Home Computing WEEKLY

An Argus Specialist Publication

No. 69
July 3-9, 1984

45p

Every week: your best buy for software reviews and listings

WIN

Beach-Head and sweatshirts from U.S. GOLD

Software reviews for: Spectrum, Commodore 64, Dragon, BBC, Sord, TI-99/4A

Great games to type in for: Commodore 64, Oric/Atmos, VIC-20, BBC/Electron

PLUS news, U.S. Scene, your letters, latest software charts

Big names fight piracy

Big names in computers have got together in a powerful anti-piracy group.

Members plan to lobby MPs for a change in the law to make it easier to prosecute pirates and counterfeiters.

Among the organisations which belong to the Federation Against Software Theft are: Guild of Software Houses, Computer Trade Association, Guild of Software Distributors, British Computer Society, Computer Retailers Association and Computing Services Association.

Continued on page 5

Queue for Amstrad

Queuing started at 7.30am when the first Amstrad computers went on sale at a central London store.

And, as soon as the doors opened, sales were at the rate of 20 an hour, said manager William King.

He said: "It's just gone berserk. I wish we could have a day like this every day."

His was the first of nearly 400 branches of Rumbelows to stock the new computer.

Sales were split half-and-half between the green screen model at £230 and the version with a colour monitor which costs £330.

Continued on page 6

FREE
ZX User
your own 16-page magazine for Spectrum and ZX81 owners

DJCOMPUTERS.CZ

WIN! THIS FABULOUS GOLDEN TREASURE, THE FAMOUS GOLDEN JEWELLED HARE OF 'MASQUERADE' *OR* £30,000

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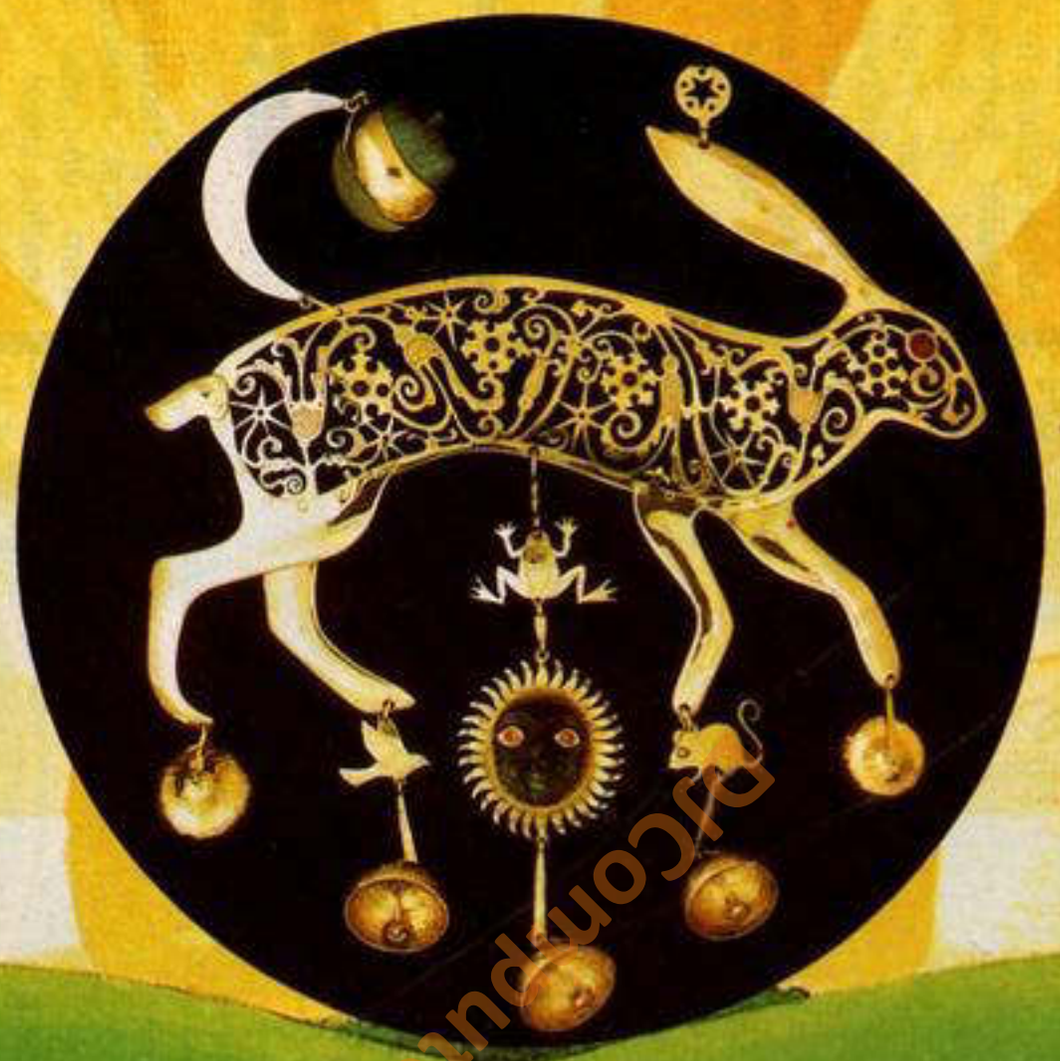

HARERAISER, is an intriguing puzzle of animated graphics and text produced in 2 parts, purchasers of which will have the necessary information and be eligible for entry into a competition to discover the location of the Hare. To avoid desecration of the countryside, the treasure has not been buried, the winner merely having to pinpoint its location, to claim this superb prize. Part 1, Hareraiser (Prelude) is on sale NOW. Part 2, Hareraiser (Finale) from mid September. (Both parts can be ordered on one application). This is a UNIQUE opportunity, you or your family could solve this adventure puzzle and win this beautiful treasure. Be sure of your participation. Order NOW and avoid disappointment. Finders keepers!

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A white racing car is heading for you at breakneck speed. Can you save yourself?

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Watch out as you guide a snake about — you've got just 30 seconds in this fast and furious game

Oric/Atmos 21
Attack of the marshmallows — a game with a moral to it: take care of your teeth!

BBC/Electron 32
How many rodents are there? A game to develop chidren's numerical skills

HOME COMPUTING WEEKLY
BRITAIN'S BRIGHTEST

ZX USER

Another FREE magazine for users of the Spectrum and the ZX81. Here's a taste of what's in this issue:

- Spectrum software reviews — all that's new
- can you beat your Spectrum in our game of logic?
- how to throw your voice and control your Spectrum
- chess game for the ZX81

There is a full list of the contents on page three of your 16-page ZX User

● Our staff have tested the listings in HCW for accuracy and checked them for quality. Type them in with confidence

SOFTWARE REVIEWS

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Watch out, Europe!

Sinclair is soon to hit Europe. The company has plans to establish operations in Frankfurt, West Germany in June, and Paris, France in the autumn. This is the first step for Sinclair into the European computer market. The company is concentrating on implementing local language software, which Sinclair believes is crucial to success.

Charles Cotton, Sinclair's overseas business manager, said: "Our strategy aims to consolidate our leading position in the European markets and increase both our sales and market share."

Sinclair is also doing very well back home, according to a report by independent market research company Audits of Great Britain (AGB) who surveyed 25,000 households.

Sinclair reportedly scooped 43 per cent of the market for the first quarter 1984. Total Sinclair quarterly sales through all outlets was 215,000 with the Spectrum remaining the most popular model and taking a 36 per cent share.

AGB's findings are also mirrored by the latest Gallup Marketing Direction quarterly survey of 10,000 people over the age of 16 in the UK. The total Sinclair base now stands at 2.35 million units, which is 10.7 per cent household penetration.

Sinclair Research, 28 Stanhope Rd, Camberley, Surrey

Briefly

Cityfighter has now been converted for the Commodore 64. The game, from Choice in Northern Ireland, now has additional extra features. These are music while loading, a demo, and the possibility to use either joystick port. Price: £6.95.

Choice, Choice Buildings, 75 Belfast Rd, Carrickfergus BT38 8PH, N Ireland

□ □ □

Hewson Consultants has adapted its 3D Lunattack for the Dragon 32. This makes the Seiddab series complete for the Dragon, and the Spectrum version of 3D Lunattack is reportedly the most successful of its trilogy. Hewson has also modified its Heathrow ATC for the Commodore, and added extra features, such as Concorde landing. Both games cost £7.95.

Hewson Consultants, 56b Milton Trading Est, Milton, Abingdon, Oxon OX14 4RX

Queue

From front page

And Mr King, who has been with Rumbelows for 12 years, said the fact that the computer included a monitor was a big selling point — buyers did not need the use of the family TV.

He reckoned that every buyer, some from as far away as Cheshire, also left with two items of software.

Container ships are on the way from Korea with more supplies for Rumbelows, Dixons, Boots, Comet and mail order houses.

Amstrad's sales director Dickie Mould said: "The initial interest at the time of the launch was, perhaps, predictable. But this level has been maintained and I am called every day by retailers who want to be supplied.

"Our initial run of 200,000 units for 1984 is already underwritten by our nominated stockists and we are urgently reassessing our budgets for 1985, when we anticipate bringing in 600,000 units."

● The first Amstrad peripheral will be a dot matrix printer, made by Seikosha and costing £199.

Amstrad Consumer Electronics, 169 King's Rd, Brentwood, Essex CM14 4EF

Piracy

From front page

Member companies include: IBM, Hewlett-Packard, W. H. Smith, Virgin Games and Websters, the software distributors.

FAST hopes to have the same legal success as the Federation Against Copyright Theft, set up by the video industry.

Ranald Robertson, a member of FAST's management group, said that as well as pressing for legislative change, FAST wanted to publicise the legal protection that already existed.

Mr Robertson is the legal advisor to the CAP group, which specialises in business systems, and he said business software was also being hit, particularly by lookalikes.

Clive Digby-Jones, secretary of the Guild of Software Distributors and managing director of Websters, said: "We want to make people aware that if piracy goes on it will reduce the amount of new and good software."

Federation Against Software Theft, Chancery House, Chancery Lane, London WC2A 1QU

First in the queue — Victor Harris, of Swanley, Kent, leaves Rumbelows with his Amstrad computer

You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- **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 make 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. Your hints can aid other computer users.**

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates.
Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can.
All work for consideration should be sent to:

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

Computers.co

Ads on your screen

This is Olympics year, as we all know. Although the Olympics may be suffering major problems, the computer games based on the Olympics are doing very nicely, thank you.

Now, when you simulate the track scenes on your micro, the atmosphere may seem that much more realistic. Micro Olympics from Database now carries advertising, just as you see on your TV screen when you watch the athletics.

Database has accepted advertising from software houses and while you are striving to compete with the computer, you will see famous names on the hoardings.

Micro Olympics runs on the BBC and Electron. As you compete, you will be striving to better the world record, which the computer achieves each time. Database claims that the program is accurate in the times and distances, ranging from the 100 metres to the hammer throw. Price: £5.95.

Database, Publications, Europa Hse, 68 Chester Rd, Hazel Grove, Stockport SK7 5NY

Can Kanga win?

Here's a game from down under — well, at least the idea is. It's Kosmic Kanga from Micromania. Now out in the shops, it's a multi-screen arcade-style action game, in which Kanga leaps about scoring points by bouncing on bonuses. Our Kanga throws a good punch too, and he scores points by throwing them at the enemy.

Kosmic Kanga features scrolling animated graphics and over 40 different types of bonuses and enemies.

Available now for the 48K Spectrum at £5.95, the Commodore 64 version will soon be out too.

Micromania, 14 Lower Hill Rd, Surrey, KT19 8LT

Make use of your micro

Moder-80 is now out for the Spectrum. The package includes an "easy to use" mini-assembler and a disassembler. Seven Stars claims it's Microdrive-compatible and provides low and high memory versions for co-resident use with a symbolic assembler. It also features a single step (trace) mode with a disassembly.

The disassembler can output to screen or printer, according to Seven Stars, and the non-symbolic assembler accepts all standard Z80 mnemonics plus DEFB, DEFW and DEFW for strings and data. It can also handle decimals, hex and ASCII in simple expressions.

The package comes with a manual and costs £6.95.

Seven Stars, 15 Gloucester Av, London NW1 7AU

Briefly

Enter the death race which spans the four seasons in Audiogenic's Burnin' Rubber for the Commodore 64. You're a tough character: your one aim in life is to run all other competitors off the track. Your opponents are as ruthless as you are — you must face the indestructible Tank Cars and cunning Deathmobiles. If you're quick enough, you can fly over obstacles. Cost: £6.95.

Audiogenic, PO Box 88, Reading, Berks

Our winners

There were eight differences in our Vortex competition.

These are our 45 winners: Tony De Palma, Brockley; Mr W T Sillence, Herts; Mr M E Lincoln, Merseyside; Colin Sheldrake, Wallington; Gary Bird, Newport; Bryan Greenhall, Manchester; Jonathan Lunn, Wakefield; Keven Jackson, Wilts; V P Owen, London N12; Carl Horsfield, Merseyside; D Nash, Grays; Steven Cox, Shrops; Dennis Richards, London N4; Mr P Hughes, Cheshire; Mr R Lines, Birmingham; Mr J Lancaster, Midlothian; G Shackleton, W. Yorks; Tim Prince, Cumbria; Simon Webster, Cambs; Edward Whitehouse, W. Mids; Mr French, Northampton; Neil Robinson, W. Yorks; Michael Shepherd, Northumberland; Martin Burgess, W. Yorks; Duncan Murray, Cleveland; Mr T A Smith, Tyne & Wear; M Keeton, Doncaster; Alan Mahon, Dublin; David Coyne, Middlesex; Julian Kilburn, N. Yorks; Stephen J Gray, Little Haywood; Mark Pepperrell, Feltham; Kevin O'Byrne, Cleveland; D Watson, Abingdon; Kevin A Mulrennan, Small Heath; C F Kirby-Smith, Bexleyheath; Jon Skipper, Norfolk; Mr T M D Russell, Warminster; A Rose, Humbs; Mr C Dolan, Middx; Steven Ashton, Merseyside; Inderprit Singh Johal, London E12; Steve Amolot, Worcestershire; Peter Fernandes, Ilford; Rona Williams, Upminster.

More Winners

Here's the solution to our Scisoft wordsquare competition. Horizontal words: Star Reader, Wizard Box, Chemistry. Vertical words: Astromaths, Computer Studies. Diagonal word: Maths part I.

The 70 winners of two Scisoft titles are: Mr I West, Greater Manchester; Julie Dawson, Ipswich; Amanda Wilkinson, Adel Leeds; Mark Adkin, Surrey; Andrew Ellis, W. Yorks; Robert G Lane, Brighton; Gavin Alston, Scotland; William Durning, Glasgow; Marcus Prescott, Burton-on-Trent; K W Carr, Clwyd; Sa mrendu Singh, Kent; Nicholas Prosser, Suffolk; Mr N P Powley, Norfolk; Mark Jones, Sheffield; Norman Parkes, Burnley; S J Bates, Basingstoke; K Chua, Birmingham; Mrs R Butler, Liverpool; H Zuchowska, Birmingham; K Jenkinson, Oxon; Shaun Davis, Kent; Steven Neath, Bristol; Calum Macdougall, Argyll; Mr G R Hynes, Northants; M P Botton, Hull; Wendy Smith, Walsall; Mr M Lee, Hants; Marie McNally, Caversham; S Fifer, Enfield; L F Zawistowski, Avon; Anne Wyke, W. Yorks; James Hurd, W. Mids; Robert Kinnaird, Aberdeen; Mr M Stamp, Wilts; John Coldbreath, Hants; Mrs M Barrett, Cambs; Richard Tester, W. Sussex; Chris Hall, N. Ireland; J McKeller Main, Retford; T French, Hants; Yvonne West, Aberdeen; Tracey Booth, Hull; Kim Yarwood, Herts; Kathy Seldon, Sandy; Brian Morris, Rochdale; P R Taylor, Birmingham; Neil Thornhill, Swansea; Mrs C E Grattage, Stoke-on-Trent; Miss I Patel, Birmingham; Mr C Crane, Staffs; Tony V Raven, Dyfed; Mr D Smith, Berkshire; Lisa Skelton, Warwicks; J Alba, London; Paul Kelly, Hornchurch; Mr A Baker, Peterborough; E Roberts, Leics; Simon Campbell, Harrow; Mr M J Hillier, Wilts; David Blaney, N. Ireland; Russell Pearson, Nr. Ireland; Mr P Foster, Kent; Euan Pearson, Scotland; Martin Earwicker, W. Sussex; J Groombridge, Cambs; Karen Haggerty, Northumberland; Stephen Fortune, Wilts; J D McNeill, Glasgow; Bernadette Brick, Cork.

And even more...

There were nine differences in our Abrasco competition.

These are the 70 winners who will each receive two tapes from Abrasco's range: Paul Almond, Cheshire; SSGT James, BFPO 15; James Mckillop, Norwich; Mr M J Symonds, N. Yorks; Gareth James, BFPO 15; Mrs P Harris, Kent; Richard Morley, Derby; Sanjiv Abeysinghe, Penge; Frank Worley, Old Portsmouth; J Durkan, Aberdeenshire; K W Carr, Rhyl; Mark Ansdell, Kent; Lawrence, Tyne & Wear; R Williamson, Kincardineshire; James Blair, Lancashire; Mr M J Fuller, Romford; Mrs L Scares, Maidenhead; L R Whitmarsh, Harlow; Steve Wood, Bradford; Kathleen Armstrong, E. Lothian; Mr A N Smith, Bolton; Mr N C Short, Durkinfiled; Gurmukh Nijjar, W. Yorks; Mr M Baker, Enfield; Darren Laskey, Romford; Mrs C Cawte, Hants; David Muir, Ayrshire; Sian Ganderton, Cheshire; Mr A Bryson, E. Kilbride; Miss P Amlani, London NW4; Michael Rhead, Herts; L Young, Sevenoaks; Thomas P Kilroy, Ballina, Co. Wayo; Marc Walby, Pontypool; John Bourne, W. Midlands; Tony Crump, Halesowen; Mr P Hendy, Leicestershire; Mr M G Davies, Parkstone; Paul Ansell, London E5; Mr M Roberts, Deeside; P K Nurser, Fareham; A Winner, Castledawson; Jonathan Gray, Norfolk; Andrew Noel Smith, Birmingham; A P Gerrard, Herts; M Menzies, Co Durham; David Blunden, S. Yorks; Kevin Maloney, Co Down; Mrs K Walton, Cheshire; David Edge, W. Yorks; Robert D Oakes, Herts; K L Sumbler, Herts; Mr M Usher, Edgeley; Mr G A Gowan, Stevenage; Miss N Burrows, Lancs; E Bailes, Harlow; Mr C Dolan, Middx; Jason Taylor, Coventry; J K Lenihan, Dorset; S Long, Abbeydale; F E W Jugg, Cambridge; Iain Redmore, Huntingdon; B Walton, Tyne & Wear; Mr M Payne, Hull; N Ahuja, Middlesex; Simon Teague, Eastbourne; Lee Roberts, Walsall; Mr T J Meakin, Toton; S R Hulme, Cheshire; Alan Howells, Clwyd.

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Your chance to succeed where millions of hopefuls fade. To make the big time in 'Showbiz' and show the world that you're a superstar, not just another dreamer.
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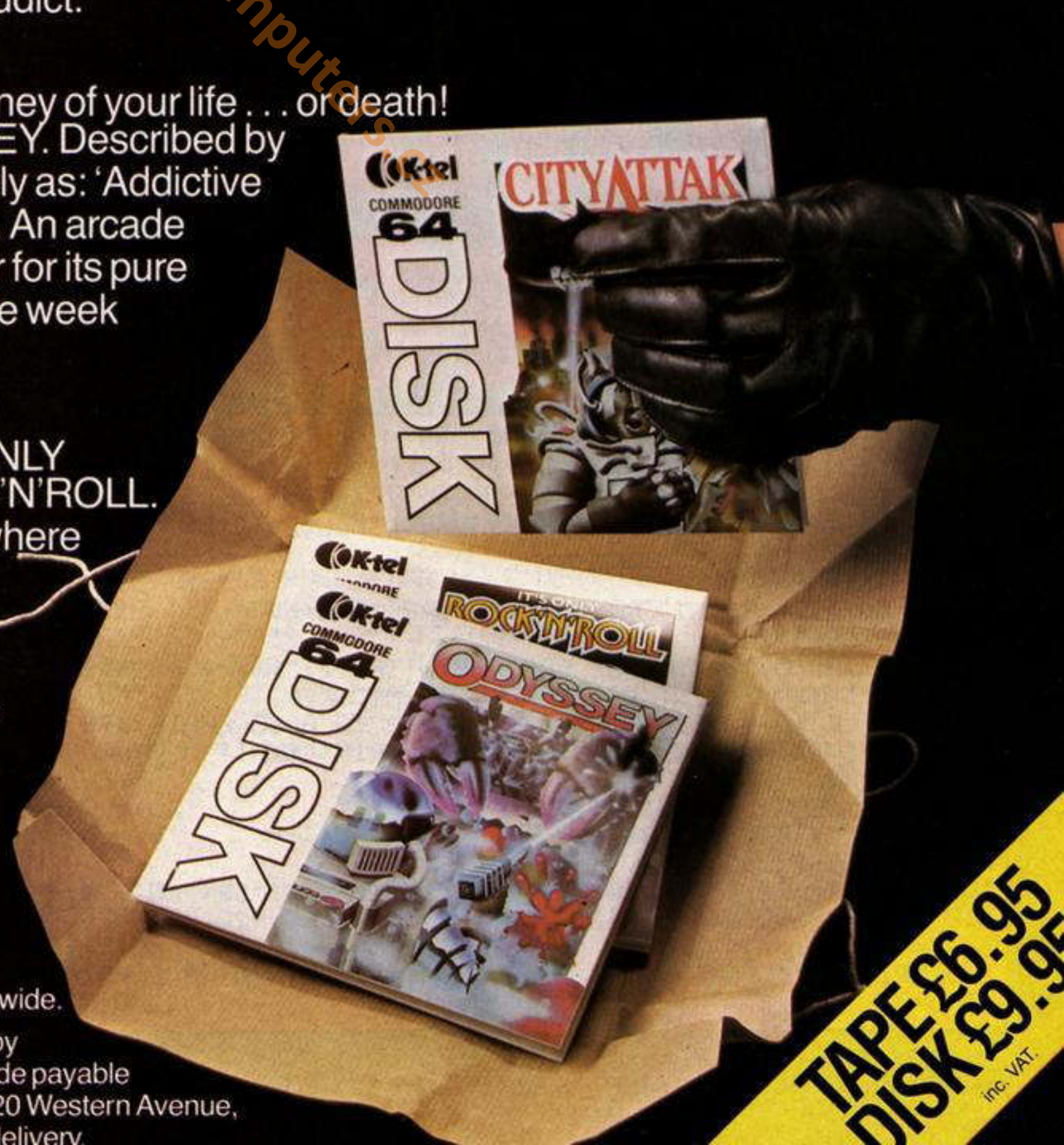


K-tel Software is available at:
Larger branches of John Menzies, Boots, and Computer Dealers nationwide.

K-tel Software can also be obtained by sending a cheque or postal order made payable to:– K-tel International (UK) Ltd. At 620 Western Avenue, London, W3 0TU. Allow 28 days for delivery.

TAPE £6.95
DISK £9.95
inc. VAT.

Digcomputersoft

Get in gear and under starter's orders for an exciting race!

You are the driver of a racing car lapping a circuit. You must eat up all the white dots as you zoom around in top gear.

Keep alert — a white car is completing circuits in the opposite direction to you. You must avoid collision.

Variables

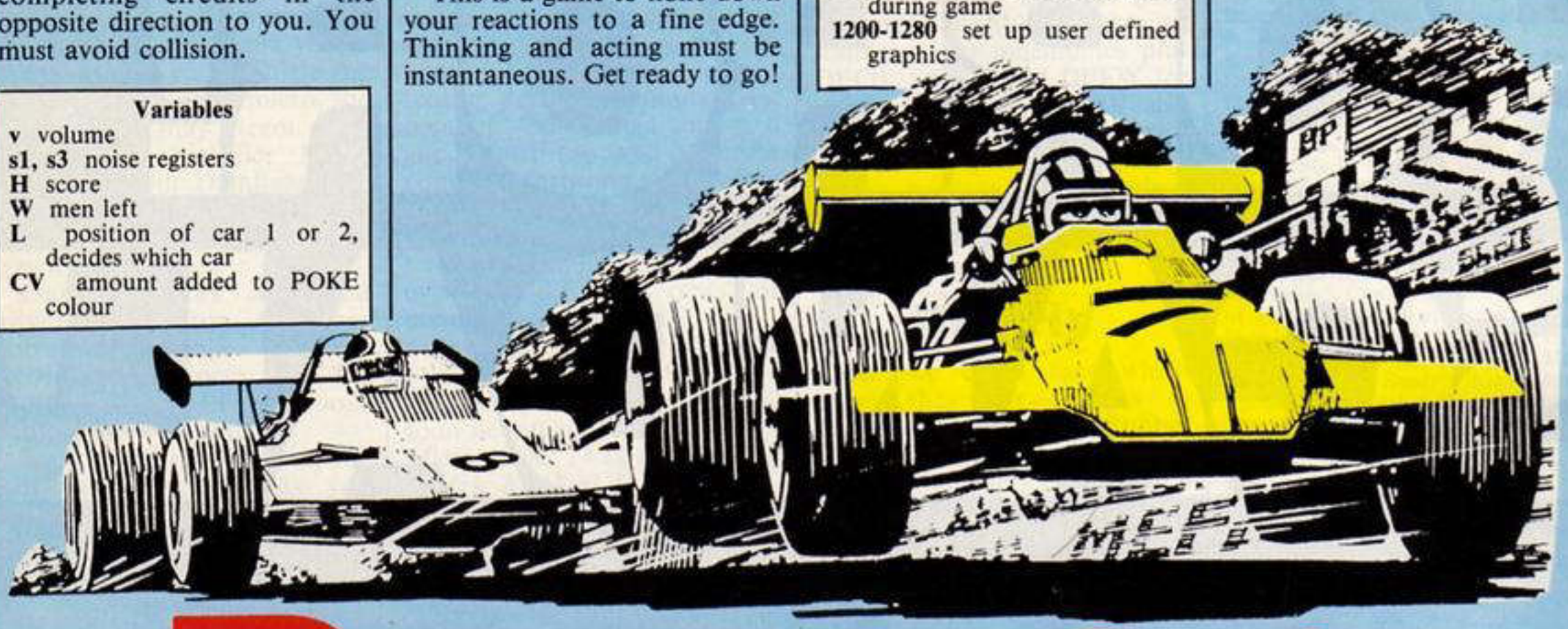
v volume
s1, s3 noise registers
H score
W men left
L position of car 1 or 2, decides which car
CV amount added to POKE colour

The game gets trickier once you have eaten up the dots. You move on to the next screen. The hazards are greater here as the white car has accelerated and is heading for you at an incredible speed!

This is a game to hone down your reactions to a fine edge. Thinking and acting must be instantaneous. Get ready to go!

How it works

10-20 instructions
21-148 set up screen
150-212 main program
215-231 see if screen is cleared
1000-1020 print score and men left on screen
1050-1100 print score and men during game
1200-1280 set up user defined graphics



Danger: collision ahead!

```
4 REM[CLR]
5 PRINT"J":POKE45,212:POKE46,25:POKE47,212:POKE48,25:POKE49,212:POKE50,25:POKE51
,0:POKE52,28
6 POKE55,0:POKE56,28:POKE36869,255:DIMOL(2),D(2),C(2),CL(2),A(3):V=36878:S1=V-4
8 GOSUB1225
10 IFH>X%THENX%=H
11 POKEV+1,27:PRINT"SCORE:"H"REC:"X%:H=0
12 POKE36869,240
15 PRINTTAB(5)"RACE CAR":PRINTTAB(2)"**********"
16 PRINT"":PRINT"J TO MOVE INWARDS"
17 PRINT"K TO MOVE OUTWARDS":PRINT"A TO ACCELERATE":PRINT"D TO SLOW DOWN"
18 PRINT"HIT ANY KEY TO START":PRINT"HIT N IF YOU DO NOT   WANT ANOTHER GO
."
19 GETA$:IFA$=""THEN19
20 IFA$="N"THENSYS64802
21 POKE36869,255
100 B$="":C$="#$%&":L$="":D$="":S3=V-1
110 CV=30720:DO=46:AS=42:O=1:T=22:MO=-1:MT=-22:A(1)=75:A(3)=74:C=3:R=1:Z7=10:Z1=
72:Y=3
120 PRINT"J";:POKEV+1,40:POKEV,0:A$="":P=1:FORI=12TO4STEP-2:GOSUB1000:NE
XT:G=0
```

PROGRAM

```
130 FORK=1TO2:PRINT"↑"SPC(7)"↑■■■■↑"SPC(7)"↑";:NEXTK:PRINT"↑■■■■↑■■■↑";
140 PRINT:P=3:FORI=4TO12STEP2:GOSUB1000:NEXT
142 W=7703:FORI=7TO1STEP-2:FORJ=WTOW+ISTEP2:POKEJ,46:POKEJ+I+6,46:NEXT:W=W+46:NE
XTI
144 W=7703:FORI=8TO2STEP-2:FORJ=WTOW+I*22STEP44:POKEJ,46:POKEJ+2*I+3,46:NEXT:W=W
+46:NEXT
146 W=8121:FORI=8TO2STEP-2:FORJ=WTOW-I*22+22STEP-44:POKEJ,46:POKEJ+2*I+3,46:NEXT
:W=W-42:NEXTI
148 W=8121:FORI=7TO1STEP-2:FORJ=WTOW+ISTEP2:POKEJ,46:POKEJ+I+6,46:NEXT:W=W-42:NE
XTI:W=2:P=32:GOSUB1100
150 C(0)=40:C(W)=41:L(0)=7964:L(W)=8130:CL(0)=3:CL(W)=1:Z=202:FORK=1TO2:POKEL(K)
+CV,CL(K)
151 POKEL(K),C(K):Q(K)=0:OL(K)=P:NEXT:F=0-(R>W)*W:D(0)=MT:D(W)=MO:S=0:M=-(R>W):I
FC<1THEN10
152 POKEV,27:FORK=MTOF:J=(INT(K/W)=K/W)+2:POKES1,Z:L=L(J):D=D(J):IFJ=0THEN160
155 Q=SGN(Q(0)-Q(W))+W:A=A(Q):ONQGOTO190,200,190
160 GETA$:A$=A$+" ":A=ASC(A$):IFA=65THENF=W-(R>Y)*W:M=0:Z=208
162 IFA=68THENF=0-(R>W)*W:M=-(R>W):Z=202
180 IFA<>A(0)ANDA<>A(Y)THEN200
190 TL=L+((D=T)-(D=MT)-(D=0)*T+(D=MO)*T)*((J=W)-(J=0))*((A=A(Y))-(A=A(0))):NL=W*
TL-L
191 N=PEEK(NL):IFPEEK(TL)<>PORN<>POR(PEEK(L+D)<>PANDPEEK(L+D)<>DO)THEN200
192 NL=NL+D:N=PEEK(NL):Q(J)=Q(J)-0*((A=A(Y))-(A=A(0))):ON(N=DO)+WGOTO201,215
200 NL=L+D:N=PEEK(NL):IFN=PTHEN215
201 IFN<>DOTHEN208
202 IFJ=0THENH=H+5-(R>3)*5:GOSUB1050:POKES1,250:GOTO215
203 IFG>60ANDRND(0)>.5ANDR>1THENN=218
204 GOTO215
208 IFN=218THENPOKES1,240:H=H+25:GOSUB1050:GOTO215
209 IFN=C(Y-J)THEN215
212 D(J)=((D=0)*T+(D=MT)-(D=MO)*T-(D=T))*((J=W)-(J=0)):D=D(J):C(J)=81-C(J):GOTO2
00
215 IFN=C(Y-J)THENGOSUB1200:GOTO150
216 POKEL,OL(J):OL(J)=N:L(J)=NL:POKEL(J),C(J):POKEL(J)+CV,CL(J):NEXTK:IFG<Z1THEN
152
230 POKEV,15:PRINT"■BONUS":H=H+100:GOSUB1100:FORI=128TO255:POKES1,I:I=I:NEXT:R=R
+1
231 FORI=1TO99:POKES1,240:POKES1,220:NEXT:POKEV,0:GOTO120
1000 P1=(P-1)*2+1:PRINT"■"LEFT$(A$,12-I)MID$(C$,P,1)MID$(D$,P1,4)LEFT$(B$,I-4)"
    ";
1005 IFI=40RI=12THENPRINT"■■■■←←←←";
1010 PRINTLEFT$(B$,I-4)MID$(C$,P+1,1);:IFI=12ANDP=3THENRETURN
1015 PRINTMID$(D$,P1,4);:IFI=12THENPRINT"■";:RETURN
1020 PRINT"■■"LEFT$(A$,12-I):PRINT"■"LEFT$(A$,12-I):PRINTTAB(14)"■"SPC(I-3)LEFT$(
A$,12-I)"■■";:RETURN
1050 G=G+0:N=P
1100 PRINTL$"■"SPC(10)"+,-":PRINTL$"■"SPC(9)MID$(STR$(H),W):PRINTSPC(9)"("STR$(C
):RETURN
1200 POKEL(W),P:POKEL(0),A5:POKES3,Z:FORI=15TO0STEP-.1:POKEV,I:POKEL(0),A5
1220 POKEL(0),P:NEXT:POKEL(0),OL(0):POKEL(W),OL(W):POKES3,0:C=C-1:GOSUB1100:RETU
RN
1225 FORK=1TO13:READX:FORI=0TO7:READA:POKEX+I,A:NEXT:NEXT
1230 FORI=7552TO7631:POKEI,PEEK(I+25600):NEXT
1235 FORI=7176TO7383:POKEI,PEEK(I+25600):NEXT:RETURN
1260 DATA7488,90,90,90,24,24,90,90,90
1262 DATA7496,0,231,66,255,255,66,231,0
1264 DATA7408,8,8,8,8,8,8,8,8
1266 DATA7416,0,0,0,0,255,0,0,0
1268 DATA7448,0,0,0,0,15,8,8,8
1270 DATA7456,0,0,0,0,248,8,8,8
1272 DATA7472,8,8,8,8,248,0,0,0
1274 DATA7464,8,8,8,8,15,0,0,0
1276 DATA7520,238,170,174,172,234,0,0,0
1278 DATA7528,224,128,224,128,224,0,0,0
1282 DATA7512,238,136,232,40,238,0,0,0
1284 DATA7536,0,0,0,0,0,24,24,0
1286 DATA7424,0,0,0,0,0,0,0,0
```

Your life is endangered by the white racing car heading for you at breakneck speed. Can you save yourself? This arcade game is by R.H. Boyd

DLcomputer.cz

Mission XK1
Dragon 32
£6.95

J. Morrison (Micros), 2 Glensdale St, Leeds LS9 9JJ

The first thing you notice about this game is the starting music which, although well done, sounds two octaves too low.

It is a version of the space rescue game and you must leave the mothership, dodge the meteor shower and land on the lunar surface. Unfortunately, there are no men to rescue in this version and the purpose of your mission is to collect fuel from underneath the planet's surface instead. Then on the return journey you have the option to dodge or shoot at the meteor shower before you dock with the mothership again.

That is really all there is to this game and I feel it lacks the enchantment that makes some games compulsive. You have the option of joystick or keyboard control and whilst both are responsive I found the joystick to be easier.

The difficult part of the game is the docking, which is made so by the small area you have to aim for. Far from making the game more exciting I found this detracted from the game's appeal. **D.C.**

instructions	65%
playability	60%
graphics	80%
value for money	65%

★★★

Cuber
Dragon 32 £8

Tom Mix, 41 Truro Rd, St Austell, Cornwall PL25 5JE

A machine code arcade game in which you must help Cuber hop on to each of 28 cubes forming a pyramid to change them into the required colour.

Coloured balls bounce down the screen and the effect they have depends on their colour. If a blue ball reaches the bottom it turns into a viper which moves at random. Landing on this destroys one of your three lives. There is also a nasty piece of work called a Dork which descends at random and changes the cubes back to their original colour. Landing on this creature gives you a handy bonus score. There are discs alongside the pyramid onto which you can jump and these are safe zones.

Three levels of play; at the start you are shown graphically what to avoid and what is beneficial. There is a short display of Cuber hopping around a mini pyramid.

The instructions on the insert explain the game comprehensively. Screen display is good. Loading was slow but caused no problems. An entertaining and amusing game. **J.E.M.**

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

★★★★

Crash-Up Car Racing
TI-99/4A £7

DEJ, from Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

TI BASIC rarely lends itself to car-race games because of its slow execution speed and poor response to keyboard or joystick input. This program makes a valiant attempt to imitate arcade quality graphics but alas, fails miserably.

You can race against another player or the computer. The graphics display takes quite a time to set up, and has to be redrawn after every completed game. You can select 1 to 99 laps, accelerate and decelerate and speed and fuel are indicated on screen, albeit rather unclearly.

There are four reserve cars at your disposal; you will need them as it is easy to crash on the bends. There is a pit area in which you can stop, although if driving against the computer this will reduce your chance of winning to zero. You can even specify the efficiency of your pit crew.

The documentation makes this program appear more special than it is, and unfortunately this contributes to the overall impression that this is definitely not value for money. **P.B.**

instructions	90%
playability	50%
graphics	40%
value for money	20%

★★

There's more where these came from...

Yes, here are more programs for your tried and tested old faithfuls. They've all been checked over by our regular reviewers

Tukom's Kingdom
TI-99/4A £6

Stainless, 10 Alstone Road, Stockport, Cheshire SK4 5AH

In this arcade/adventure game you take the rôle of a knight from Nige on a quest for the Great Stone, stolen by the Zok Monsters.

The first screen is a maze, with a Jump Spell, door, key and monster. You must collect the key before going through the door at the bottom of the screen. If you get the Jump Spell (by landing on a capital S near the bottom of the maze) you can jump to a random place in the maze. This action can be carried out only once each time the spell is gained.

Unfortunately there is a bug: the monster sometimes moves over the spell, clearing it from the screen.

In screen two, you enter the dark forest. The only difference from the maze is that the forest has trees, not walls, randomly placed around the screen.

There are many other screens; throughout, your weapon of defence is your sword. **J.J.**

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

★★★★

Bombard
Sord M5 £5.95

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

You are the pilot of a plane which is running out of fuel. Your height is decreasing with each pass across the screen. To land safely you must flatten the buildings by bombing them.

You've probably realised this is an M5 version of that classic arcade game. Although the program is written in BASIC-I, the sound is satisfyingly different, the plane looks like a plane and it rumbles across the screen as it should.

The action is relatively fast and I found the game fun, at least for the first few goes. Nice features such as a neat title page, instructions and various skill levels show that quite a bit of thought has gone into the design but ultimately it must be said that this is the type of game published in magazines within two weeks of a new machine's launch. It would never be sold commercially for the more popular machines.

It is sad this isn't the case with the M5 and you must fork out £5.95 for a rather simple, pure BASIC game instead of just typing it in. **S.S.**

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

★★

Watch out as you guide a snake about

You've got just 30 seconds to clear the screen in this fast and furious game by Eric Liddell for the Commodore 64

How it works

1 clear screen, set to black, define variables
2 check for high score
3 set start score
11-12 define variables for each segment position of snake
13-200 title screen, options
210-240 draw screen border
250-260 place snake on screen
261-264 print obstacles
268-269 set up variables for number of pills
270-290 randomly position pills
291 start timer
295-330 detect keys
331-380 move snake and detect pills or crashes
1000-1280 instructions
3970-5020 sound effects

Snaker, as the name suggests, involves moving a snake around the screen, eating pills and avoiding everything else.

There's a 30-second time limit to clear each screen and there are more and more pills to each and every screen.

Scoring is on screen and a record is kept of the high score, which is displayed on the title screen. Full instructions are also included in the program.

• We have inserted REMs in the program as a guide to the Commodore control characters. These need not be entered.

Variables

D direction of snake
HI high score
Sc high score
A0 to **A9** position of each segment of snake
PL number of pills on screen
G number of pills remaining to complete screen
TI$ amount of time remaining to complete screen

DJCo... Computers.cz

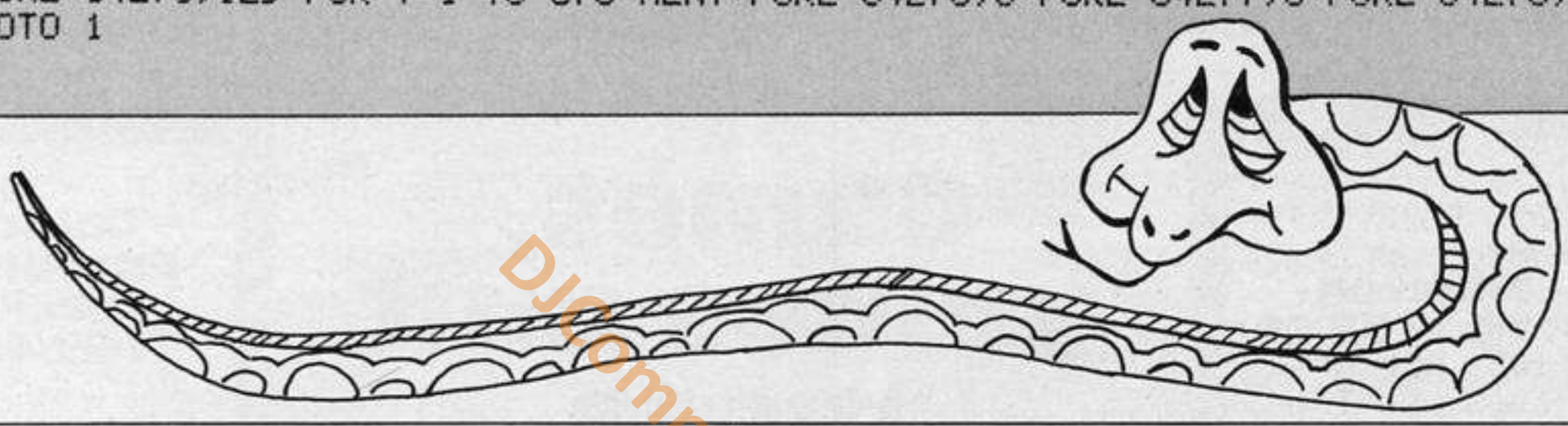
```
1 PRINT"■":POKE 53281,0:POKE 53280,0:Z=54272:P=-1:PL=0:G=5
2 IF SC>HI THEN HI=SC
3 SC=0
11 A0=1601:A1=1602:A2=1603:A3=1604:A4=1605:A5=1606:A6=1607:A7=1608:A8=1609
12 A9=1610
13 PRINT"              ■HI■G■H ■SC■RE "HI
20 FOR I=1 TO 5:PRINT:NEXT
29 REM[RED]
30 PRINT"■          ┌ ┐ │ ┌ │ ┌ ┌┐"
39 REM[CYN]
40 PRINT"■          ┐ │ └┘ └ ┌ ┌┘"
49 REM[LRE]
50 PRINT"■          ─           ─  "
59 REM[RED]
60 PRINT"■            ──────────   "
69 REM[RED]
70 PRINT"■             ─────────   "
79 REM [RED]
80 PRINT"■             ─────────   "
90 FOR I=1 TO 5:PRINT:NEXT
100 PRINT"■       PRESS ANY KEY TO CONTINUE"
110 GET A$:IF A$=""THEN 110
120 FOR I=1 TO 3:PRINT:NEXT
130 PRINT"  DO YOU REQUIRE INSTRUCTIONS (Y OR N) ?"
135 GET A$
140 IF A$="N"THEN 200
150 IF A$="Y"THEN 1000
160 GOTO 135
200 PRINT"■"
210 FOR I=1064 TO 1103:POKE I,160:POKE I+Z,6:NEXT
220 FOR I=1103 TO 2023 STEP 40:POKE I,160:POKEI+Z,6:NEXT
230 FOR I=2023 TO 1984 STEP -1:POKE I,160:POKE I+Z,6:NEXT
240 FOR I=1984 TO 1064 STEP-40:POKE I,160:POKE I+Z,6:NEXT
250 POKE A0,56:POKEA1,81:POKEA2,81:POKEA3,81:POKEA4,81:POKEA5,81:POKEA6,81
255 POKE A0+Z,13:POKE A1+Z,2:POKE A2+Z,2:POKE A3+Z,2:POKE A4+Z,2:POKE A5+Z,2
256 POKE A6+Z,2:POKE A7+Z,2:POKE A8+Z,2
```

COMMODORE 64 PROGRAM

```
260 POKE A7,81:POKEA8,81:POKEA9,32
261 PRINT"■■■
```

COMMODORE 64 PROGRAM

```
1200 PRINT" ROUND PILLS SCATTERED AROUND THE FIELD"
1210 PRINT:PRINT" WITHIN THE TIME LIMIT. (DISPLAYED TOP":PRINT
1220 PRINT" RIGHT OF THE SCREEN).YOU SCORE TEN PTS":PRINT
1230 PRINT" FOR EVERY PILL EATEN .....      ":PRINT
1260 PRINT:PRINT"    PRESS ANY KEY TO START THE GAME"
1270 GET A$:IF A$=""THEN 1270
1280 GOTO 200
3000 POKE 54296,15:POKE 54277,6:POKE 54276,33:POKE 54273,10:POKE 54272,10
3010 FOR I=1 TO 100:NEXT:POKE 54277,0:POKE 54276,0:POKE 54273,0:POKE 54272,0
3011 PL=PL+1:IF PL=G THEN 268
3030 GOTO 370
3990 RESTORE:POKE 54296,15
4000 POKE 54277,9:POKE 54276,33:POKE 54275,1:FOR I=1 TO 100:NEXT
4010 READ A:READ B:IF B=-1THEN POKE 54273,0:POKE 54272,0:GOTO 1
4020 POKE 54273,A:POKE 54272,B:POKE 54276,0:GOTO 4000
4030 DATA 8,147,9,159,10,205,10,205,8,147,12,216,8,147,34,175,-1,-1
5000 POKE 54296,15:POKE 54277,190:POKE 54278,248:POKE 54273,1:POKE 54272,178
5010 POKE 54276,129:FOR T=1 TO 370:NEXT:POKE 54276,0:POKE 54277,0:POKE 54278,0
5020 GOTO 1
```



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PKD1: GRAPHICS CREATOR & SCREEN EDITOR **£5.95**
This highly praised utility program makes the creation of graphics and large screen layouts quick and simple. Commands include MIRROR, ROTATE, INVERT and many more. HCW No. 54 said "A Must For all TI Owners"... Instructions 100% Ease of Use 95% Display 95% Value for money 95%. Price includes full instructions and 3 sets of demographics.

★ ★ ★ ★ ★

PKD2: MUSIC MAKER by David Martin
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CHARSET ONE (BOLD) **£5.95**
Three high-quality programs on one tape. MUSIC MAKER is a novel way to play with TI's sound. Notes are entered onto 2 musical staves and can then be edited in different ways. They can be played back with 1, 2 or 3 voices or with an echo. Many commands. Full instructions and demonstration tune included. TI-LUDO is a classic version of the classic board game. You can play your friends and/or the computer. 1 to 4 players can take part. CHARSET ONE (BOLD) is a complete ready-to-use character set which will enhance your own programs 100%.

PKD3: RIVETS! by John Haworth
CHARSET TWO (PICA) **£4.95**
Arcade action with Rivets! You have to pick up all of the rivets left lying around by your workmates. The boss is timing you so you had better be quick. Beware the banana skins and don't run too quick as it's a long way down to the ground. 5 skill levels. 21 floors. Timer. "This is a must for all game players.' CHARSET TWO (PICA) is the second off-the-shelf character set for your own games. Instructions included.

PKD4: ESCAPE FROM MICA! by B Dhooper **£4.95**
This has to be the most addictive arcade game yet for your unex-TI-99/4A! You've been captured by the Count of Mica. To secure your release you have to collect valuable items from 3 fields. These fields are guarded by a terrifying monster who eats people like you for dinner!!! The Count has given you 4 Hyperspace pills — use them wisely. This is a very entertaining game with 4 skill levels, animated running, good graphics, sound and a High-Score table. Not to be missed!

All cheques, PO's etc... to PiKaDee Software
35 Parker St PRESTON
Lancs PR22AH

DJ Computers.cz

Spy's Demise TI-99/4A + MiniMemory £8

Challenge, from Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

This is the machine code version of the Extended BASIC game, and oddly enough easier to play. You are still at the Ukrainian diplomatic mission in Pyongyang, and you must cross 11 floors nine times, avoiding patrolling guards while building up a coded message — the solution of which could win you some software — and you still use either keyboard or joystick.

This time, however, the guards bounce off the top and bottom floors instead of wrapping round, which makes life more difficult, but your movement control is far tighter, and when you use the option to pause everything stops, unlike the Extended BASIC version. It is this, more than anything, which makes the game easier and because there is less frustration, the enjoyment is greater.

Although there are really two games here — the on-screen battle with the guards and the code-breaking — the code could easily be obtained in both versions. However, the game would hold your attention and interest in its own right.

The graphic display is very similar to the Extended BASIC version, and shows better than average control of sprites. **P.B.**

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

★★★★★

Lander/ Squash/ Raiders Sord M5 £12.95

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

This package consists of three games.

Lander is, as you can probably guess, the classic moon landing game. It's badly implemented and worst of all I found it impossible to land.

In Squash you move a bat up and down to keep a ball in court for as long as possible. Every time the ball hits the wall, your score is incremented. No knocking down bricks. Graphics and sound leaves a lot to be desired and the game itself is unoriginal and boring.

In Raiders, you control a fighter plane moving left and right and shooting down the enemy planes which fly down screen. Although simple in concept, I found this game surprisingly addictive.

Since these are all written in BASIC-I to run in 4K, the graphics and sounds are very crude compared with the cartridge games available. What's more, they are all very unoriginal and, with the exception of the last one, very boring. Although together they only cost half as much as a cartridge, they are of very low quality and can not be recommended very highly. **S.S.**

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

★★

Games, games and more games!

Here are five action-packed arcade games which have been thoroughly scrutinized by our expert reviewers. Read before you buy

Electron Dragon 32 £8

Tom Mix Software, 41 Truro Rd, St Austell, Cornwall PL25 5JE

This package consists of four subgames for one or two players which must be successfully completed before you can move to the next level.

Each player starts with four lives. Between subgames a selection board is displayed for choice of game. Apparently you can use the right or left joystick, although I found I could use the right one.

The four games are: Prachnid, in which you must reach your transporter in the centre of the screen before you are shot or before the time runs out.

Beam Buggy in which your buggy and the computers leave vapour trails. The first buggy to crash into these loses.

Maze in which your tank must try to hit the computers three times before they destroy you.

Force Field in which you are trapped in a cylinder with a collapsing roof. You must shoot your way through before you are crushed to death.

Scores vary for each game. Extra lives are awarded if you reach certain scores.

Not very impressive graphics or games. Loading seemed to take a long time. **J.E.M.**

instructions	60%
playability	30%
graphics	40%
value for money	25%

★

Pengon Dragon 32 £8

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

This game for one player has Pengon the penguin travelling through the icy mazes trying to avoid or crush the nasty sea beasts.

There are five skill levels which govern speed of play. You can choose a black, buff or green background.

You must guide the penguin through the ice cube mazes. By using the fire button you can crush the cubes or push them at the nasties to sandwich them between two cubes. I never knew that penguins could be so vicious, but it is a case of you or them.

There are three easily identifiable magic cubes which cannot be crushed but can be pushed together for a bonus of 1,000 points and progression to the next screen.

At 10,000 points you get an extra penguin. The graphics are acceptable but I was disappointed to find that Pengon does not look much like a penguin. The program loaded with no problems but it did take a long time. Despite this I enjoyed helping Pengon in his travels and in his fight against the beasts. **J.E.M.**

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

★★★

Galactic Encounter/ Checkers TI-99/4A £6

Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

Galactic Encounter is a modern version of Othello for one or two players. In the one-player version, the computer takes the rôle of Evil Astex 99, who is fighting you in Sub Quadrant 4A. In the two-player version, player two takes the place of the computer.

The object of the game is to capture the opponent's troops. This is done by moving your troops into galaxies adjacent to those occupied by the opponent. The game finishes when there are no unoccupied galaxies, or if either player has no troops left, or if both players are unable to move.

A clever graphics effect is used to make the troops' eyes and feet move. I assume this is done by constantly changing their character codes.

The second game on this cassette, Checkers, is a variation of the old strategy game of Solitaire, except that the layout used is an 8 x 8 grid, with the centremost sixteen squares left blank.

Stainless is awarding a free program to the person who sends in a solution for Checkers before the end of the year. The prize will go to the best solution.

Good value. **J.J.**

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

★★★★

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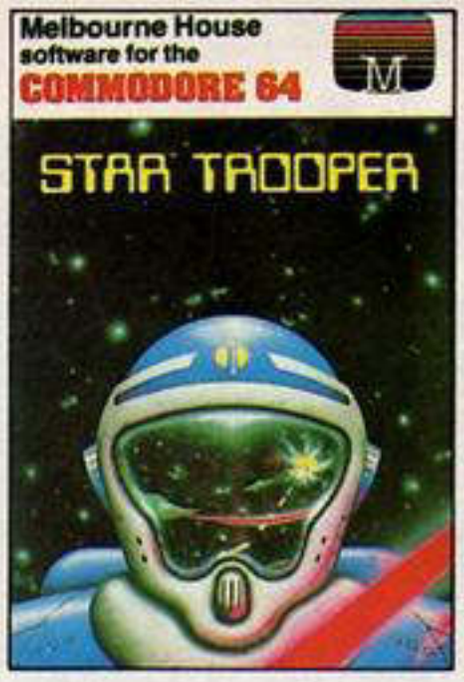
DRAGON HUNGRY HORACE. It has been said that Horace games are in a class of their own. In fact, Horace is almost a legend. Hungry Horace, the original Horace adventure, is now available for the Dragon 32.



STAR TROOPER is a fast, action packed, machine language game for your Commodore 64. It's a game that will test the best arcade strategists. Amazing graphics and superb sound add to a game that only the bravest will survive!

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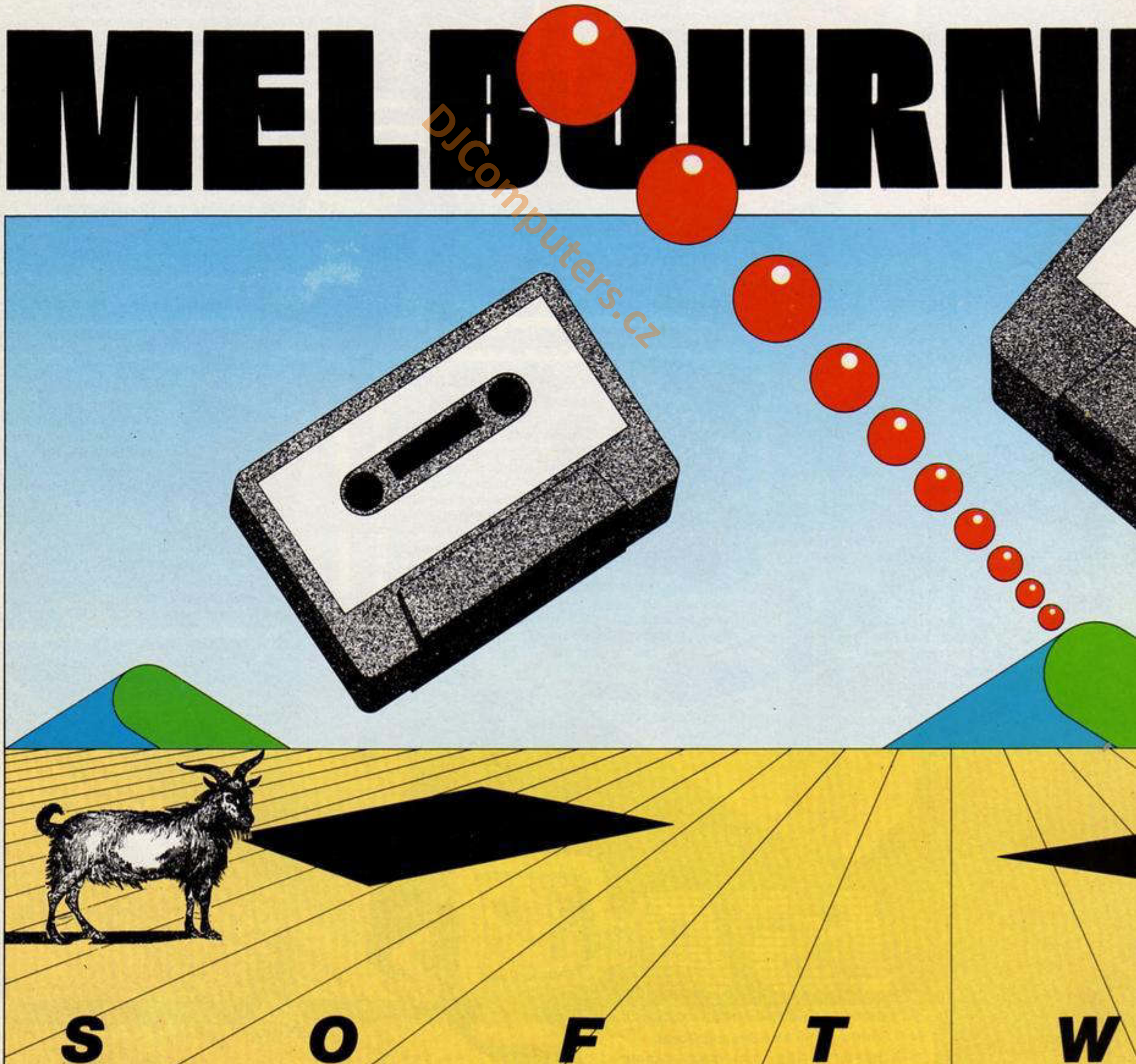
H.U.R.G. A revolutionary piece of software for your 48K Spectrum which allows you to develop high quality Machine Language arcade games with absolutely no programming experience. "It is difficult to find fault with such a complete games generation program." — Crash.

COMMODORE 64 HORACE GOES SKIING is the sequel to the very successful Hungry Horace. In this adventure our hero attempts winter sports. Skiing is complete with slalom flags, trees and moguls so watch out Horace! "One of the most addictive packages yet encountered." — ZX Computing. Horace Goes Skiing now available for Dragon.



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FORTH. Abersoft Forth is an implementation of the Forth Language for your Spectrum 48K. Forth is closer to Machine Code and more than 10 times faster than BASIC. "The only Spectrum package which has been endorsed by the Forth Interest Group"

— Sinclair User.

CLASSIC ADVENTURE. This is the program that started it all. Now you can discover the excitement of Classic Adventure on your Spectrum 48K, Commodore 64, BBC or Electron. If you are masterful enough you too could become a Master Adventurer. "The classic brainteaser."

— Micro Adventurer. "It's excellent but be warned: it's also very addictive."

— Home Computing Weekly.

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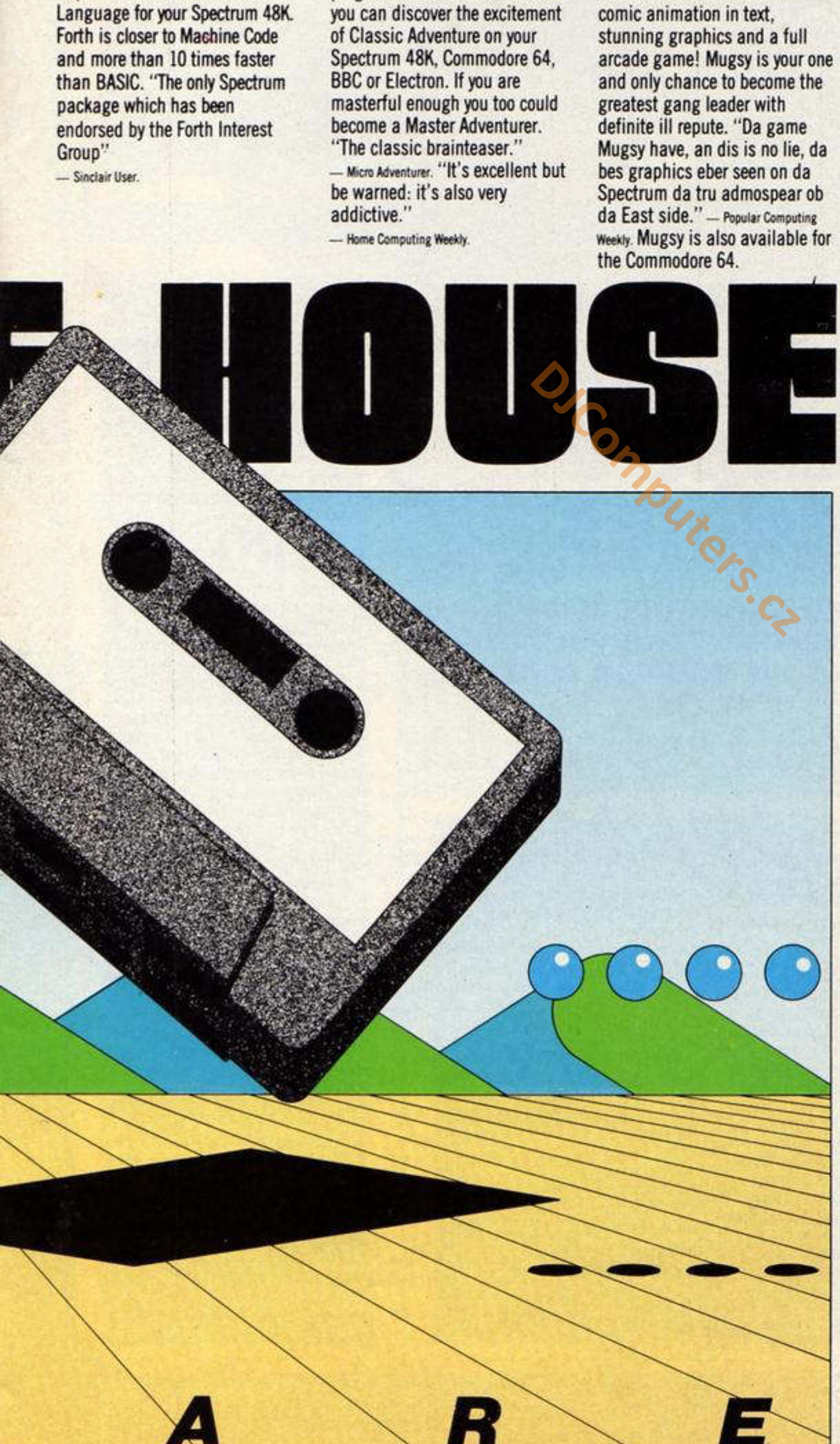
HOUSE



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

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HCW1/7

GSH

Sea Adventure
32K BBC £7.95

Virgin Games, 61/63 Portobello Rd, London 3II 3DD

You're in a great big mess here, so you have a lot of work to do to get yourself out of it. Undeterred by threats of pirates, ghost ships and storms you have to find your way home.

The story so far is that your catamaran was holed by killer whales. Fortunately you managed to launch the lifeboat, and the game starts with you drifting in the sea, with the task of returning home.

This fairly straightforward adventure includes a Mode 7 screen picture with each location, and you have the ability to carry out instructions by using just one key. This is obviously a great help to the inexperienced typist, but any regular adventurer will have typed N and pressed return before he can remember you have to press function key 0 to move north.

I was a little disappointed that the game included no SAVE option, which I thought was standard in all adventures. After completing the adventure I can say that it isn't very spectacular, but I did enjoy the welcome home. M.B.

instructions	60%
ease of use	70%
display	90%
value for money	70%

★★★

Wheels
Sord M5 £5.95

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

You are in the driver's seat of a rally car and must finish a course in the the least time possible. The little character, which barely resembles a car, must be controlled via the cursor keys or joypads. Better key arrangement could have been employed and the insensitive joypads leave you frustrated.

The screen depicts a forest (I think) and track. The car starts from top left and you have to negotiate the 90° turns. Whenever you crash the car, time is lost.

I could see that thought had gone into the game's design. Nice title page, detailed instructions in the program, various skill levels and so on but the sound is very crude and animation is non-existent. Why use character graphics when the M5 has such powerful sprite graphics?

Many games are very good because they are simple. This game is too simple and offers you no challenge. If it was in machine code and better graphics and sounds were used, it might have been a good game. However, as it stands, I cannot recommend it at all. S.S.

instructions	40%
playability	20%
graphics	20%
value for money	30%

★

Kaleido-scope of games

This set of programs is as wide as it is varied. Take your pick and see what you can come up with

Forbidden Forest
CBM 64 £8.95

Audiogenic, PO Box 88, Reading, Berks

This could be another winner from Audiogenic, who seems to consistently bring out only good software.

The object is to fire arrows at various hostile creatures. The wounds inflicted are shown in quite good detail — not for the squeamish.

The scenario is a forest. As you move left or right using the joystick the screen scrolls from side to side. When moving you see the display in a format with near objects moving faster than distant objects.

As time continues the moon rises and falls, screen colours change and stars come out. This is a nice touch which gives the game variety.

The backing music plays throughout. After a while you get tired of this; typical of most games.

To play properly you need a colour television or monitor. When using black and white the shades of grey tend to blend together.

Incidentally, I thought the bug in the screen with the dragon wasn't very original. Quite often the dragon splits into two halves at about the place where the sprite MSB settings occur. K.I.

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

★★★★

Enigma
32K BBC £9.95

Brainbox, 20 Orange St, London WC2H 7ED

Enigma is advertised as "a new type of computer game" based around a pack of cards. At the start you select which one of five rules to play by, and then determine the nature of this rule by playing the game.

Quite simply you or the computer select a "start card". As the cards are played the computer will inform you whether it has been accepted or rejected according to the rule in use, and presumably its relationship to the start card. Presumably because, during two days, I failed to discover any of the rules.

The only complaint I had about the mechanics was that the order in which the cards were selected and whether they were accepted had to be written on a piece of paper and analysed later. It would have been a nice touch if there had been a printer option to enable the relevant data to be recorded automatically.

Should you be the type of mental masochist who can solve Rubik's cube blindfold with both hands tied then this is the game for you. J.R.

instructions	70%
playability	65%
graphics	45%
value for money	65%

★★★

Battle Planet
32K BBC £6.95

ISP Marketing, Hampstead Hse, New Town Centre, Basingstoke RG21 1LG

The inlay shows a never-ending trench seen from the cockpit of a spaceship. Entering the trench are alien craft, and the scene looks set for a space-age shoot out.

From the instructions I discovered that the trench was on the Battle Planet, and your mission is to launch one of three plasma bolts at the planet's vulnerable spot. This reminded me of a well-known film.

You must shorten the distance between yourself and the target, while fighting off robot fighters. If you fail to hit the fighter, only the shield can stop you being bombarded with an energy bolt. After three of these you're dead. Using the shield drains energy and finally ends the game.

Expecting a flight simulation in space I started the game, but instead of looking out from the cockpit my ship was a little white smudge at the bottom of the screen. The alien vehicles were equally boring, and shooting the tiny craft is almost impossible.

Perhaps BBC owners are spoilt but I now expect more colour, excitement and better graphic definition from arcade games. M.B.

instructions	60%
playability	40%
graphics	30%
value for money	50%

★★★

Dr Computer's

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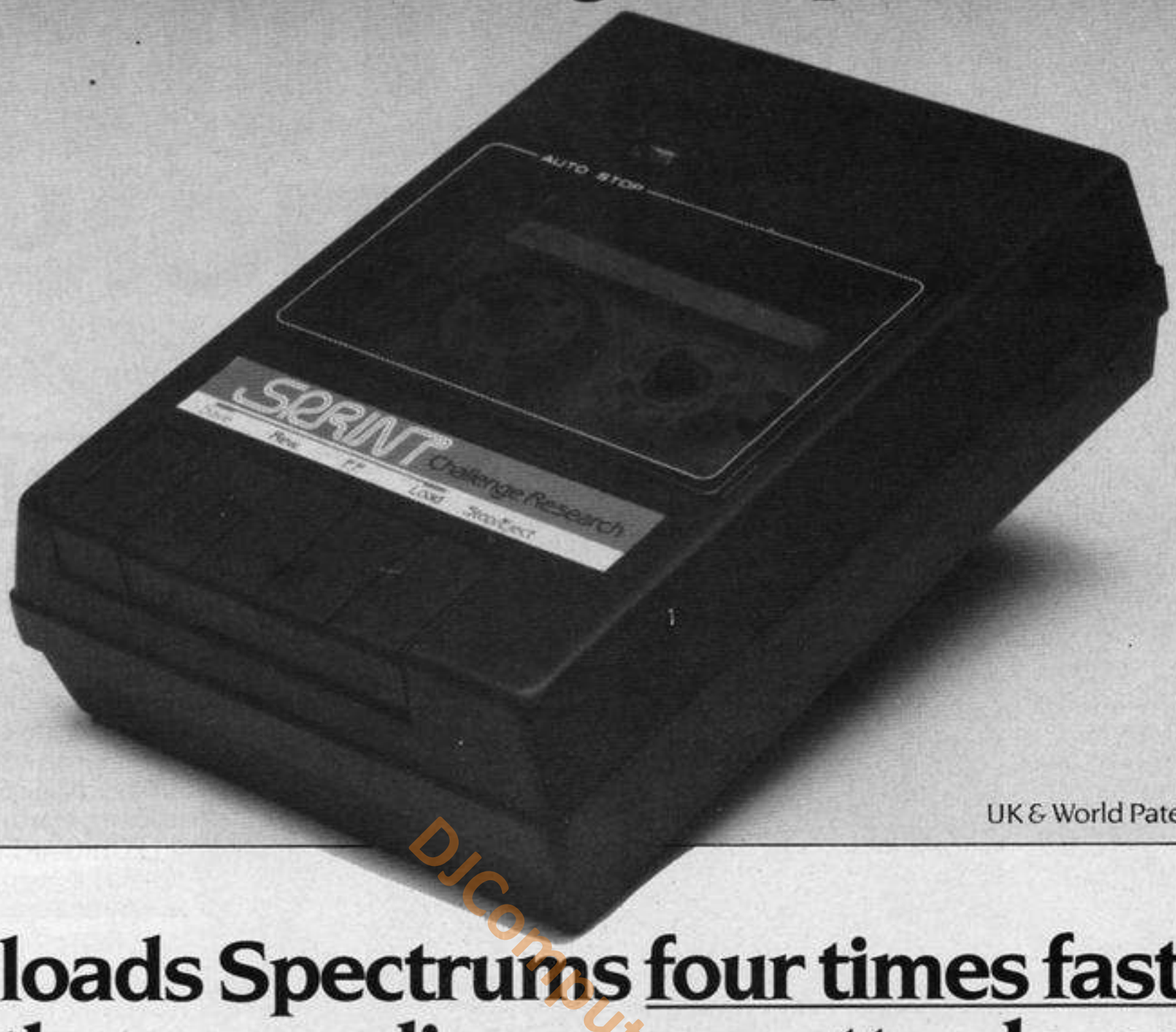

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Attack of the marsh-mallows

Here's a game with a moral to it: take care of your teeth and protect them from sticky sweeets or you'll lose them. D.A. Jaques dreamed up this one for you

No doubt you remember all those TV commercials when they show you the nasty things that can happen to your teeth when you eat too many sweets or don't clean your molars properly.

Well, this game brings all your worst fears about the state of your mouth to life. The magic sword which is your one weapon against the dreaded tooth decay is your tube of toothpaste — and we have no references as to brand. As far as this game is concerned, any toothpaste will do the trick.

Variables

X,Y plot toothpaste
SX,SY plot sweet
R decide which way sweet goes
N move firing paste
S give score
D how many times sweet has hit teeth
N general use
Q music

What you have to do is blast the malevolent marshmallows before they start eating away at your teeth. The first time they are successful in attacking your fangs, your teeth get an attack of jaundice and turn yellow. If you let them near your teeth a second time, you'll lose all your lovely pearls and false teeth would be the only answer.

Press Q to move up, Z to move down and the space bar to fire. For some reason you only see half of a marshmallow when it moves — can you think why this is?

There are 27 UDGs, and if you want to convert this game to the Spectrum, you must omit some of the graphics. The Oric uses an 8 x 6 grid for its UDGs.

The character string controls in line 30 switch the keyboard click off. The other one switches the cursor off. The CHR strings (1-7) plot certain colours in certain places. The Oric's screen is 38 x 26. If your computer doesn't have REPEAT... UNTIL loops, change these for FOR... NEXT loops.

How it works

9-140 set up variables
150-160 special POKEs
600-2000 main loop
2100-2190 fire routine
3000-3020 add score
10000-10140 change teeth colour
15000-15100 end?
20000-20310 user defined graphics
30000-30180 set up screen
31000-31100 music

```
 9 DIM F$(2)
 20 S=0
 25 CLS
 30 PRINT CHR$(6),CHR$(17)
 100 TP$(1)="abcdef"
 110 TP$(2)="ghijkl"
 120 X=2:Y=10
 130 CLS:PAPER 0:INK 7
 140 INK 6  :J=0:R=0
 149 POKE 48000,1
 150 POKE48004,7 :POKE 48005,96:POKE48006,32:POKE 48007
,49:POKE 48008,57
 155 POKE 48009,56:POKE48010,52:POKE 48011,32:POKE48012
,68:POKE 48013,73
 160 POKE 48014,86:POKE 48015,83:POKE48016,79:POKE48017
,70:POKE48018,84
 200 CLS:PLOT 10,10,CHR$(14)+"CONTROLS":PLOT 10,9 ,CHR$
(14)+"CONTROLS"
 210 PLOT 10,14,"UP.............Q"
 220 PLOT 10,15,"DOWN...........Z"
 230 PLOT 10,16,"FIRE..SPACE.BAR"
 240 FOR N=1 TO 5000:NEXT N
 250 CLS
 260 INK 7
 500 GOTO  20000
 600 REM ******************************
 610 REM ******* MAIN LOOP ***********
 620 REM ******************************
 630 K$=KEY$
 640 IFK$="Q"THENPLOTX,Y,"        ":PLOTX,Y+1,"        ":
Y=Y-1:IFY<8THENY=8
 650 IFK$="Z"THENPLOTX,Y,"        ":PLOTX,Y+1,"        ":
Y=Y+1:IFY>19THENY=19
 660 IF K$=" " THEN GOTO  2100
 670 PLOT 1,1,CHR$(7)+"SCORE="+STR$(S)
 680 T=0:PLOT X,Y,CHR$(1)+TP$(1)
 690 PLOT X,Y+1,CHR$(1)+TP$(2)
 700 R=RND(1)
 710 IF R=<.1THENPLOTSX,SY,"    ":PLOTSX,SY-1,"    ":SX=
SX+1:IFS>35THENSX=35
 720 IF R=<.5 THENPLOTSX,SY,"    ":PLOTSX,SY-1,"    ":SY=
SY+1:IFSY>20THEN10000
 730 IF R=>.7 THENPLOTSX,SY,"    ":PLOTSX,SY+1,"    ":SX=
SX-1:IFSX<8THENSX=36
 740 IFR=>.5THENPLOTSX,SY,"    ":PLOTSX,SY+1,"    ":SY=SY
-1:IFSY<8THEN 10000
 750 PLOT SX,SY,CHR$(3)+"vw"
 760 PLOT SX,SY,CHR$(3)+"xy"
 2000 GOTO 630
 2100 F$(1)="z"
 2110 F$(2)="("
 2120 N=8:REPEAT
 2130 PLOT N,Y,F$(1)
 2140 PLOT N,Y+1,F$(2)
 2150 IF SCRN(N+1,Y+1)<>32 THEN GOTO  3000
 2160 IF SCRN(N+1,Y)<>32 THEN GOTO  3000
 2170 PLOT N,Y+1," "
 2175 PLOT N,Y," "
 2176 N=N+1
 2180 SHOOT:UNTIL N=37
 2190 GOTO 740
 3000 EXPLODE:S=S+100
 3001 PLOT N,Y,"  "
 3002 PLOT SX,SY,"   "
 3003 PLOT N,Y+1,"  "
 3004 PLOT SX,SY+1,"    "
 3010 SX=36:SY=14
 3020 GOTO 620
 10000 PLOT SX,SY,"   "
 10010 PLOTSX,SY+1,"   "
 10020 D=D+1
 10035 T$(1)="rstursturstursturstursturstursturstursturs"
```

ORIC PROGRAMS

```
 10037 T$(2)="mnopmnopmnopmnopmnopmnopmnopmnopmnopmnopmn"
 10050 IFD=1THENPLOT0,6,CHR$(3)+T$(1):PLOT 0,22,CHR$(3)
+T$(2)
 10080 IF D>=2 THEN GOTO 15000
 10090 SX=36:SY=15
 10130 EXPLODE
 10140 GOTO 630
 15000 PLOT 0,6,"
"
 15010 PLOT 0,22,"
"
 15015 FOR N=1 TO 1000:NEXT N
 15030 CLS
 15040 REPEAT
 15060 PLOT 5,6,CHR$(14)+CHR$(1)+"YOU HAVE LOST YOUR TE
ETH"
 15070 PLOT 5,5,CHR$(14)+CHR$(1)+"YOU HAVE LOST YOUR TE
ETH"
 15080 PLOT 5,10,CHR$(6)+"PRESS ANY KEY TO PLAY AGAIN"
 15085 WAIT 1000
 15090 UNTIL KEY$<>""
 15095 PRINT CHR$(17):PRINT CHR$(6)
 15097 D=0
 15100 CLEAR:RUN
 20000 RESTORE:FOR N=46080+(ASC("a")*8) TO 46080+(ASC("
")*8)+7
 20010 READ P:POKE N,P:NEXT N
 20020 DATA 63,35,35,63,35,35,63,35
 20030 DATA 63,63,63,63,32,63,49,53
 20040 DATA 56,63,63,0,63,63,4,21
 20050 DATA 0,63,63,0,63,63,17,59
 20060 DATA 0,56,60,7,62,62,7,31
 20070 DATA 0,0,0,60,3,1,63,1
 20080 DATA 35,63,35,35,63,35,35,63
 20090 DATA 49,55,55,63,63,63,63,63
 20100 DATA 4,23,20,63,63,63,63,56
 20110 DATA 27,27,27,63,63,63,63,0
 20120 DATA 6,31,6,62,63,60,56,0
 20130 DATA 1,63,1,3,60,0,0,0
 20170 DATA 0,3,7,15,31,63,63,63
 20180 DATA 0,48,56,61,61,62,62,63
 20190 DATA 0,15,63,63,63,63,63,31
 20200 DATA 0,48,56,60,60,61,63,63
 20210 DATA 63,63,63,63,63,63,63,63
 20220 DATA 63,63,63,31,15,7,3,0
 20230 DATA 63,62,62,61,61,56,48,0
 20240 DATA 31,63,63,63,63,63,15,0
 20250 DATA 63,63,62,60,60,56,48,0
 20260 DATA 0,0,7,31,31,39,48,53
 20270 DATA 0,0,56,62,62,57,3,43
 20280 DATA 45,45,45,45,39,13,3,0
 20290 DATA 45,45,45,45,46,45,48,0
 20300 DATA 0,0,0,63,0,63,0,63
 20310 DATA 63,0,63,0,63,0,0,0
 30000 REM ** SET UP SCREEN **
 30010 PLOT X,Y,CHR$(1)+TP$(1)
 30020 PLOT X,Y+1,CHR$(1)+TP$(2)
 30040 FOR N=23 TO 25
```

```
 30050 PLOT 0,N,CHR$(1)+"qqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
qqqqqqqq"
 30060 NEXT N
 30070 PLOT 0,22,CHR$(7)+"mnopmnopmnopmnopmnopmnopmnopm
nopmnopmn"
 30080 FOR N=3 TO 6
 30090 PLOT 0,N,CHR$(1)+"qqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
qqqqqqqq"
 30100 NEXT N
 30105 PLOT1,1,CHR$(7)+"SCORE="+STR$(S)
 30110 PLOT 0,6,CHR$(7)+"rstursturstursturstursturstursturs
turstur s"
 30130 LET SW$(1)="vw"
 30140 LET SW$(2)="xy"
 30150 SX=36:SY=12
 30160 PLOT SX,SY,CHR$(3)+SW$(1)
 30170 PLOT SX,SY+1,CHR$(3)+SW$(2)
 30180 PLOT 5,26,CHR$(6)+"ATTACK OF THE MARSHMELLOWS"
 31000 A$="1885356315513533188536635653151"
 31010 B$="1155888811558888115566338888581"
 31020 Q=1:REPEAT
 31030 A=ASC(MID$(A$,Q,1))-47
 31040 B=ASC(MID$(B$,Q,1))-47
 31050 PLAY 7,0,5,2500
 31060 MUSIC 1,5,A,15
 31070 MUSIC 2,3,B,15
 31080 MUSIC 3,1,B,15
 31083 WAIT 20
 31084 Q=Q+1
 31085 UNTIL Q=LEN(A$)+1
 31090 WAIT 25:Q=Q+1 :WAIT 100:PLAY 0,0,0,0
 31100 GOTO 600
 32115 UNTIL N=LEN(A$)
```


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- Can be used for Scoredraws, Draws, Aways and Homes.
- The database contains over 20000 matches (10 years league football). It updates automatically as results come in.
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Go for gold — win Beach-Head and an all American sweat-shirt from U.S. GOLD

Win a copy of the brilliant chart topper, Beach-Head, and an authentic American sweat-shirt from US Gold, the distributors of top quality software in this country.

Beach-Head has been widely acclaimed for its vivid 3D graphics and dramatic sound effects. US Billboard magazine voted it the best game on the Commodore for sound and graphics and the all action game has been a constant best seller in the States since it was released last November.

Beach-Head costs £9.95 on cassette and £12.95 on disc.

The scenario consists of a naval engagement followed by tanks landing on a defended beach. The object of the game is to take the enemy fortress of Khun-Lin.

US Gold is a new company, formed in February this year. Launched by Geoff Brown, a former maths teacher and professional musician, US Gold has negotiated a series of licensing deals which enables the company to introduce the best of American software to this country — without the sting of import prices.

"US Gold has selected the very best of American games, and is bringing them to the UK at normal UK prices," said Geoff Brown. "Because we can choose from so many different companies, we can release only the highest quality. We will have 27 top-ranking American titles on release by Christmas."

"Our company name, US Gold, is really our seal of approval" he continued. "These games are solid gold!"

Also in the US Gold range are Zaxxon for the Atari, which was nominated as best arcade game of 1983 in the States, and Dallas Quest, a new release for the Commodore 64 and Atari, available on disc only.

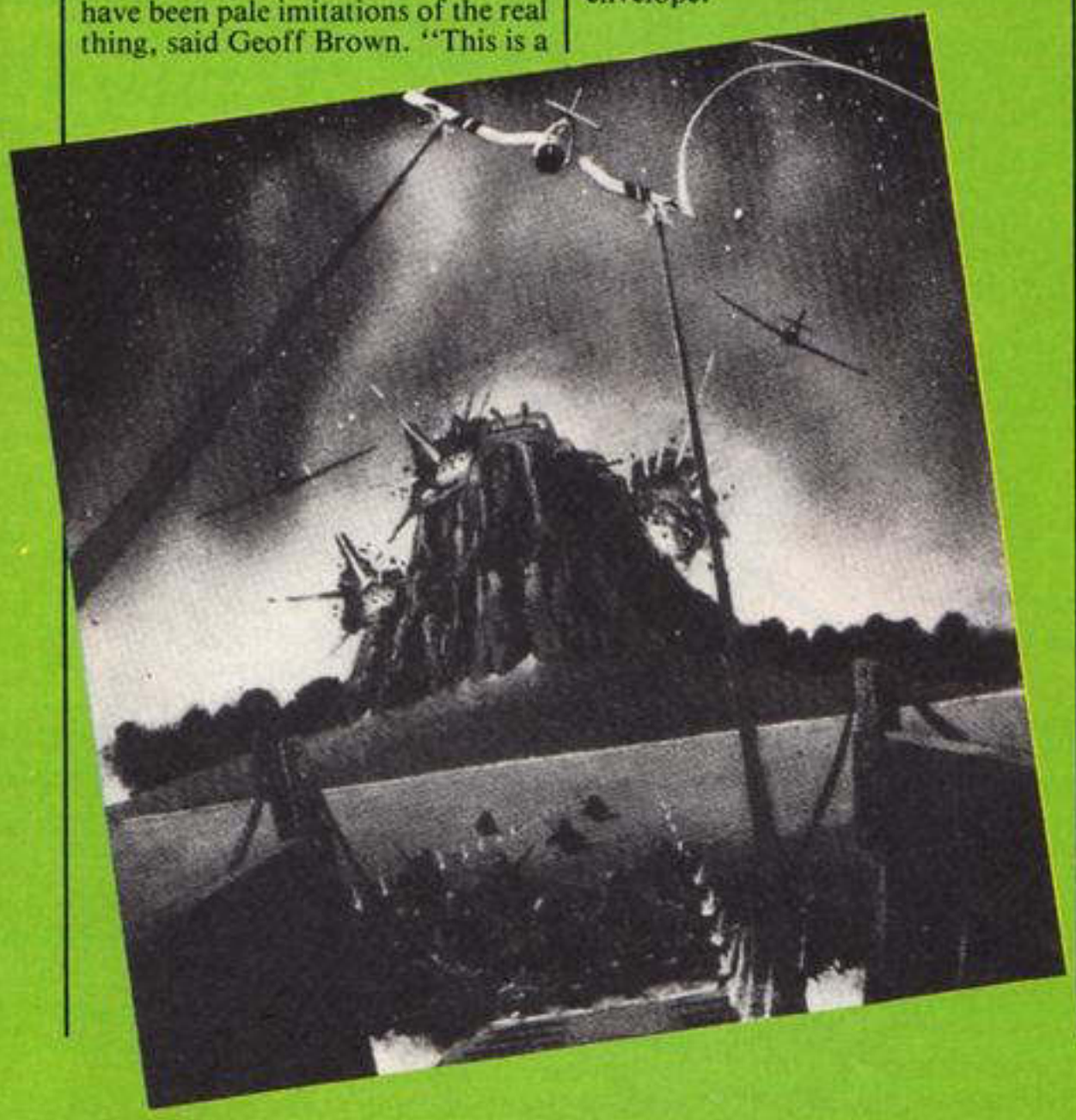
"Other games based on Dallas have been pale imitations of the real thing, said Geoff Brown. "This is a 100 per cent Dallas production — the Lorimar people, who made the series, did the graphics and wrote the storyline." Here's your chance to strike oil and defeat JR once and for all.

All you have to do to win your own tape of Beach-Head and a US Gold sweat-shirt is to find all the US Gold titles in our wordsquare. Go for it!

How to enter

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

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



Send your entry to US Gold Competition, Home Computing Weekly, No. 1, Golden Square, London W1R 3AB. Closing date is at first post on Friday July 20, 1984.

Senders of the first 50 correct entries opened at random will receive Beach-Head and a US Gold sweat-shirt. Remember to specify your size (small, medium or large) on your entry coupon.

The prizes will arrive from US Gold within 28 days of the publication of the issue containing the results of the competition.

US Gold titles

Aztec Challenge
Caverns of Khafka
Slinky
Beach-Head
Solo Flight
Mystic Mansion
Datapro
Dallas Quest
Bruce Lee
Pooyan
Zaxxon
O'Riley's Mine
Forbidden Forest
Textpro

The rules

Entries will not be accepted from employees of Argus Specialist Publications, US Gold and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies. The How to Enter section forms part of the rules.

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

US Gold Competition

Entry Coupon

Name _____

Address _____

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Number of titles found _____

Size of sweat-shirt (small, medium or large) _____

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to US Gold Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date: first post, Friday July 20, 1984. Follow carefully the advice in the How to Enter section, including writing the number of titles found on the back of your envelope.

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9 Out of 10 said they

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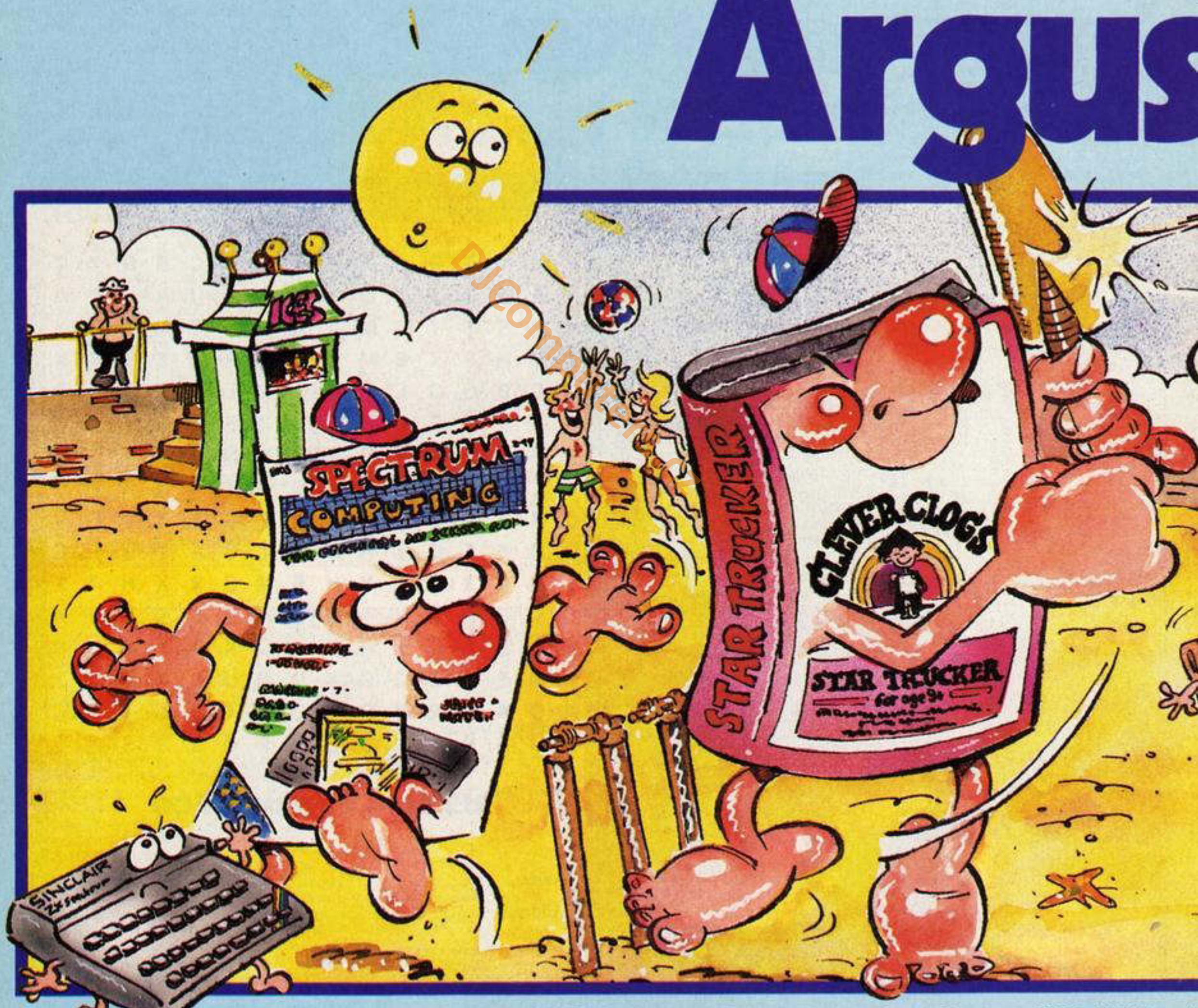

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1	Beach Head	US Gold	CBM 64 (7)
2	Sabre Wulf	Ultimate	Spectrum (2)
3	Cavalon	Ocean	CBM 64 (-)
4	Cosmic Cruiser	Imagine	CBM 64 (5)
5	Antics	Bug Byte	Spectrum (-)
6	Les Flics	PSS	Spectrum (7)
7	Jet Set Willy	Software Projects	Spectrum (1)
8	Trashman	New Generation	Spectrum (-)
9	Psytron	Beyond	Spectrum (8)
10	Cosmic Cruiser	Imagine	BBC (-)

NON-ARCADE

1	Mugsy	Melbourne House	Spectrum (1)
2	Flight Path 737	Anirog	CBM 64 (2)
3	Golf 64	Abrasco	Spectrum(-)
4	Snooker	Visions	CBM 64 (4)
5	Fall of Rome	APS	CBM 64 (6)
6	Solo Flight	US Gold	CBM 64 (7)
7	Fall of Rome	APS	Spectrum (6)
8	Vixplode	Abrasco	VIC-20 (-)
9	Lords of Midnight	Beyond	Spectrum (-)
10	Classic Adventure	CDS	ZX 81 (9)

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

SPECTRUM

1	Mugsy	M. House (-)
2	Sabre Wulf	Ultimate (2)
3	Fighter Pilot	Digital (3)
4	Blade Alley	PSS (-)
5	Antics	Bug Byte (6)
6	Les Flics	PSS (7)
8	Trashman	New Generation (10)
9	Psytron	Beyond (4)
10	Scuba Dive	Durrell (-)

COMMODORE 64

1	Beach Head	Centresoft (4)
2	Cavelon	Ocean (-)
3	Revelation	Softek (9)
4	Pinball Wizard	CP Software (-)
5	Solo Flight	Centresoft (-)
6	Savage Pond	Starcade (-)
7	Heroes of Karn	Int. Micros (-)
8	Space Pilot	Anirog (8)
9	Flight Path 737	Anirog (-)
10	Aquanaut	Int. Micro (-)

DRAGON 32

1	Buzzard Bait	Microdeal (1)
2	Cuthbert In Space	Microdeal (2)
3	Mr Dig	Microdeal (10)
4	Dungeon Raid	Microdeal (8)
5	Hungry Horace	M. House (4)
6	Kriegspiel	Beyond (-)
7	Dragon Chess	Oasis Software (3)
8	Bug Diver	Mastertronic (5)
9	The King	Microdeal (-)
10	Skrambie	Microdeal (8)

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

VIC-20

1	Flight 015	Ferranti Davenport (-)
2	Crazy Kong	Interceptor (-)
3	Computer War	Thorn EMI (5)
4	Tower of Evil	Thorn EMI (3)
5	Phantom Attack	Mastertronic (8)
6	Sub Hunt	Mastertronic (9)
7	Vegas Jackpot	Mastertronic (7)
8	Chariot Race	Micro Antics (6)
9	Scrambler	Mastertronic (-)
10	Undermine	Mastertronic (-)

BBC

1	Aviator	Acornsoft (1)
2	OverDrive	Superior (3)
3	Gruneberg German	Acornsoft (-)
4	Diamond Mine	MRM (-)
4	Battle Tank	Superior (7)
6	Spitfire Command	Superior (2)
7	3D Munchy	MRM (-)
7	Gruneberg German	Acornsoft (-)
9	Fortress	Pace (4)
10	Bandits at 3 O'Clock	Micropower (-)

ZX81

1	Planet Raider	Novus (3)
2	Krypton Ordeal	Novus (2)
3	Scramble	Quicksilva (-)
3	Alien Rain	CRL (1)
3	Flight Simulation	Sinclair (6)
6	Space Raiders	Sinclair (-)
7	Walk the Plank	Novus (4)
8	Chess 1K	Sinclair (-)
9	Mothership	Sinclair (7)
10	Sabotage	Sinclair (9)

U.S. SCENE

It's playtime — with your video toys

I don't know if I like the implications of this, but, as Mr Spock would say, they are certainly fascinating. The well-known software firm, Epyx, is bringing out a computer video game based on America's best selling fashion doll, Barbie. Children (presumably) will be able to dress Barbie, change the colour and style of her hair and create different clothing outfits, just as they could if they had the "real" Barbie doll.

Along the same lines, Epyx is in the process of developing another computer video game based on Mattel's Hot Wheels toys. Kids will be able to design their own cars, selecting features such as body colour, chassis style, tyres, wheels and seats. And as if that's not enough, the same firm is also planning to bring out yet a third similar game. Based on the G.I. Joe (Barbie for boys), kids will have the opportunity to outfit the video soldier and send it into combat against non-human enemies.

Epyx is planning to market these three games under the banner of Computer Activity Toy with an initial version available for the Commodore 64, followed later in the year by versions to run on the IBM PC, PCjr., Atari and Apple computers. The units will cost about $30 each. In one sense, it will actually be cheaper for parents to buy the computer games than the actual toys upon which the games are based, but it seems to me that too much is missing for the games to be considered equivalent to the "real" things.

After all, kids will miss the tactile and manipulative enjoyment of playing with three-dimensional objects. And besides, its really hard to take that computer with you when you want to play with your toys outside. Not only that, but the whole concept of sharing your toys with friends will be lost, encouraging kids to isolate themselves, and may keep them from developing necessary social skills.

Perhaps I'm just a real conservative at heart, but the whole idea of video toys just leaves me cold. We'll see how these games do in the marketplace, and probably, in years to come, see whether my fears are groundless. Hmmm, I wonder...

In search of a different display? Sharp Electronics (yes, those same clever Japanese folks) has recently unveiled a new full-size flat screen display which could ultimately find itself replacing conventional CRTs used in millions of current computer work stations. The unit is capable of displaying a full 80 columns by 25 lines, can display graphics characters as well as text, and does so at a total thickness of less than 1½ inches.

Like a standard CRT screen, the display gives off its own light which overcomes the disadvantage of liquid crystal flat panel displays, which require an external source of light in order to be seen. Although no price has been set, Sharp indicates that samples are available immediately. The displays are capable of a 600 by 200 resolution, which is compatible, not by accident, with the resolution of the IBM PC. The units are reported to have good contrast and brightness.

Sharp is very enthusiastic about its new product, indicating that the company expects its initial orders to come from a virtual Who's Who of the computer industry. I know that they have been working on this product for some time now, years in fact, so if they are ready to release it, I am certain that it will do the job. We'll just have to wait to find out whether it will be able to compete on the basis of price.

Out of room again. See you next Tuesday.

Bud Izen, Fairfield, California

16K ZX81
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

"TEST-MATCH"
Forerunner of "Ball by Ball" £4.00

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SOFTWARE FOR SPECTRUM AND ZX81

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"Ball by Ball" £5.00
Simulates a test match series of one day international series. Set up your own teams and pool of players (England v Australia provided). Rate each player's capabilities as batsman and bowler on a one to nine scale for qualities such as talent, effort etc. Pick your teams and play the match. Electronic scoreboard shows progress of a match. Full supporting score card and series averages.

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O'Riley's Mine	£ 9.00	12.00
Slinky	£ 8.00	12.00
Caven of Khafka	£ 8.00	12.00

64 HARDWARE

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You command the Spectrum Chopper X-1 Gunship— Your mission is to repel invading forces and save the earth. An action pa.ked original game in full machine code.

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An excellent educational program for 6–9 year olds. The fun way to learn and practice Addition, Subtraction, Multiplication and Division. Mistakes are corrected and explained, along with a running total of correct answers.
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(For any ZX Spectrum)

Enjoy the thrill of this full machine code arcade game. Battle to keep the Spectipede at bay but watch out for a very unpredictable spider which is out to get you. For 1 or 2 players with top score and on-screen high score feature.

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Enjoy a game of golf in the comfort of your own home! With the choice of a 9 or 18 hole course and the challenge of Fairway, Rough, Trees, Bunkers, Water & Green. Displays are in realistic colour graphics with full score cards. No two games are alike!

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(For any ZX Spectrum)

The "famous" arcade maze game with fast machine code action, excellent graphics, colour and sound. Eat-up all the dots before the Ghosts eat you, or beat them to an energy pill which will allow you to eat them! Hours of addictive fun with on-screen scoring and high-score tape-save capability for just

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(For 48K Spectrum only)

One of the original computer space games, but this program has many up-dated features normally only found on larger computer versions. Test yourself as Starship Commander as your mission takes you to the outer reaches of the Galaxy to protect Federation Space, the Starship and yourself! Excellent value at

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Harris Micro Software, 49 Alexandra Rd, Hounslow, Middx TW3 4HP

If handling your money is a problem then this could be the program for you.

Written to a very high standard, it offers you the ability to handle up to 100 cassette files, each one having up to 99 "periods" with 100 transactions per period and 50 "accounts". These accounts allow you to keep full details of how much money is going where and you can even change the account titles to make it completely personal.

You do have to have all the details at your fingertips as you use the program but it's far easier, though not necessarily quicker, than trying to do all this on paper. If you need summaries the printer routine can provide all the detail you require.

A very good feature us the extensive error trapping and the use of prompts to tell you what type of input is required in each field. The only problems I have found are the program's inability to report file loading errors and abort in a reasonable manner and the usual one of finding enough money to work upon!

D.C.

instructions	90%
ease of use	70%
graphics	70%
value for money	85%

★★★★

Quickdraw 32K BBC £6

Selective, 64 Brooks Rd, Street, Somerset BA16 0PP

Quickdraw is another on-screen painting package. It has all the usual features, e.g. the ability to SAVE and LOAD screens to and from tape or disc and to dump the finished work of art to a printer.

Quickdraw makes good use of the Beeb's function keys, providing such facilities as triangle, circle and quarter circle drawing. A function key strip is provided with the instructions.

The Mode 1 screen is divided into two distinct areas. The top three lines provide information regarding the current cursor position and also the drawing mode in use, e.g. Move, Draw, Triangle etc. This facility is very informative but unfortunately this information is also dumped to the printer during the printing of the picture. On the subject of printing, the user must provide his own screen dump routine and one line of the program amended to call this routine.

Overall, I found Quickdraw easy to use and capable of producing some quite detailed displays. Do consider this program if a general purpose artistic package is what you require. **J.R.**

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

★★★

Character Generator 48K Spectrum £8.95

ISP Marketing, 15a Castons Yard, Basingstoke, Hants

If you didn't already know, character generators let you design graphics on a displayed 8 x 8 grid, place them on your chosen keys and SAVE to tape. Loaded back with your program, the usual POKE and DATA lines become redundant, saving time, effort and memory. Here you can also design an alternative character set.

A generator came for free on the Horizons tape and magazine listings for these and alternative character sets are everywhere. So why would you need this? Six pre-designed alternative sets on side b might have been useful but copyright is claimed — a surprise to other houses, which have been using them for years, and the printers who originally designed the type faces.

The program is mainly in BASIC and poorly designed. You are forced to go through the instructions every time to reach the grid screen. Selection is by INPUT/ENTER instead of a keypress. And there's no easy exit to the menu on error. The UDG option, by allowing alternative set display for modification, renders the character option superfluous. This badly needs a double grid, with a display of the original for comparison. Altogether, unworthy of the publishers of Scope and a ridiculous price.

D.C.

instructions	90%
ease of use	75%
display	50%
value for money	10%

★

Take your micro seriously

Use these programs to broaden your horizons. Whether you want to design games, handle your finances or define keys, there's something for you here

Key Definer and Character Generator 32K BBC £9.95

G. Soft, 18 Melbourne Rd, Walthamstow, London E17 6LR

This package consists of two programs. First we have a function key defining program — to be honest this is very poor. The average BBC owner could write a better program during his/her first week on the machine. As an example, one of the more technical key definitions actually allows the user to LOAD or SAVE cassette based programs at the press of a key!

The second offering is a character definer. This program is slightly better than the first, but I imagine it would probably have been rejected had it been submitted for publication in a magazine.

The program only allows definition of single characters and is unable to define multicoloured characters.

Characters are defined by moving a cursor around an 8 x 8 grid of asterisks using the cursor keys. Usually when using a character definer the cursor is moved to the required position on the grid and the pixel then lit. Not in this program. Every time the cursor is moved onto a new square the pixel is automatically lit, so you spend most of the time erasing unwanted pixels. **J.R.**

instructions	50%
ease of use	30%
display	40%
value for money	10%

★

Scope 64 CBM 64 £17.95

ISP Marketing, Hampstead House, New Town Centre, Basingstoke RG21 1LG

Available on cassette or — at £1 more — on disc, Scope comes in a video-type box with a smart spiral-bound manual, and describes itself as a games designer. I'm not too sure what that is.

This is really a new language and compiler. It enables you to write sound and graphics routines which can be compiled into machine code and then run independently of the Scope program.

The Scope commands cover sound, low resolution graphics and sprites. High resolution graphics aren't supported, which is a great shame. The commands are written in BASIC REM statements. Command words are similar to those used in BASIC, but the structure of the language seems to be closer to that of assembler.

Scope provides an easy method of writing machine code routines to speed up the operation of BASIC programs, but its limitations would make it difficult to use for writing a complete program of any complexity. Only integer variables are supported — no strings — and mathematical functions are limited to addition and subtraction.

An interesting utility, and one that's well worth looking at if you don't want to bother learning machine code. **M.N.**

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

★★★★

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How many

Teach young children to count at the same time as making them aware of computers and introducing them to the keyboard.

In this game the child must count the number of mice which are generated at random on screen. Each correct answer allows the random number generator to produce larger numbers.

Your pupil's score will be recorded, as will high scores. There is also an option for turning off the sound, if it begins to grate on your nerves.

```
  10  REM ** Mouse Count **
  20  REM ** an educational game to help counting **
  30  REM ** BY  Steve W. Lucas  1984 **
  50  MODE1
  60  *FX210,0
  70  VDU23,1,0;0;0;0;
  80  ON ERROR MODE 6:GOTO 1170
 110  PROCchars
 120  PROCenvelopes
 130  PROCinstructions
 140  U%=20:M%=0:N%=0:REM U%=random number seed,M%= yo
ur score,N%= high score
 150  H%=1000
 160  PROCgame
 170  END
 180  DEFPROCchars
 190 VDU23,239,255,255,255,255,255,255,255,255
 200 VDU23,240,192,128,156,191,255,255,65,113
 210 VDU23,241,0,96,112,88,204,252,0,192
 220 VDU23,242,48,32,32,32,32,32,31,15
 230 VDU23,243,1,3,7,7,3,1,255,255
 240 VDU23,244,0,128,192,240,176,240,248,136
 250 VDU23,245,7,3,1,1,0,1,1,0
 260 VDU23,246,255,255,253,129,128,129,193,0
 270 VDU23,247,134,128,128,128,128,128,192,0
 280  VDU23,248,7,4,13,12,4,6,1,1
 290 VDU23,249,240,16,88,152,16,48,192,192
 300 VDU23,250,0,3,6,12,9,9,9,9
 310 VDU23,251,128,224,176,216,72,72,72,72
 320 VDU23,252,29,21,21,3,3,3,6,4
 330 VDU23,253,92,212,212,224,224,224,48,16
 340 VDU23,254,4,6,4,28,28,0,0,0
 350 VDU23,255,16,48,16,28,28,0,0,0
```

How it works

40 disables break
60 turn on sound
70 turn off cursor
80 error trapping
100 disable escape
110 define characters
120 define sound envelopes
130 give instructions
140-150 set variables
160 call main game
180-370 define user graphics
380-420 define envelopes
430-520 draw board
530-560 draw mouse
570-640 draw cat at location X%, Y% in colour Z%
650-680 draw cat in correct location
690-820 graphics
830-1080 win procedure
1090-1150 end of game
1160-1180 error trap
1190-1380 instructions
1390-1580 lose game
1590-1830 main game control

Variables

X%, Y% co-ordinates for screen graphics
S% number of animals (answer)
M% your score
N% high score
T% random number
number% your guess
C%, D% control variables

Hints on conversion

Converting this program to run on other systems would be very difficult but the following hints should help:

- Replace all REPEAT UNTIL loops with conditional GOTOs
- PROCedures will need to be replaced with GOSUB and END-PROCs with RETURNs. Passing variables to the PROCedures will require using LET statements before calling the subroutines.
- You will need to generate a board of 12 x 12 squares using the appropriate graphics commands for your machine.
- User defined graphics will need to be chosen to suit, as will the sound effects.

Develop children's numerical skills with this program by Steve Lucas

ZXcomputers.cz

rodents are there?

```
  360  VDU19,0,3,0,0,0,19,1,6,0,0,0,19,2,1,0,0,0,19,3,4
,0,0,0
  370  ENDPROC
  380  DEFPROCenvelopes
  390  ENVELOPE 1,1,1,0,0,200,0,0,126,0,0,-126,126,126
  400  ENVELOPE 2,1,-7,7,0,10,10,0,126,0,0,-126,126,126

  410  ENVELOPE 3,1,36,-36,0,20,20,0,126,0,0,-126,126,1
26
  420  ENDPROC
  430  DEFPROCboard
  440  GCOL0,1
  450  FOR Y%=0 TO 800 STEP 150
  460  FOR X%=0 TO 800 STEP 150
  470  MOVEX%,75+Y%:MOVEX%,Y%:PLOT85,X%+75,75+Y%:PLOT85
,X%+75,Y%:MOVEX%+75,Y%+75:MOVEX%+75,Y%+150:PLOT85,X%+15
0,Y%+75:PLOT85,X%+150,Y%+150:NEXTX%,Y%
  480  GCOL0,2:MOVE0,0:DRAW900,0:DRAW900,900:DRAW0,900:
DRAW0,0
```

```
  490  MOVE0,970:DRAW970,970:DRAW970,0
  500  VDU5:MOVE100,1000:PRINT"Mouse Count":VDU4
  510  VDU 28,31,31,39,0
  520  ENDPROC
  530  DEFPROCmouse(X%,Y%,Z%)
  540  VDU5
  550  MOVEX%,Y%:GCOL0,Z%:VDU240,241,4
  560  ENDPROC
  570  DEFPROCcat(X%,Y%,Z%)
  580  VDU5:MOVEX%,Y%:GCOL0,Z%:VDU242,243,244,10,8,8,8,
245,246,247,4:ENDPROC
  590  DEFPROCman(X%,Y%,Z%)
  600  VDU5
  610  MOVEX%,Y%
  620  GCOL0,Z%
  630  VDU 248,249,10,8,8,250,251,10,8,8,252,253,10,8,8
,254,255,4
  640  ENDPROC
  650  DEFPROCmove
  660  PROCcat(C%*75-75,D%*75-5,2)
  670  SOUND 1,2,160,10
  680  ENDPROC
  690  REPEAT
  700  A$=GET$:PRINTTAB(2,4);A$
  710  C%=ASC(A$)
  720  UNTIL C%>64 AND C%<77
  730  C%=C%-64
  740  REPEAT
  750  PRINTTAB(3,4)SPC6
  760  INPUT TAB(3,4)""A$
  770  D%=VAL(A$):IFD%>13 ORD%<1 THEN VDU7
  780  UNTIL D%>0 AND D%<13
  790  VDU5:GCOL0,0: MOVE 990,920 :PRINT STRING$(9,CHR$
(239)):VDU4
  800  PROCmove
  810  b$=""
  820  ENDPROC
  830  DEFPROCwin
  840  H%=H%-10
  850  IF H%<1000 THEN H%=1000
  860  CLG
  870  RESTORE
  880  FORX=1TO6
  890  READa%,b%,c%
  900  PROCman(a%,b%,c%)
  910  NEXT
  920  SOUND 1,2,255,50
  930  DATA 1000,1000,2,1000,150,2,150,1000,2,150,150,2
400,700,3,800,400,3
```

```
  940  COLOUR3
  950  VDU5
  960  MOVE500,650:PRINT"W e l l  D o n e"
  970  MOVE 150,350:PRINT"There were ";S%
  980  M%=M%+1
  990  IF M%>N% THEN N%=M%
 1000  T%=T%-1:IF T%<2 THEN T%=2
 1010  GCOL0,2
 1020  MOVE300,100:PRINT"Press <Space Bar>   "
 1030  VDU4
 1040  VDU23,1,0;0;0;0;
 1050  REPEAT
 1060  UNTIL GET=32
 1070  CLG
 1080  ENDPROC
 1090  CLG
 1100  VDU5
 1110  MOVE 200,600
 1120  PRINT"G o o d b y e."
 1130  VDU 4
 1140  END
 1150  ENDPROC
 1160  MODE 6
 1170  PRINTTAB(5,15)"Error ";ERR;" in line number ";ER
L
 1180  END
 1190  DEFPROCinstructions
 1200  CLS
 1210  PRINTTAB(15,2)"Mouse Count"
 1220  COLOUR 2
 1230  PRINT'''SPC(10);"     S.W. Lucas 1984"
 1240  COLOUR3
 1250  PRINT'''"This is a game in which you will be
 asked to count the animals which appear on the screen.
"
 1260  COLOUR2
 1270  PRINT'''"The game keeps a high score to beat !"
 1280  COLOUR 3
 1290  PRINT'"Each time you get it right, the
questions will get harder !"
 1300  COLOUR 2
 1310  PRINT'"Do you want sound <Y>es or <N>o ?"
 1320  REPEAT
 1330  A$=GET$
 1340  UNTIL A$="Y" OR A$="N"
 1350  IF A$="N" THEN *FX210,1
 1360  PRINT'''"Press <Space Bar> to start the game"
 1370  REPEAT UNTIL GET=32
 1380  CLS:ENDPROC
 1390  DEFPROClose
 1400  H%=10000
 1410  CLS
 1420  COLOUR 2
 1430  PRINT"Sorry"'"there"'"were"
 1440  COLOUR 3
 1450  PRINTS%
 1460  COLOUR 2
 1470  PRINT'"animals"
 1480  SOUND 1,3,160,50
 1490  COLOUR 3
 1500  PRINT'"Another"'"Game"'"<Y/N>?"
 1510  VDU23,1,0;0;0;0;
 1520  REPEAT
 1530  yes$=GET$
 1540  UNTIL INSTR("YNyn",yes$)
 1550  IF yes$="Y" OR yes$="y" THEN CLG: M%=0: PROCgame
 1560  CLG
 1570  VDU5:MOVE 200,600:PRINT"G o o d b y e.":VDU4
 1580  END
 1590  DEFPROCgame
 1600  S%=0
 1610  REPEAT
 1620  PROCboard
 1630  PRINTTAB(0,2)"Your"'"score:-"':COLOUR 2 :PRINT M
%
 1640  COLOUR3
 1650  PRINTTAB(0,8)"High"'"score"'
 1660  COLOUR 2
 1670  PRINT N%
 1680  S%=0
 1690  FOR C%=1 TO 12
 1700  FOR D%=1 TO 12
 1710  T%=RND(U%)
 1720  IF T%=2 THEN S%=S%+1 :colour=RND(2)+1: PROCcat(C
%*75-75,D%*75-5,colour)
 1730  NEXT D%,C%
 1740  IF S%=0 THEN 1690
 1750  TIME=0
 1760  COLOUR3:PRINT''"How many animals"'"can you"'"see
 ?"
 1770  VDU 23,1,0;0;0;0;
 1780  REPEAT
 1790  PRINTTAB(2,25)"     "
 1800  INPUT TAB(2,25)""number%
 1810  UNTIL number%>0 AND number%<144
 1820  IF S%=number% THEN PROCwin ELSE PROClose
 1830  UNTIL FALSE
```

DJComputing

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Castle answer

In reply to "Castle query" (HCW 64), would you please inform Richard Rennie, of West Calder, West Lothian, that it would be a good idea if he wedged the door open before entering the castle. That way he can come and go as he pleases. But first it would pay him to go for a walk in the forest and he may find something to help him in his quest.

I wonder if any reader can help me with Greedy Gulch? I appear to be stuck in a maze and keep coming to walls with a D chalked on them. What does this stand for and how does one get out of this infuriating situation?.

G. Officer (Mrs), Hartlepool, Cleveland

I've got the answers

In reply to Philip Rock's letter in HCW 65, to obtain the fourth piece of scroll in Alchemist, you must pick up the lead and transform it into gold, using the transform spell.

In the same issue G. Grant asks how to get directly below the security guards in Jet Set Willy. The answer is to go through the kitchens, down the back stairway and through the wine cellar. A secret passage in the forgotten abbey leads to below the security guards.

May I also congratulate the new software house Michael Horgan Software on its superb new game called Jackpot.

Ivor Pratt, Richmond, Surrey

Oric recorder problems

I sympathise with V.R.J. Wiacek's Oric loading problems (HCW 64) because I have had this problem myself. My experience, however, showed that the problem was not with the Oric itself but with compatability between the Oric and various cassette recorders. I found this out the hard way.

After buying my Oric I found I wanted a new cassette recorder to load and save with, as I feared the old radio cassette recorder I was using (with about an 80 per cent success rate) might ruin my tapes. I bought a computer-compatible cassette recorder from W. H. Smith but found this did not work with the Oric.

I then paid a bit extra for the W. H. Smith data recorder but this was a complete failure with the Oric. I obtained a refund from W. H. Smith (given most willingly) and went to an Oric stockist who recommended the Panasonic Program Recorder Model RQ-8100. This cost £41 but has been worth every penny because it loads and saves with great ease over a wide range of volume levels.

My advice to anyone buying a cassette to use with the Oric would be to make sure it is compatible before you buy it (perhaps even take your Oric with you to try it out) or make sure you can get a refund if it's not compatible. This way the problems I encountered should be spared.

E Robson, Chopwell, Tyne and Wear

QL's colours

Did you know that your QL is capable of printing 256 colours on screen at once? This is achieved by using a stipple effect, i.e. alternate coloured pixels.

Try this small program

```
10  MODE 8: PAPER 0:
    CLS:C=-1
20  FOR a=0 to 15
30  FOR b=0 to 15
40  C+C+1
50  INK C
60  FILL 1 : ELLIPSE 8*8
    +15, a*5.5+10,1.5,2,0
70  FILL 0
80  NEXT 8 : NEXT a
```

This produces 256 differently coloured ellipses across the screen.

Note: The fill must be switched off and on between each ellipse to avoid running together.

Robert J. Yorke, Bradford, West Yorks

Keyboard gripe

I've been having a lot of trouble with my Spectrum keyboard. Several months ago I fitted a 48K upgrade to my computer, but in so doing I slightly stretched the ribbon cable which is attached to the keyboard.

Soon afterwards the symbol shift key started to become difficult to use. I had to press it just right to get it to work, and sometimes it wouldn't work at all. Then my problems really began.

The B, N and M keys also became hard to use and the problem got so bad that I had to prise off the keyboard's protective covering to have a look at the sensor pad and see what was wrong. The sensor pad was apparently causing the trouble, and didn't work. Some of the wiring must have come loose when I fixed the upgrade, I thought.

The problem got so bad that I had to send my Spectrum to a repair firm. The protective covering was also badly damaged and wouldn't fit on properly.

Unfortunately, that's not the end of my story. My friend Neil also has the same problem with his Spectrum, with the exception that on his computer the keys which don't function are the Y to O keys. I couln't take my computer back to Sinclair as the guarantee had ended, but Neil's model is only 10 months old and he had never opened the keyboard. He tried to take it back to Boots, where he bought it, but they insisted they would have put a stamp on it if they had sold it, and since Neil's Spectrum didn't have a stamp, he couldn't do anything about it.

I also know of another person whose keyboard is playing up. This time it's the B key which won't work. Perhaps soon a few more of his keys will cease working.

Considering I only know about 10 people who own Spectrums, three out of 10 is a very high percentage. I'm sure it must be a very common problem among Spectrum owners who have had their computers for about eight months or more.

I would like to know if anyone knows why we should have this problem and how we can solve it. If not, it's about time Sinclair Research did something about it.

D. Ogden, Middlesbrough

Scots sound off

I have noticed that very few letters come from the greater part of Scotland (the Aberdeen area). Yes, we do have computers in this part of the world. So I'd like to express my opinion.

I am sick and tired of people slagging off other computers. I don't want to hear a BBC owner running down a Commodore or Spectrum, or vice versa. A computer is a computer and it only does what it is specified to do. They all have RAM and ROM and keyboards, amongst other things.

I own a Spectrum and I have no complaints about it. Sometimes I would like to own other computers. My advice to those who are put off by the Speccy's keyboard is to invest extra cash in a typewriter-style keyboard. There are plenty to choose from.

Apart from the keyboard, the Spectrum is a good machine for the price. You just need to look at games like Jet Set Willy and Ultimate's Sabre Wulf to appreciate its capabilities.

I read one letter in HCW in which the author complained that home computers are just bought for games playing. I agree with this person. Some people think a computer is only capable of playing games. It's about time they came to their senses and realised that computers aren't just for amusement. After all, the first computer wasn't built in order to play games.

I have a suggestion for software houses. Why not have programs like Stuart Henry's Pop Quiz, but with general knowledge and sport? We've seen these programs for young children and school pupils doing revision. Older people, and I mean those over the age of 21, would also like this sort of thing.

We have plenty of flight simulations for airplanes, so how about helicopter simulations, where you could have ground attacks, fly between helicopters and oil rigs, or even more demanding, land on ships in rough seas. So come on, you software houses, why not release these sorts of programs?

Please could someone tell me when the Upstream Midi Interface will be available for us musicians who would like to connect ordinary instruments through a computer and get interesting effects.

Just in closing, I would like to give my congratulations to Aberdeen FC for winning the Premier championship and the Scottish cup. Good luck next season, boys. Thanks to HCW for a great mag, keep up the good work and please supply us with more utility programs.

Chow, Peterhead, Scotland

I can't go on

I am appealing for advice on the adventure game Pirate Cove for the VIC-20 and BBC. I've had it about five months and I still can't get very far. The farthest I can get is to an island where you land on a sandy beach. I can then collect a few things but I can't find any use for them.

I can collect safety sneakers, a sack of crackers, bottle of rum, torch, bag with matches in, a book, water wings, hammer, pile of sails, mongoose and a locked chest.

Please could someone help me with my quest.

S. Ward, Halifax

Good games

I would like to tell you how much I love Scuba Dive by Durell Software. The graphics are wonderful. I like the way the sharks turn round.

The game is very hard but it is a pleasure to play. That also goes for Chuckie Egg, Abracadabra and others like it.

I like adventure games and I have a few. My favourites are the Hobbit, Search for the Holy Grail and Castle of Doom. My Dad bought the Hobbit book which helps you. It's very good value for money.

I love your mag. I have written to you before. I think more girls should have computers. If anyone is thinking of buying a computer, buy a Spectrum — it's great.

Kelly Robinson, Finchley, London

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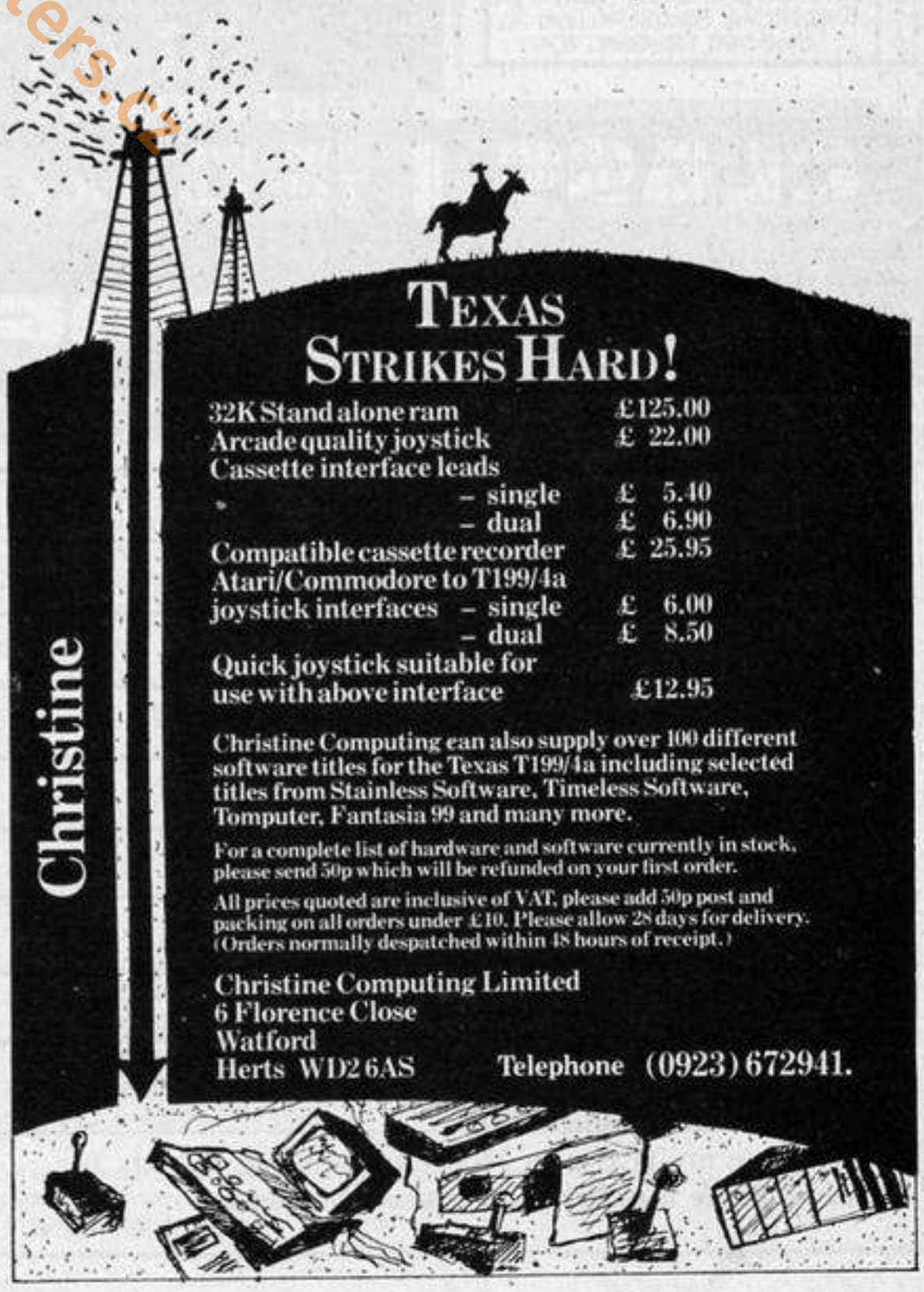

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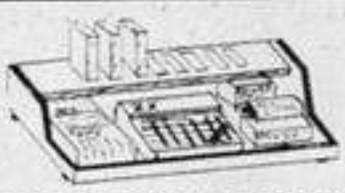

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