly a mixed blessing.

Change RAMTOP without Variable loss and Error Trap are useful although I'm undecided about the Function Keys.

The Star features — Pack and Compress — claiming savings of up to 20 per cent of program length, with flow preserved — are a Catch 22. Toolkit in and

hogging the last 7½K; you can't get near memory end, when they would be useful. And, being only useable on fully debugged, working programs, and unalterable afterwards, any space saved cannot be used.

D.C.
instructions 90%
ease of use 45%
display n/a
value for money 45%



Data Genie £9.95

Audiogenic, PO Box 88, Reading, Berks

This file system comes in very glossy packaging, the 16-page instructions are well-written and easy to follow, and the program is so user-friendly as to be positively gushing!

Using keys 6 and 7, you move a coloured cursor line down the main menu, pressing 8 when it covers your selection and a mini-menu, with further options, is then overprinted. Similar selection here may lead to yet more mini-menus. At times, the screen overflows with menus, but a thoughtful CLS option handles this.

Normal functions are covered:

Set Up File, Enter Record, Print Record, Search and Storage. Search is particularly powerful and will find any word in any field. Up to 15 fields are available per record, length 10-20 characters and an alternative type-face is provided.

A very easy package to use but exiting back through each menu to reach the main menu is a little wearying. The number of records available range from 146, with fields 10 characters long, to 73 with maximum length, and I question if a file of such limited size has real practical use.

D.C.
instructions 95%
ease of use 85%
display 85%
value for money 50%



Typeset £5.60

Micro-Kraft, 48 Seacourt, Clontarf, Dublin 3, Eire

One of the Spectrum's many useful features is the ability to relocate the character set in RAM. If you have the time and the patience, plus the know how, you can create your own character set for use in your own programs.

With Typeset, all you need is a few minutes, and you could load all, or any, of the 12 character sets provided.

You will have no trouble loading either side of the tape, but first, though, you must load side one. This is not just because there are demonstrations of the character sets on it, but because the programmer has a delightfully impish sense of humour. Included on side one are instructions for

using the 50 characters per line character set, along with a demonstration screen.

Side two holds the 12 character sets, and the instructions are easy to follow. The inlay card gives full instructions, and explanations, so you can't go wrong. Although I cannot vouch for their authenticity, Greek and Hebrew are included.

A very useful well presented utility. I can certainly find a use for it, and I look forward to seeing anything from this stable.

B.B.
instructions 100%
ease of use 100%
display 100%
value for money 100%



Blackjack £6

Chipmunk, 52A The Vale, London NW11

Is there anything the Spectrum cannot do? Now, according to this program, it can be used to win money in the casinos.

The computer plays a fair game, and good fun it is too. But the most interesting part are the

playing tips in the superb manual, written by an expert who explains the British and American casino rules, pointing out the strengths and weaknesses of each.

Above all, it outlines seven strategies. Six fail to beat the house, but one — the card count strategy — amazingly shows an overall profit of just over one hundredth. Finding this claim difficult to swallow I used the strategy against the computer

and, sure enough, I came out with a tiny overall win.

However, I haven't yet put the program to the test in a casino — I'll wait for somebody else to do that. There is a clause at the end of the manual warning that use of the technique in casinos is at your own risk.

Nevertheless, I unreservedly recommend this marvellous program, which anybody can use. In fact I recommend all casino

addicts buy a Spectrum just for this program — the computer should soon pay for itself.

T.B.
instructions 90%
playability 90%
graphics n/a
value for money 100%



VIC-20 PROGRAM

Don't leave them standing

You must kill or be killed! Unless every building in the city is destroyed you will die, and so will your country.

In one of the buildings below you are a spy with information which will cripple your country's defenses and leave you vulnerable to attack.

How it works

100-210 instructions
300-390 define graphic characters
400-440 data for graphic characters
500-540 initialise variables
600-640 wait until ready to continue
700-920 set up screen
1000-1070 move plane, check for hit building
1080-1155 move bomb, check for hit building
1160-1199 has plane landed? pause
back to start of movement routine
2000-2040 drop bomb
3000-3100 plane landed
4000-4300 destroy plane. Another go?

To complicate matters, you have only once chance. You are running low on fuel due to damage from anti-aircraft fire, and losing power and altitude very quickly.

If even one building is left standing you will crash.

Hints on conversion

If you want to convert this program for another computer (other than a Commodore 64 or PET), it will need almost totally rewriting as it uses various VIC control characters for the movement of the cursor around the screen, as well as numerous POKES.

For conversion to a CBM or PET the following POKES will have to be changed according to the machine used: 36878 (volume), 36874, 36875, 36876 (sound channels), 36877 (white noise), 7680-8185 (screen locations), 38400-38905 (screen colour locations), 36869 (the 6561 control register which controls the start of the character matrix).

This version of the popular Bomber game, written by Ian Goldsack, will fit into the unexpanded VIC-20



Main variables

A, B, C, D, E dummy during initialisation
AS keyboard input dummy
I, ZZ, T dummy for FOR... NEXT loops etc
B bomb position
P plane position
F is bomb dropping?
XX has bomb hit building?
H(x) building position

In this game for the unexpanded VIC there are 10 levels of difficulty, from one (easy) to 10 (hard). This controls the number of buildings and the speed of the game.

Bombs are released by pressing the space bar.

Control characters

120 clear home, reverse text, blue text
130 red text
610 red text, reverse text, reverse text off
3006 clear home
3020 SHIFT: Y, L, S, S, P
3050 SHIFT: W, Y, L
3060 SHIFT: A, G
4120 clear home
4140 SHIFT: Y, H, F, A
4150 SHIFT: D, Y
4160 SHIFT: C, L, C
4170 cursor up, SHIFT: O, S
4200 clear home, cursor down, SHIFT: W, Y, L
4210 SHIFT: A, G
4270 clear home

Continuous depression of the space bar can lead to corruption of the graphics. If this happens there is no need to switch off the computer. Just leave the program running until the plane crashes. Press Y for another go and the graphics will be restored.

The maximum possible score is 640 points, but a score of 500 or over is very uncommon as the chance of the screen containing this number of buildings is extremely low.

```
10 REM *****
20 REM *
30 REM * BOMBER *
40 REM *
50 REM * BY *
60 REM *
70 REM * I. GOLDSACK *
80 REM *
90 REM *****
100 REM
110 REM ** INSTRUCTIONS **
120 PRINT "BOMBER"
130 PRINT:PRINT "YOU MUST LEVEL THE"
140 PRINT:PRINT "CITY WITH YOUR BOMBS"
150 PRINT:PRINT "IN ORDER TO LAND"
160 PRINT:PRINT "SAFELY."
170 PRINT:PRINT "10 POINTS WILL BE"
180 PRINT:PRINT "AWARDED FOR EACH HIT."
190 PRINT:PRINT:PRINT "BOMBS ARE RELEASED BY"
200 PRINT:PRINT "PRESSING THE SPACE"
210 PRINT:PRINT "BAR."
300 REM ** DEFINE CHARACTERS **
```

```
310 LET A=7168
320 LET B=7175
330 FOR C=1 TO 5
340 FOR D=A TO B
350 READ E
360 POKE D,E
370 NEXT D
380 LET A=A+8:LET B=B+8
390 NEXT C
400 DATA 0,0,0,0,0,0,0,0
410 DATA 255,153,153,255,255,153,153,255
420 DATA 16,24,156,255,255,156,24,16
430 DATA 0,0,0,0,0,40,16,16
440 DATA 146,84,0,198,0,84,146,0
500 REM ** SET VARIABLES **
510 DIM H(30)
520 LET F=0
530 INPUT "DIFFICULTY (1-10)";D
540 IF D<1 OR D>10 THEN GOTO 530
```

```
590 POKE 56,29:POKE 52,29
600 REM ** CONTINUE **
610 PRINT "PRESS SPACE"
620 GET AS
630 IF AS=" " THEN GOTO 700
640 GOTO 620
700 REM ** SET UP SCREEN **
701 POKE 36878,15
710 PRINT "J"
720 POKE 36869,255
730 POKE 36879,29
740 FOR F=1 TO 10*D
745 LET X=INT(RND(1)*22)
750 POKE 8164+X,1
760 POKE 38884+X,0
770 NEXT F
780 FOR G=1 TO 3*D
790 LET H(G)=INT(RND(1)*22)
800 NEXT G
810 FOR I=1 TO 20
815 IF PEEK(8164+H(I))<>1 THEN 840
```


VIC-20 PROGRAM

```

820 POKE 8142+H(I),1
830 POKE 38862+H(I),0
840 NEXT I
850 FOR I=1 TO 20
855 IF I=20 THEN GOTO 915
860 LET K=INT(RND(1)*22)
870 IF PEEK(8142+K)<>1 THEN NEXT I
880 POKE 8120+K,1
890 POKE 38840+K,0
910 NEXT I
915 LET ZZ=INT(RND(1)*5000)+1
920 FOR T=1 TO ZZ:NEXT T
1000 REM ** PLAY **
1010 POKE 7680+P-1,0
1020 POKE 7680+P,2
1030 POKE 38400+P,6
1040 P=P+1
1045 IF PEEK(7680+P)=1 THEN GOTO 4000
1050 GET A$
1060 IF A$=" " THEN GOSUB 2000
1070 IF F=0 THEN FORT=1T050:NEXT GOTO 1160
1080 POKE 7680+B,0
1090 LET B=B+22
1100 IF PEEK(7680+B)=1 THEN XX=1
1110 IF XX=0 THEN POKE 7680+B,3
1120 IF XX=1 THEN POKE 7680+B,4
1125 IF XX=1 THEN POKE 36877,200:POKE 36877,0
1130 POKE 38400+B,2
1135 IF B>506 THEN F=0
1140 IF XX=1 THEN F=0
1150 IF XX=1 THEN POKE 7680+B,0
1155 IF XX=1 THEN SC=SC+10
1160 LET XX=0
1170 IF P=505 THEN GOTO 3000
1998 FOR I=1 TO 150-D*15:NEXT
1999 GOTO 1000
2000 REM ** RELEASE BOMB **
2010 IF F=1 THEN RETURN
2020 LET B=P+21
2030 LET F=1
2040 RETURN
3000 REM ** LANDED **
3005 FOR T=1 TO 5000:NEXT
3006 PRINT "J"
3010 POKE 36869,242
3020 PRINT " YOU LANDED SAFELY CORING ";SC" GOINTS"
3030 FOR I=1 TO 5000:NEXT
3040 PRINT:PRINT
3050 PRINT "WOULD YOU LIKE"
3060 PRINT "ANOTHER 10 ?"
3070 GET A$
3080 IF A$="Y" THEN RUN 300
3090 IF A$="N" THEN 4270
3100 GOTO 3070
4000 REM ** HIT BUILDING **
4010 POKE 7680+P-1,0

```

```

4110 POKE 36878,0
4120 PRINT "J"
4130 POKE 36869,242
4140 PRINT:PRINT " YOU HAVE FAILED AND"
4150 PRINT:PRINT " DESTROYED YOUR"
4160 PRINT:PRINT " COUNTRIES LAST CHANCE"
4170 PRINT:PRINT " IF SURVIVAL !! "
4180 PRINT:PRINT
4190 FOR I=1 TO 5000:NEXT I
4200 PRINT "WOULD YOU LIKE"
4210 PRINT:PRINT " ANOTHER 10 ?"
4230 GET A$
4240 IF A$="Y" THEN RUN 300
4250 IF A$="N" THEN GOTO 4270
4260 GOTO 4230
4270 PRINT "J"
4280 POKE 36869,240
4290 POKE 36879,27
4300 END

```



SOFTWARE FOR SPECTRUM AND ZX81

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We aim to create programs which you will keep on using until your computer wears out. You won't find our programs in the top ten and you will look in vain for colour adverts and fancy packaging. Nevertheless we have built up a solid following of discerning users in all parts of the world. Read the reviews of our programs if you can find them. We have been consistently praised for quality, originality and value for money.

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Here is a selection of titles still available for ZX81. Send s.a.e. for illustrated catalogue. These are the ZX81 equivalents of the Spectrum programs described above. Although similar in concept the specifications fall short of the descriptions given for the Spectrum.

"FOOTBALL-LEAGUE" Forerunner of "Day of the Match" £4.00

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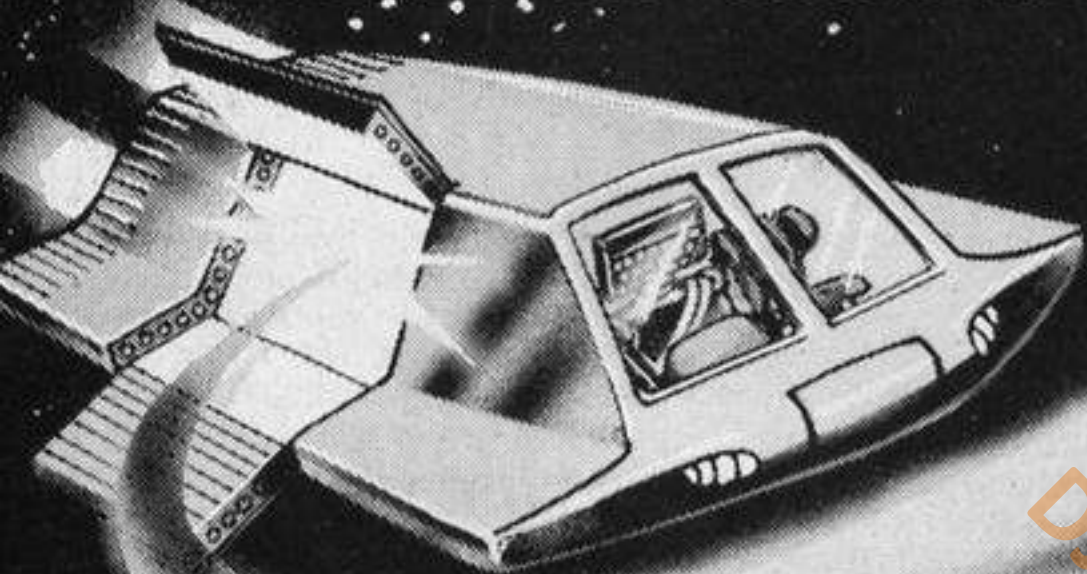
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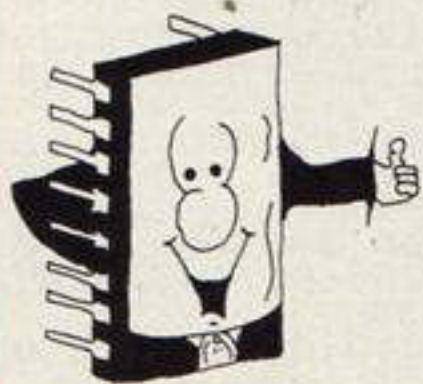
This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game.....£5.50

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DEALER ENQUIRIES WELCOME



The last person to insult an Orion asteroid minder left the space station rather unexpectedly — without a spacesuit.

The miners are worse than ever these days, since the treaty with the Kral was broken. The horse-shoe-shaped aliens now attempt to attack the miners as they use magno-grabs to catch the hurtling chunks of Herculeum ore-bearing asteroids.

How it works

155-290 character set redefinition
300-510 main game. Note the REMS indicating where inverse characters are used

520-610 front page

620-890 there are four end of game routines: 1 successful sheet, 2 too many misses, 3 hit object, 4 alien invades

The latest turn of events is that the asteroid belt has been seeded with impact mines — and the miners know precisely who to blame. In retaliation and self defence they have taken to crushing the aliens with their magno-grabs.

You are a rookie miner, having only a few credits to your name. Older miners are billionaires, but as the miners' motto says...

Grab what you can — it's the only way to survive

They're an evil lot on Orion — both the attackers and the attacked. The older asteroid miners say you haven't a chance. Will you prove them wrong? Type in Marc Freebury's game for the Atari 800 and risk it

Variables

CHK checksum which must equal 5195, or you have problems

DIFF, DELAY, EFLAG main arguments passed to and from machine code

LIVES, SCORE, BONUS obvious
SCRN indicates top left and bottom left screen corners, to save the machine code doing the maths

"You'll never survive".

The game is written as 90 per cent machine code, and is difficult even at the lower levels.

Use your joystick to move your mining ship. Press the button to grab an asteroid or crush an alien, but **only** when it is directly between the jaws. Closing too early too often will result in game termination, as will crushing or hitting mines.

If an alien lands you will be eliminated utterly. Other forms of termination will lead to the loss of one of your three lives.

Each time 10 asteroids have been gathered, your score will be shown and a new level entered.

The game was designed on a disc-based system, and thus may be saved to disc or cassette. 32K is required to run it.

```
100 REM *****
110 REM *
120 REM * ORION MINER! *
130 REM * BY M.FREEBURY *
140 REM *
150 REM *****
155 REM CHARACTER SET DATA
160 DATA 7,24,60,90,153,255,231,195,195,
195,32,0,56,96,64,64,96,56,15
170 DATA 40,0,28,6,2,2,6,28,240,48,56,4
1,255,123,174,254,90,36
180 DATA 64,15,28,60,120,112,56,28,15,7
2,240,56,28,14,14,28,56,240
190 DATA 776,129,66,60,36,36,60,66,129
200 A=(PEEK(106)-8)*256:SCRN=PEEK(88)+P
EEK(89)*256
205 REM MACHINE CODE CONSTANTS
210 EFLAG=16898:DIFF=EFLAG+2:CATCH=DIFF
+1:ALIENS=CATCH+1:MISSES=ALIENS+1:DELAY
=MISSES+1
220 RESTORE 230:FOR I=0 TO 31:READ N:PO
KE 1536+I,N:NEXT I
225 REM CHARACTER SET RELOCATER
230 DATA 104,104,133,204,104,133,203,10
4,133,206,104,133,205,162,4,160,0
240 DATA 177,203,145,205,136,208,249,23
0,204,230,206,202,208,240,96
250 X=USR(1536,57344,A)
260 RESTORE 160:READ NUMBER
270 FOR I=1 TO NUMBER:READ ADDR:FOR J=0
TO 7
280 READ Z:POKE A+ADDR+J,Z:NEXT J:NEXT
I
290 GRAPHICS 18:SETCOLOR 4,0,15:7 #6;"
* LOADING M/C *"
295 REM MAIN GAME MACHINE CODE
300 DATA 104,32,33,64,32,62,64,32,239,6
4,174,204,65,172,200,65,136,208,253,202
,208
310 DATA 247,32,239,64,173,198,65,201,0
,240,228,96,169,0,141,199,65,141,198,65
,141,198,2,141,201,65,141
320 DATA 202,65,141,203,65,169,125,141,
251,2,32,170,246,96,165,88,133,0,165,89
,133,1,160,1
330 DATA 173,10,210,205,200,65,144,27,1
73,10,210,41,15,201,8,176,5,169,97,76,1
05,64,201,15
```

```
340 DATA 176,5,169,6,76,105,64,169,3,14
5,0,200,192,39,208,216,173,0,6,133,0,17
3,1,6
350 DATA 133,1,160,0,177,0,201,97,240,1
1,201,6,240,7,201,3,240,3,76,181,64,72,
169,0
360 DATA 145,0,160,40,177,0,201,128,240
,19,201,4,240,15,201,5,240,11,201,8,240
,7,201,9
370 DATA 240,3,76,178,64,169,3,141,198,
65,104,145,0,198,0,165,0,201,255,208,2,
198,1,165
380 DATA 1,197,89,208,181,165,0,197,88,
208,175,173,2,6,133,0,173,3,6,133,1,160
,40,177
390 DATA 0,201,3,208,8,169,4,141,198,65
,76,233,64,169,0,145,0,200,192,80,208,2
39,96,173
400 DATA 132,2,201,0,240,96,169,0,172,1
99,65,145,0,200,200,145,0,152,24,105,38
,168,169,0
410 DATA 145,0,200,145,0,200,145,0,173,
120,2,201,11,208,13,173,199,65,201,0,24
0,23,206,199
420 DATA 65,76,53,65,201,7,208,13,173,1
99,65,201,35,240,6,238,199,65,76,53,65,
172,199,65
430 DATA 169,4,145,0,200,200,169,5,145,
0,152,24,105,38,168,169,72,145,0,200,16
9,128,145,0
440 DATA 200,169,74,145,0,96,172,199,65
,173,2,6,133,0,173,3,6,133,1,169,8,145,
0,200
450 DATA 200,169,9,145,0,152,24,105,38,
168,169,72,145,0,200,169,128,145,0,169,
74,200,145,0
460 DATA 172,199,65,200,177,0,201,97,20
8,8,169,3,141,198,65,76,193,65,201,6,20
8,18,238,201
470 DATA 65,173,201,65,201,10,208,39,16
9,1,141,198,65,76,193,65,201,3,208,6,23
8,202,65,76
480 DATA 193,65,238,203,65,173,203,65,2
01,100,208,5,169,2,141,198,65,169,0,145
,0,96,0,0
490 DATA 240,0,0,0,48,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0
```


ATARI PROGRAM

```

500 RESTORE 300:CHK=0:FOR I=0 TO 479:RE
AD B:POKE 16384+I,B:CHK=CHK+B:NEXT I
510 IF CHK<>51952 THEN GRAPHICS 0:?"M/
C ERROR":STOP
515 REM MACHINE CODE VARIABLES
520 SCRN=SCRN+960:POKE DIFF,254:POKE DE
LAY,200
530 POKE 1596,SCRN-(INT(SCRN/256)*256):
POKE 1597,INT(SCRN/256)
540 SCRN=SCRN-80:POKE 1598,SCRN-(INT(SC
RN/256)*256):POKE 1599,INT(SCRN/256)
545 REM FRONT PAGE
550 GRAPHICS 18:SETCOLOR 2,0,0:SETCOLOR
4,10,4:POKE 756,A/256
560 POSITION 7,2:?"ORION":POSITION
7,4:?"MINER":POSITION 9,6:?"#":
POSITION 9,7:?"&":START=0
565 REM PREVIOUS LINE, "&" IS INVERSE
570 POSITION 4,9:?"PRESS START"
580 SOUND INT(RND(1)*4),RND(1)*255,RND(
1)*15,8:FOR I=0 TO RND(1)*50:POKE 710,R
ND(1)*255
590 IF PEEK(53279)=6 THEN I=51:START=1
600 NEXT I:IF NOT START THEN 580
610 FOR I=0 TO 3:SOUND I,0,0,0:NEXT I
615 REM MAIN GAME LOOP
620 LIVES=9:SCORE=0:FUEL=0:SHEETS=1:POK
E DIFF,254:POKE DELAY,200

```

```

A/256
640 POKE 752,1:POSITION 13,10:?"PLAY P
LAYER 1":POSITION 16,12:?"LIVES ";LIVE
5:POSITION 16,14:?"SHEET ";SHEETS
645 REM 'PLAY PLAYER 1' ALL INVERSE
650 FOR I=149 TO 0 STEP -1:POKE 755,(PE
EK(755)=0)*2:SOUND INT(RND(1)*3),I,10,8
:NEXT I
660 FOR I=1 TO 200:NEXT I:FOR I=0 TO 3:
SOUND I,0,0,0:NEXT I
670 X=USR(16384)
680 ON PEEK(EFLAG) GOTO 690,740,730,820
690 ? CHR$(125):POSITION 14,10:?" BONU
5 x 100":BONUS=SHEETS*10+PEEK(ALIENS)*1
00
700 POSITION 18,12:?"BONUS:SCORE=SCORE+
BONUS+100:POSITION 17,14:?"SCORE":POSI
TION 18,16:?"SCORE
705 REM 'SCORE' INVERSE
710 POKE DIFF,PEEK(DIFF)-2:POKE DELAY,P
EEK(DELAY)-5:SHEETS=SHEETS+1
720 FOR I=1 TO 800:NEXT I
730 GOTO 690
740 SCORE=SCORE-100:IF SCORE<0 THEN SCO
RE=0:GOTO 750
750 SETCOLOR 1,0,15
760 FOR I=0 TO 150 STEP 4:POKE 709,15-I
NT(I/10)

```

```

770 FOR J=0 TO 3:SOUND J,I,0,8:NEXT J:N
EXT I
780 FOR I=1 TO 100:NEXT I:FOR I=0 TO 3:
SOUND I,0,0,0:NEXT I
790 ? CHR$(125):POKE 709,10
800 LIVES=LIVES-1:IF LIVES=0 THEN 860
810 GOTO 690
815 REM GAME HAS 4 ENDINGS...ALL HERE
820 GRAPHICS 18:SETCOLOR 2,0,0:SETCOLOR
1,5,8:POKE 756,A/256
830 POSITION 10,10:?"&":FOR I=0 TO
9:POSITION 10,I:?" ":POSITION 10,I+
1:?"#":
840 FOR J=1 TO 30:NEXT J:NEXT I:POSITIO
N 0,0:?"***** BEATEN!! *****"
850 FOR I=1 TO 700:NEXT I:GOTO 860
860 GRAPHICS 18:SETCOLOR 2,0,0:?"
FINAL SCORE:"
870 POSITION INT((20-LEN(STR$(SCORE)))/
2),5:?"SCORE
880 FOR I=1 TO 1000:NEXT I
890 GOTO 550

```



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Travel faster than light — and learn the keyboard

Hyperdrive

Hyperdrive, as all good Space Cadets know, is a method of travelling faster than light to cross vast distances of space in a short time.

How it works

- 20-30 sets up the 'escapes and misses' counters
- 40 sets up the main loop. The character within quotes is the graphics 5 key
- 50-60 sets up the co-ordinates for the Star Gate. The character within quotes is the graphics O key
- 70 keys within quotes are graphics 7,6,4
- 80 keys within quotes are graphics 6,7,2
- 90-100 set up the co-ordinates for the spacecraft. The character within quotes is the graphics S key
- 110 this is the spacecraft
- 120 this line tests the position of the spacecraft. If it is beyond the entry of the Star Gate it jumps to the misses counter and adds 1 to this
- 130 the spacecraft is blanked out every loop so that a trail of spacecraft is not left behind
- 140 C is the column co-ordinate and this line adds one to C, moving the position to the right
- 150 moves the position of the spacecraft up or down
- 160 this line decides if the spacecraft has successfully entered hyperdrive
- 170 this line decides if the spacecraft has crashed
- 180 if the spacecraft has not reached the Star Gate go back to beginning
- 200-260 increases the 'Escape counter' by one and displays the success message on the screen
- 270 end of main loop (maximum five)
- 400-420 increases the misses counter by one and displays the message 'crashed' in inverse video
- 500-520 displays the score at the end of the game

There are several ways of attaining hyperdrive, and the method used in this Space Academy computer simulation boosts the craft off into hyperspace if the Star Gate is negotiated accurately.

You must steer your craft up or down using keys 1 and 0. The computer will give your score after five attempts. Space Academy graduates must score five out of five.

This program is a simple

Here's a space game and a teaching program, both written for the unexpanded ZX81 by Terry Dean

application of moving graphics and, for a beginner, could be the starting point for more sophisticated moving graphics programs.

As this is a 1K program, extensive use is made of memory saving devices.

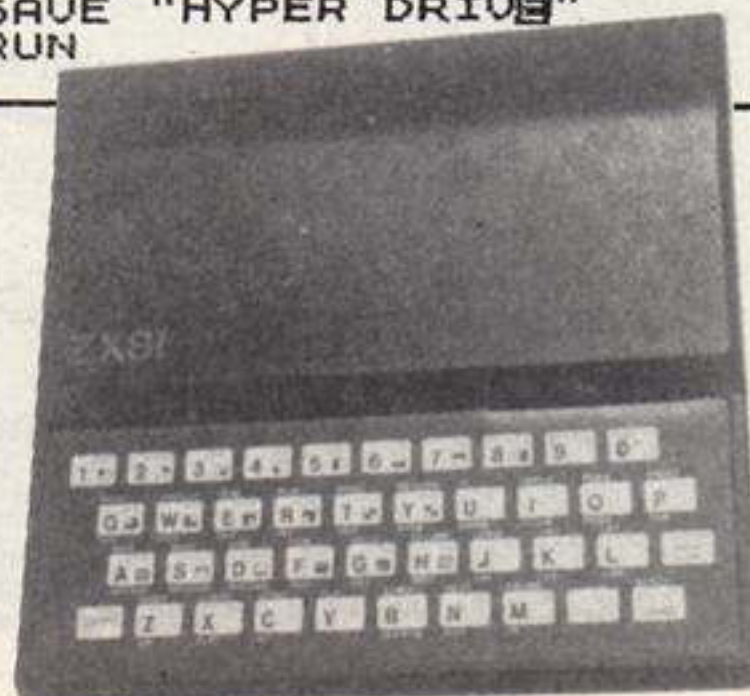
Main variables

- E escapes counter
- J FOR/NEXT loop
- X column position of Star Gate
- M misses counter
- A line position of Star Gate
- B,C position of spacecraft

Listing 1 — Hyperdrive

```

10 REM "HYPER DRIVE"
11 REM TERRY DEAN 1983
20 LET E=NOT PI
30 LET M=E
40 FOR J=PI/PI TO CODE "I"
50 LET A=INT (RND*CODE "I")
60 LET X=CODE "<"
70 PRINT AT A,X;" "
80 PRINT AT A+2,X;" "
90 LET B=CODE ">"
100 LET C=VAL "2"
110 PRINT AT B,C;">"
120 IF B=CODE "<" OR C=X THEN GOTO 410
130 PRINT AT B,C;" "
140 LET C=C+PI/PI
150 LET B=B+(INKEY$="1")-(INKEY$="0")
160 IF C=X AND B=A+PI/PI THEN GOTO 200
170 IF C=X AND B=A OR C=X AND B=A+VAL "2" THEN GOTO 400
180 GOTO 110
200 LET E=E+PI/PI
220 PRINT "ESCAPED VIA"
230 PRINT "HYPER DRIVE"
240 PRINT AT B,C;" "
250 PAUSE 100
260 CLS
270 NEXT J
280 GOTO 500
400 PRINT "CRASHED"
410 LET M=M+1
420 GOTO 250
500 CLS
510 PRINT E;" ESCAPES"
520 PRINT M;" MISSES"
1000 SAVE "HYPER DRIVE"
1010 RUN
    
```



Hints on conversion

As there are no PEEKS and POKES, the program could be easily adapted for the Spectrum.

Spectrum users could sharpen up the graphics and make good use of colour. With a larger memory the program could be made more user-friendly, with on-screen instructions and on-screen scoring.

For other computers, the INKEY\$ functions would have to be substituted for the appropriate command.

Also, the PRINT AT command would have to be substituted for the appropriate commands to position the display.

ABC

This program for the ZX81 in 1K is intended for young children who perhaps have not yet used a computer.

It simply displays two letters of the alphabet in sequence and invites the user to key in the next letter. An on-screen score is kept.

How it works

- 20-30 sets the hit and miss counters to 0
- 40 dimensions AS
- 50 defines AS
- 60-90 set up the screen display
- 100-130 decides which letters to display
- 140-170 prompt the input and prints it on the screen
- 180 decides if the input is correct
- 190-200 prints "right" and adds one to the hits counter and displays the result
- 230-250 prints "wrong, try again" adds one to the misses counter
- 260 goes back to the start

The program could be used as a keyboard familiarisation routine. Another application might be to help dyslexic children who have difficulty in remembering sequences.

ABC uses the Sinclair BASIC slicing techniques as described in the ZX81 manual. With more memory available the program could be made more user-friendly.

Main variables

- M misses counter
- H hits counter
- AS the alphabet
- X random number used to select the first letter to be displayed
- BS the part of AS to be displayed
- CS the answer required. This will be compared with the input
- DS the user's answer

ZX81 PROGRAMS

Listing 2 — ABC

```

10 REM "ABC"
20 LET M=0
30 LET H=M
40 DIM A$(25)
50 LET A$="ABCDEFGHIJKLMNOPQRSTUVWXYZ"
60 PRINT AT 5,17;"HITS  MISSES"
70 PRINT AT 7,19;H;" " " " ;M
80 PRINT AT 5,5;" " " " ;M
90 PRINT AT 7,1;" "
100 RAND 0
105 LET X=INT (RND*24)
110 LET B$=A$(X TO X+1)
120 LET C$=A$(X+2)
130 PRINT AT 5,5;B$;" (?) "
135 PRINT AT 7,1;" "
140 INPUT D$
150 PRINT AT 5,6;D$
160 IF D$<>C$ THEN GOTO 210
170 PRINT AT 7,1;" *+RIGHT+*"
180 LET H=H+1
190 PRINT AT 7,19;H
200 GOTO 80
210 PRINT AT 7,1;"WRONG..TRY AG"
220 LET M=M+1
230 PRINT AT 7,25;M
240 GOTO 140

```

Micro Tip

Atari

Sounding out your Atari

While waiting for a program to load from the Atari's tape unit, you'll probably find the rest of the household starts to complain about the primeval burps and whistles issuing from your TV set.

If you don't want to keep fiddling about with the TV volume control, a little-known system variable called the Noisy I/O Flag is the answer.

A simple poke, and your Atari has been subdued to a noise level as low as the Spectrum's (sorry, Sir Clive!)

POKE 65,0 to silence, and POKE 65,3 to restore.

On the subject of sound, I'll bet that at least one Atari owner among you has accidentally put his or her favourite music into the tape unit, with startling results. If you haven't, give it a try and see.

After about 20 seconds of music, your Atari joins in with its own chorus and then promptly shuts down. If you could stop it doing this, you could listen to your favourite music while typing in a program from HCW.

Again a little known system variable comes to the rescue. This one is called PACTL or Port A Control Register, and poking this will allow you to use the facilities of your Atari cassette unit.

POKE 54018,52 turns it on. POKE 54018,60 turns it off.

All you have to do is insert the tape, press PLAY and away you go! Now comes the really interesting bit. If you combine your new knowledge with the fact that your Atari operates a stereo tape system, you will have guessed that you can have music while you load!

The left hand channel on the tape system is used for general audio, while the right is used for your program.

The tricky part is to get the right noises on the right channel, and because of the variety of hi-fis on the market, I won't try to go into all the methods that can be used. Your local electrical shop will be able to advise you on the right leads to use.

Once you have mixed the sounds on to your tape unit, you must use the POKE above to turn off the loading noises.

Finally, when you are taping your music, don't stop the tape in the middle of a program, or you may corrupt one of the blocks.

Mark Bullen

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ONE MAN'S VIEW

Don't burn your TI

After two years experience with calculator programming, my introduction to computing proper came in May 1980 when I bought an NTSC TI-99/4A with a modified colour TV, for which I paid the princely sum of £1,300 (including credit charges), which I could ill afford.

I soon learned that I could not do all the things I'd wanted to, but I found this more a challenge than a disappointment. I've since sold all but my soul in order to expand my system and I've recently added a 99/4A, which is allowing me to indulge myself further in my favourite pass-time of playing detective with regard to the operating system.

I have invested a great deal in the machines, having been involved in TIHOME, the now-defunct user group, answering queries, writing for its sorely-missed newsletter, the first of several books (due out Feb. 16th), software reviews for HCW, reviewing software submissions, writing a series of mini-articles to be published soon, trying to set up a local user group, taking an occasional class in computing, trying to make time to visit owners, criticising the machines' bad points, praising the good ones, and generally boring to death anyone who stands near me long enough.



Despite TI's decision to withdraw totally from the home market (all current and forth-coming hardware, and eventually software), and despite publishers' resultant waning of interest (not that it was ever waxing, in some quarters), there is no way that I am going to 'drop' my machines. The TI-99 is, in spite of its faults, an excellent introduction, albeit only now that the price is so low, and I sincerely hope TI will not discourage third-party hardware suppliers beginning to emerge in the UK, and who could, ironically, make the 99/4A a much-sought-after machine in the future.

There are rumoured to be 200,000 – 500,000 machines still to be sold, and I have written to TI with some suggestions. Whether these are sensible/practical/acceptable remains to be seen, especially as I have since been told the outstanding consoles are almost entirely NTSC, and therefore probably unsuitable for use in Europe.

I am still relatively active, being a (back-seat) member of TIHOME's successor, the Texas Instruments Home Computer Users' Club.



The worst thing that could happen would be for grieving owners to have a small funeral pyre at the bottom of the garden. If you are such an owner, and you have yet to join an independent user group, then I would urge you to take the plunge. The longer you have your machine, the more experience you will gain, the more you're going to want to do and, most importantly, the more you're going to want to talk about it.

Magazines like Home Computing Weekly which support the TI are very rare birds, so support them with your best programs/articles/letters, etc. Keep up any contacts you may make. Whatever you do, be it buy another micro or emigrate, don't throw your TI in the loft.

If you really can't bear to have the machine in the house, donate it to a local school/youth club/any disabled person.

**Peter Brooks,
Oxford**

Letters to Peter Brooks about the TI Home Computer users' Club will be passed on.

● This space is for you to sound off about the micro scene, to present bouquets, to hurl brickbats. Share your views by sending them to Paul Liptrot, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Please give your occupation and your interest in computing.

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2	Cave Fighter	Cablessoft (-)
3	Cuthbert in the Jungle	Microdeal (-)
4	UGH	Softek (-)
5	Skramble	Microdeal (-)
6	Ring of Darkness	Wintersoft (7)
7	Frogger	Microdeal (-)
8	Space fighter	Microdeal (-)
9	Pinball	Microdeal (-)
10	Dragon Hawk	Microdeal (-)

Top Ten programs for the VIC-20

1	Arcadia	Imagine (1)
2	Gridrunner	Llamsoft (3)
3	Wizard and the princess	M.House (5)
4	Crazy Kong	Interceptor (-)
5	Abductor	Llamsoft (-)
6	Golf	Audiogenic (-)
7	Plague/ Alien Demon	K-Tel (10)
8	Junior Maths and engine shed	Commodore (-)
9	Special Pack 11	Commodore (-)
10	Grandmaster Chess	Audiogenic (-)

Top Ten programs for the Commodore 64

1	Hover Bover	Llamsoft (9)
2	Grandmaster	Audiogenic (-)
3	Matrix	Llamsoft (-)
4	Gridrunner 64	Llamsoft (10)
5	Introduction to Basic	Commodore (6)
6	Attack of the Mutant Camels	Llamsoft (7)
7	Arcadia	Imagine (-)
8	Goodness	
9	Gracious	Beyond (-)
10	Frogger	Interceptor (1)
	Motor Mania	Audiogenic (4)

Top Ten programs for the Spectrum

1	Atic Atac	Ultimate (1)
2	Jetpac	Ultimate (9)
3	Pyramid	Fantasy (3)
4	Kong	Ocean (-)
5	Ant Attack	Quicksilver (5)
6	Penetrator	M.House (6)
7	Alchemist	Imagine (4)
8	Lunar Jetman	Ultimate (2)
9	Pool	CDS (8)
10	Harrier Attack	Durrell (-)

BEST SELLERS

Top 30

1	Hunchback	Ocean	Spectrum (5)
2	Manic Miner	Bug-Byte/ Software Projects	Spectrum (1)
3	Harrier Attack	Durrell	Spectrum (15)
4	Lunar Jetman	Ultimate	Spectrum (8)
5	Jetpac	Ultimate	Spectrum (4)
6	The Hobbit	M.House	Spectrum (2)
7	3D Ant Attack	Quicksilver	Spectrum (6)
8	Kong	Ocean	Spectrum (7)
9	Zzoom	Imagine	Spectrum (9)
10	Falcon Patrol	Virgin	CBM 64 (13)
11	Penetrator	M.House	Spectrum (-)
12	The Hobbit	M.House	CBM 64 (10)
13	Atic Atac	Ultimate	Spectrum (19)
14	Valhalla	Legend	Spectrum (3)
15	Horace goes Skiing	Psion/ M.House	CBM 64 (14)
16	Cuthbert in the Jungle	Microdeal	Dragon (18)
17	Chequered Flag	Psion	Spectrum (26)
18	The King	Microdeal	Dragon (17)
19	Digger Dan	Ocean	Spectrum (-)
20	Chuckie Egg	A&F	Spectrum (28)
21	Arcadia	Imagine	VIC-20 (-)
22	Mini-Kong	Anirog	VIC-20 (-)
23	Hunchback	Superior	BBC (12)
24	Hover Bover	Llamsoft	CBM 64 (-)
25	Jetpac	Ultimate	VIC-20 (29)
26	Scrambler	Solar	VIC-20 (-)
27	Mined Out	Quicksilver	BBC (-)
28	Crazy Kong	Interceptor	CBM 64 (-)
29	Twin Kingdom Valley	Bug-Byte	VIC-20 (30)
30	Snooker	Visions	VIC-20 (-)

Compiled by PCS Distribution(0254 691211) and sanctioned by the Computer Trade Association.
Chart is for retail sales in individual outlets in the UK and Northern Ireland

Top Ten programs for the ZX81

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3	Crazy Kong	PSS (9)
4	Geography	Sinclair (-)
5	Maths	Sinclair (-)
6	History	Sinclair (-)
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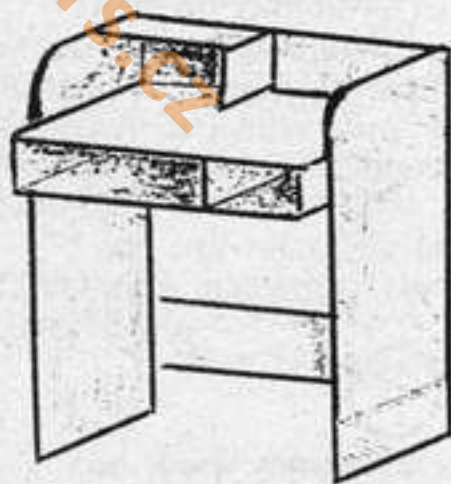
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Ω MEGA RUN....

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Hints on conversion

Some special commands which are used in this program are listed below. Many computers have equivalents.

ADR returns the address of the specified string in the program
GRAPHICS changes the graphics mode (the screen size)

GRAPHICS 0 is 24 down by 40 across

LOCATE positions the cursor at the specified position and reads the contents under it

POSITION puts the cursor at the specified place on the screen

STICK (0) is a command to read the joystick port indicated

This game uses multi-coloured graphics characters and display lists so it may be difficult to translate to other machines. It will probably be easier if only the idea is used when writing this program for other machines.

You play the role of a rather weak sheriff who must go out into the badlands around the local town, pick up a bar of gold and deposit it safely in the vault of the bank.

Unfortunately the badlands are inhabited by several demons who hate sheriffs. They will hunt you down and kill you. Also, given the opportunity, they will raid the bank.

Fortunately, the sheriff is an avid cactus grower. He can transplant or destroy cacti at will. To move the cacti and the gold bars around the screen the sheriff must push the object in the desired direction.

Because the sheriff has not been attending the local body-building classes, he can only move one object at a time. To compensate for this weakness the sheriff can move around the back of the screen in a "wrap-around" fashion.

To score one point the sheriff must push a gold bar into the bank.

The hazards you'll face for a few gold bars

Demons in the Wild West? They're lurking among the cacti in David Ryan's game for any Atari, plus joystick. Can you beat his high score of eight gold bars?

```
0 REM *****
1 REM **
2 REM ** THE GOLD RUN **
3 REM ** -by- **
4 REM ** David Ryan **
5 REM **
6 REM ** N. IRELAND **
7 REM ** 20/08/83 **
8 REM **
9 REM *****
10 GRAPHICS 0:TOT=0:LVS=3:GOSUB 32000:P
11 OKE 752,1:SETCOLOR 3,0,15
12 20 SETCOLOR 0,2,10:SETCOLOR 1,12,14:SET
13 COLOR 2,8,2:SETCOLOR 4,2,6
14 100 REM SET UP VARIABLES
15 110 DIM DX(3),DY(3):L=1:HOME=0:BAR5=5
16 120 MAN=33:CACTUS=34:DEMON=35:BANK=36:G
17 OLD=37:HI=0
18 200 REM SET UP DISPLAY
19 210 FOR A=1 TO 3:DX(A)=0:DY(A)=0:NEXT A
20 220 REM CACTUS
```

Unfortunately, the demons do not like this; they can hyperspace around the screen at will and occasionally walk through a cactus if the square on the opposite side is clear.

Variables

TOT total bars home
LVS lives
DX(3), DY(3) demon positions
L level
HOME bars home
MAN, CACTUS, DEMON, BANK, GOLD ATASCII codes for specified character
HI hi-score
BX, BY bank positions
MNX, MNY, MX, MY man positions
Z, DX, DY, DQX, DQY etc random variables

To move the sheriff insert a joystick into port 0 (far left at the front of the computer). To cut down a cactus hit the fire button (this will only work occasionally and in an area close to the sheriff).

Note: cutting down a cactus may frighten a demon into hyperspace. During play, to advance to a new level, hit any key.

One strategy to use in play is to build a wall of cacti around the bank to protect it. The wider the wall the safer the bank.

You lose a life if a demon touches you or the bank. My hi-score is eight gold bars!

How it works

1-450 set up game display
500-600 man movement
1000-1140 demon movement
2000-2990 demon bumps into cactus
3000-3850 end of game
4000-4090 move cactus
5000-5240 more gold
6000-6060 new level
7000-7070 cut down cactus
31999-32180 redefine character set
32400-32600 set up display lists

```
230 FOR A=1 TO 225-L*25:GX=INT(RND(0)*3
24 8)+1:CY=INT(RND(0)*21)+1:LOCATE CX,CY,Z
25 :IF Z<>32 THEN 250
26 240 SOUND 0,100,10,10:POSITION CX,CY:7
27 CHR$(CACTUS):SOUND 0,0,0,0
28 250 NEXT A
29 260 REM BANK
30 270 BX=INT(RND(0)*38)+1:BY=INT(RND(0)*2
31 1)+19:LOCATE BX,BY,Z:IF Z<>32 THEN 270
32 280 FOR E=1 TO 200 STEP 10:SOUND 0,E,10
33 ,10:POSITION BX,BY:7 CHR$(BANK):NEXT E:
34 SOUND 0,0,0,0
35 290 REM MAN
36 300 MX=INT(RND(0)*38)+1:MY=INT(RND(0)*6
37 1)+1:LOCATE MX,MY,Z:IF Z<>32 THEN 300
38 310 FOR E=200 TO 1 STEP -10:SOUND 0,E,1
39 0,10:POSITION MX,MY:7 CHR$(MAN):NEXT E:
40 SOUND 0,0,0,0
41 320 REM DEMONS
42 330 MAX=2-INT(L/4):IF MAX<1 THEN MAX=1
43 340 FOR A=1 TO MAX
```

```
350 DX(A)=INT(RND(0)*38)+1:DY(A)=INT(RN
36 D(0)*11)+10:LOCATE DX(A),DY(A),Z:IF Z<>
37 32 THEN 350
38 360 POSITION DX(A),DY(A):7 CHR$(DEMON)
39 370 FOR Q=15 TO 0 STEP -1:SOUND 0,Q,10,
40 Q:SOUND 0,Q,8,Q:NEXT Q:SOUND 0,0,0,0
41 380 POSITION DX(A),DY(A):7 CHR$(DEMON):
42 SOUND 0,0,0,0:NEXT A
43 390 REM GOLD
44 400 FOR A=1 TO BAR5
45 410 GX=INT(RND(0)*38)+1:GY=INT(RND(0)*2
46 1)+1:LOCATE GX,GY,Z:IF Z<>32 THEN 410
47 420 FOR E=1 TO 250 STEP 20:SOUND 0,E,12
48 ,10:POSITION GX,GY:7 CHR$(GOLD):NEXT E:
49 SOUND 0,0,0,0:NEXT A
50 430 POKE 87,1:POSITION 0,1:7 #6;CHR$(15
51 6):POSITION 0,1:7 #6;"_PRESS_FIRE___HI:
52 ":POSITION 17,1:7 #6;HI
53 440 IF STRIG(0)=0 THEN POSITION 0,1:7 #
54 6;CHR$(156):GOSUB 32540:GOTO 500
55 450 GOTO 440
```


ATARI PROGRAM

```

500 REM MAN MOVEMENT
510 POKE 77,0:POKE 764,255:GOSUB 1000:IF
STRIG(0)=0 THEN 7000
515 IF PEEK(764)<>255 THEN POKE 764,255
:GOTO 6000
520 JS=STICK(0):IF JS<>14 AND JS<>11 AN
D JS<>13 AND JS<>7 THEN 500
530 MNX=MX+(JS=7)-(JS=11):MNY=MY+(JS=13
)-(JS=14)
532 IF MNX<1 THEN MNX=38
534 IF MNX>38 THEN MNX=1
536 IF MNY>21 THEN MNY=1
538 IF MNY<1 THEN MNY=21
540 LOCATE MNX,MNY,Z
550 IF Z=DEMON OR Z=DEMON+128 THEN 3200
:REM END OF GAME
560 IF Z=CACTUS OR Z=CACTUS+128 THEN 40
00:REM REM MOVE CACTUS
570 IF Z=BANK OR Z=BANK+128 THEN FOR E=
.15 TO 0 STEP -.1:SOUND 0,10,8,E:MNX=MX:M
NY=MY:NEXT E:SOUND 0,0,0,0:GOTO 500
580 IF Z=GOLD OR Z=GOLD+128 THEN 5000:R
EM MOVE GOLD
590 SOUND 0,10,10,10:POSITION MNX,MNY:?
CHR$(MAN):POSITION MX,MY:? " ":MX=MNX:
MY=MNY:SOUND 0,0,0,0
600 POSITION BX,BY:? CHR$(BANK):GOTO 50
0
1000 REM DEMON MOVEMENT
1010 FOR A=1 TO MAX
1020 IF DX(A)>MX THEN DX=DX(A)-1
1030 IF DX(A)<MX THEN DX=DX(A)+1
1040 IF DY(A)<MY THEN DY=DY(A)+1
1050 IF DY(A)>MY THEN DY=DY(A)-1
1060 LOCATE DX,DY,Z
1070 IF Z=CACTUS OR Z=CACTUS+128 THEN 2
000
1080 IF Z=BANK OR Z=BANK+128 THEN 3000:
REM END OF GAME
1090 IF Z=GOLD OR Z=GOLD+128 THEN DX=DX
(A):DY=DY(A)
1100 IF Z=MAN OR Z=MAN+128 THEN 3000:RE
M END OF GAME
1110 IF Z=DEMON OR Z=DEMON+128 THEN 200
0
1120 IF DX(A)=DX AND DY(A)=DY THEN 1140
1130 POSITION DX,DY:? CHR$(DEMON):POSIT
ION DX(A),DY(A):? " ":DX(A)=DX:DY(A)=DY
1140 NEXT A:RETURN
2000 REM DEMON BUMPS INTO CACTII
2010 RESTORE 2990:FOR W=1 TO INT(RND(0)
*8)+1:READ QX,QY:NEXT W
2020 DQX=DX(A)+QX:DQY=DY(A)+QY
2030 IF DQX<1 THEN DQX=1
2040 IF DQX>38 THEN DQX=38
2050 IF DQY<1 THEN DQY=1
2060 IF DQY>21 THEN DQY=21
2070 LOCATE DQX,DQY,Z
2080 IF Z=BANK OR Z=BANK+128 THEN 3000:
REM END OF GAME
2090 IF Z=GOLD OR Z=GOLD+128 OR Z=DEMON
OR Z=DEMON+128 THEN 1140
2100 IF Z=MAN OR Z=MAN+128 THEN 3000:RE
M END OF GAME
2110 IF Z=CACTUS OR Z=CACTUS+128 THEN 1
140
2120 DX=DQX:DY=DQY:GOTO 1130
2990 DATA -1,-1,0,-1,1,-1,-1,0,1,0,-1,1
,0,1,1,1

```

```

3000 REM END OF GAME
3010 LV5=LV5-1:IF Z=BANK OR Z=BANK+128
THEN 3500
3020 FOR Q=1 TO 10:SOUND 0,150,10,10:PO
SITION DX,DY:7 CHR$(DEMON):POSITION DX(
A),DY(A):7 CHR$(MAN)
3030 FOR W=1 TO 10:NEXT W:SOUND 0,250,1
0,10:POSITION DX,DY:7 CHR$(MAN):POSITIO
N DX(A),DY(A):7 CHR$(DEMON)
3040 FOR W=1 TO 10:NEXT W:NEXT Q:SOUND
0,0,0,0
3050 FOR Q=250 TO 0 STEP -10:POKE 87,1:
POSITION 13,1:7 #6;"lives:";LV5:SOUND 0
,Q,10,10:SOUND 1,Q,8,10
3060 POSITION 13,1:7 #6;" " :SOUND
0,Q,10,10:SOUND 1,Q,8,10:NEXT Q:SOUND
0,0,0,0:SOUND 1,0,0,0
3070 IF LV5=0 THEN 3750
3080 BAR5=BAR5-HOME:POSITION 0,0:GOSUB
32540:POSITION MX,MY:7 " "
3090 MX=INT(RND(0)*98)+1:MY=INT(RND(0)*
6)+1:LOCATE MX,MY,Z:IF Z<>32 THEN 3090
3100 FOR E=200 TO 1 STEP -10:SOUND 0,E,
10,10:POSITION MX,MY:7 CHR$(MAN):NEXT E
:SOUND 0,0,0,0
3110 POSITION MNX,MNY:7 " " :POSITION DX
,DY:7 " " :POSITION BX,BY:7 CHR$(BANK):G
OTO 490
3200 LV5=LV5-1:IF Z=BANK OR Z=BANK+128
THEN 3500
3220 FOR Q=1 TO 10:SOUND 0,150,10,10:PO
SITION MX,MY:7 CHR$(DEMON):POSITION MNX
,MNY:7 CHR$(MAN)
3230 FOR W=1 TO 10:NEXT W:SOUND 0,250,1
0,10:POSITION MX,MY:7 CHR$(MAN):POSITIO
N MNX,MNY:7 CHR$(DEMON)
3240 FOR W=1 TO 10:NEXT W:NEXT Q:SOUND
0,0,0,0:GOTO 3050
3500 FOR Q=1 TO 10:SOUND 0,50,10,10:POS
ITION DX,DY:7 CHR$(DEMON):POSITION DX(A
),DY(A):7 CHR$(BANK)
3510 FOR W=1 TO 10:NEXT W:SOUND 0,150,1
0,10:POSITION DX,DY:7 CHR$(BANK):POSITI
ON DX(A),DY(A):7 CHR$(DEMON)
3520 FOR W=1 TO 10:NEXT W:NEXT Q:SOUND
0,0,0,0
3530 GOTO 3050
3750 REM NEW GAME ?
3760 POKE 87,1:POSITION 0,0:7 #6;" g
ame over " :POSITION 0,1:7 #6;" ANOTHE
R GO ? (Y/N)"
3770 POKE 764,255
3780 PZ=PEEK(764)
3790 IF PZ=43 THEN 3820
3800 IF PZ=35 THEN NEW
3810 GOTO 3780
3820 LV5=3:L=1:HOME=0:BAR5=5:POKE 764,2
55:7 #6;CHR$(125):POKE 559,0:GOSUB 3240
0
3830 SETCOLOR 0,2,10:SETCOLOR 1,12,14:5
ETCOLOR 2,8,2:SETCOLOR 4,2,6
3840 IF TOT>HI THEN HI=TOT
3850 TOT=0:GOTO 200
4000 REM MOVE CACTUS
4010 CX=MNX:CY=MNY
4020 CNY=CY-(J5=14)+(J5=13):CNX=CNX+(J5=
7)-(J5=11)
4030 IF CNX<1 THEN CNX=98
4040 IF CNX>98 THEN CNX=1

```


ATARI PROGRAM

```

4050 IF CNY<1 THEN CNY=21
4060 IF CNY>21 THEN CNY=1
4070 LOCATE CNX,CNY,Z
4080 IF Z<>32 THEN MNX=MX:MNY=MY:FOR E=
15 TO 0 STEP -1:SOUND 0,150,10,E:SOUND
1,10,8,E:NEXT E:GOTO 500
4090 POSITION CNX,CNY:7 CHR$(CACTUS):GO
TO 590
5000 REM MOVE GOLD
5010 GX=MNX:GY=MNY
5020 GNY=GY-(J5=14)+(J5=13):GNX=GX+(J5=
7)-(J5=11)
5030 IF GNX<1 THEN GNX=38
5040 IF GNX>38 THEN GNX=1
5050 IF GNY<1 THEN GNY=21
5060 IF GNY>21 THEN GNY=1
5070 LOCATE GNX,GNY,Z
5080 IF Z=BANK OR Z=BANK+128 THEN 5200
5090 IF Z<>32 THEN MNX=MX:MNY=MY:FOR E=
15 TO 0 STEP -1:SOUND 0,150,10,E:SOUND
1,10,8,E:NEXT E:GOTO 500
5100 POSITION GNX,GNY:7 CHR$(GOLD):GOTO
590
5200 FOR Q=1 TO 3:FOR W=1 TO 250 STEP 2
0:SOUND 0,W,10,10:SOUND 1,W,8,10:NEXT W
:NEXT Q
5210 FOR W=15 TO 0 STEP -1:SOUND 0,50,1
0,W:SOUND 1,50,12,W:NEXT W:SOUND 0,0,0,
0:SOUND 1,0,0,0:HOME=HOME+1
5220 TOT=TOT+1:IF HOME=5 THEN HOME=0:GO
TO 6000:REM NEW LEVEL
5230 POKE 87,1:POSITION 0,1:7 #6;"bars
home:"TOT:POKE 87,0
5240 GNX=GX:GNY=GY:GOTO 590
6000 REM NEW LEVEL
6010 FOR R=1 TO 2:FOR S=1 TO 4:FOR E=15
TO 0 STEP -2:SOUND 0,(250/R)/5,10,E:SO
UND 1,(50)*5,10,E-1
6020 NEXT E:NEXT S:NEXT R:SOUND 0,0,0,0
:SOUND 1,0,0,0
6030 POKE 87,1:POSITION 0,0:7 #6;CHR$(1
56):POSITION 0,0:7 #6;" A NEW LEVEL
":FOR Q=1 TO 1000:NEXT Q
6040 L=L+1:BARS=5
6050 7 #6;CHR$(125):GOSUB 32540
6060 SETCOLOR 0,2,10:SETCOLOR 1,12,14:5
ETCOLOR 2,8,2:SETCOLOR 4,2,6:GOTO 200
7000 REM CUT DOWN CACTUS
7010 RESTORE 2990:FOR Q=1 TO INT(RND(0)
*8)+1:READ CX,CY:NEXT Q:GX=MX+CX:CY=MY+
CY
7015 IF CX<1 OR CX>38 OR CY<1 OR CY>21
THEN 500
7020 LOCATE CX,CY,Z
7030 IF Z=CACTUS OR Z=CACTUS+128 THEN 7
050
7040 FOR E=15 TO 0 STEP -1:SOUND 0,100,
12,E:NEXT E:SOUND 0,0,0,0:GOTO 500
7050 FOR Q=100 TO 0 STEP -5:SOUND 0,Q,6
,10:SOUND 1,Q,8,10:POSITION CX,CY:7 " "
:POSITION CX,CY:7 CHR$(CACTUS)
7060 NEXT Q:POSITION CX,CY:7 " ":SOUND
0,0,0,0:SOUND 1,0,0,0:GOTO 500
31999 REM REDEFINE CHARACTER SET
32000 POKE 106,PEEK(106)-5:GRAPHICS 0:5
T=(PEEK(106)+1)*256:POKE 751,1:POKE 756
,5T/256
32010 DIM XFR$(38):RESTORE 32050:FOR A=
1 TO 38:READ C:XFR$(A,A)=CHR$(C):NEXT A

```



```

32020 Z=USR(ADR(XFR$)):RESTORE 32100
32030 READ X:IF X=-1 THEN RESTORE :GOTO
32400
32040 FOR Y=0 TO 7:READ Z:POKE Y+X+5T,Z
:NEXT Y:GOTO 32030
32050 DATA 104,169,0,133,203,133,205,16
9,224,133,206,165,106,24,105,1,133,204,
160,0,177,205,145,203,200,208,249
32060 DATA 230,204,230,206,165,206,201,
228,208,237,96
32090 REM MAN
32100 DATA 8,48,32,48,48,184,48,48,204
32110 REM CACTUS
32120 DATA 16,0,32,34,34,42,32,32,32
32130 REM DEMON
32140 DATA 24,0,60,235,215,215,60,0,0
32150 REM BANK
32160 DATA 32,0,64,255,255,150,150,150,
150
32170 REM GOLD
32180 DATA 40,102,102,102,102,102,102,1
02,102,-1
32400 REM SET UP KEY DISPLAY LIST
32410 RESTORE 32495
32420 FOR A=1536 TO 2000:READ D:IF D=-1
THEN 32435
32430 POKE A,D:NEXT A
32435 POKE 559,0:POKE 1540,PEEK(88):POK
E 1541,PEEK(89):POKE 560,0:POKE 561,6:P
OKE 559,34
32440 SETCOLOR 0,2,10:SETCOLOR 1,12,14:
SETCOLOR 2,8,2:SETCOLOR 4,2,6
32442 POKE 87,2:POSITION 5,0:7 #6;"THE
KEY":POSITION 5,1:7 #6;"-----"
32444 POKE 87,1:POSITION 4,3:7 #6;"the
MAN is":POKE 87,0:POSITION 19,2:7 CHR$
(33)
32446 POKE 87,1:POSITION 4,7:7 #6;"a D
EMON is":POKE 87,0:POSITION 19,4:7 CHR$
(35)
32448 POKE 87,1:POSITION 4,11:7 #6;"a C
ACTUS is":POKE 87,0:POSITION 19,6:7 CHR
$(34)
32450 POKE 87,1:POSITION 4,15:7 #6;"the

```


ATARI PROGRAM

```
BANK 15":POKE 87,0:POSITION 19,8:7 CHR
$(36)
32452 POKE 87,1:POSITION 3,19:7 #6;"a G
OLD BAR 15":POKE 87,0:POSITION 19,10:7
CHR$(37)
32460 POSITION 0,0:FOR A=1 TO 11:7 #6;"
":NEXT A
32470 7 #6;" HIT any KEY":POKE 764,255
32480 FOR A=1 TO 255:SOUND 0,A,10,10:50
UND 1,255-A,12,10:SOUND 2,A/10,8,10
32485 SETCOLOR 4,INT(RND(0)*16),INT(RND
(0)*16)+1:IF PEEK(764)=255 THEN NEXT A:
GOTO 32480
32490 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND
2,0,0,0:POKE 764,255:7 CHR$(125):POKE
559,0
32495 DATA 112,112,112,71,0,0,7,6,6,4,6
.6,4,6,6,4,6,6,4,6,6,4,7,7,4,65,0,6,-1
32500 REM SET UP GAME DISPLAY LIST
32510 RESTORE 32600:FOR A=1536 TO 2000:
READ D:IF D=-1 THEN 32530
32520 POKE A,D:NEXT A
32530 POKE 559,0:POKE 1540,PEEK(88):POK
E 1541,PEEK(89):POKE 560,0:POKE 561,6:P
OKE 559,34
32540 POKE 87,1:POSITION 4,0:7 #6;"the
gold run":POSITION 0,1:7 #6;"bars home:
":TOT
32550 POSITION 19,1:7 #6;"lives:":LVS:P
```

```
OKE 87,0:RETURN
32600 DATA 112,112,112,70,0,0,6,4,4,4,4
.4,4,4,4,4,4,4,4,4,4,4,4,4,4,4,65
.0,6,-1
```

Micro Tip

Dragon

Moveable machine code

I use this short machine code routine as an extension to the (CLSn) command in BASIC on the Dragon.

It is entered as shown, but can be relocated in any part of user RAM. To do this, change the value of (I).

When the BASIC program has been entered and run, the machine code may be called using EXEC 32001.

```
10 CLEAR 200,32000
20 FOR I=32001 TO 32018
30 READ AS
40 POKE I,VAL("&H"+AS)
50 NEXT I
60 DATA 8E,04,00,86,DF,A7,80,4F,86,C6,A7,80,8C,06,00,
26,F2,39
```

If you want to relocate this, then the CLEAR statement in line 10 must also be altered to stop BASIC using this part of memory.

It is possible to change the data statement in line 60 to give a different effect when the machine code is executed. Do this by changing the hex value DF in line 60.

To do this, decide on the graphic character (CHRS) that you want to use, find its value (including colour), convert this into hex and put it in place of mine.

J. H. Lincoln

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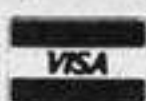
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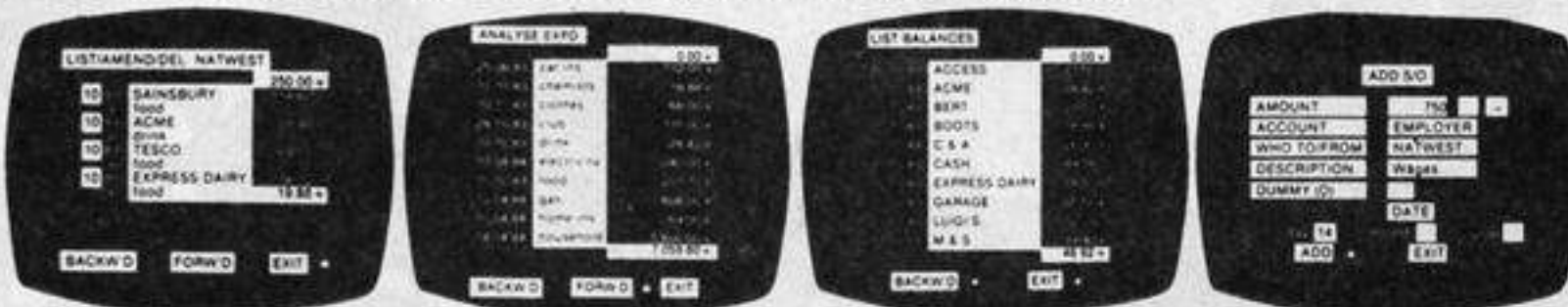
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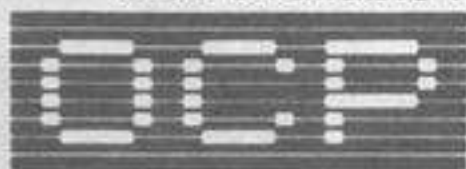


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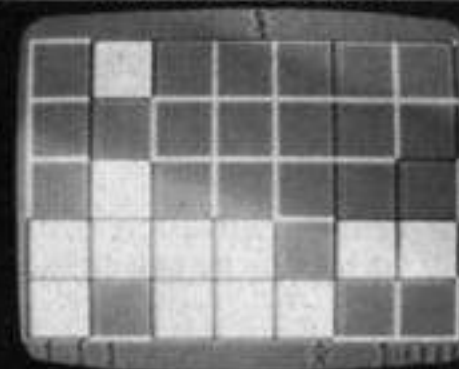
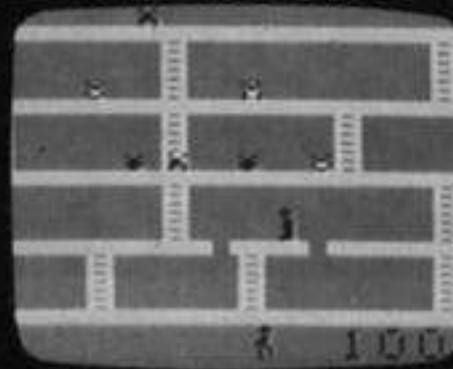
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