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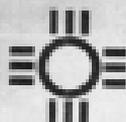
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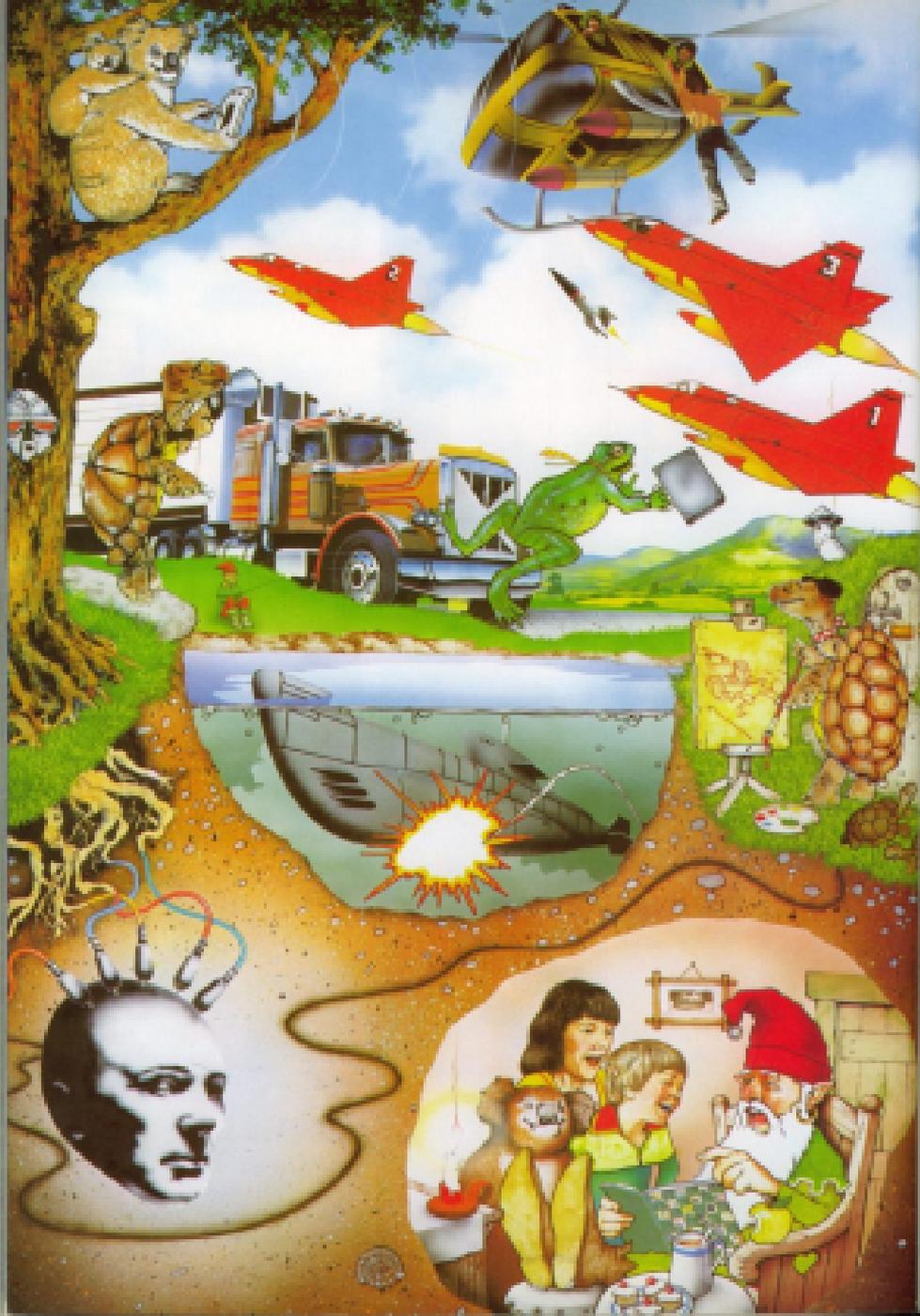
"River Rescue" (on 48k) is a runaway success on other formats. It's now available on Spectrum. You'll have to navigate the wildest and most dangerous river on earth in a powerful patrol boat. But keep a sharp look-out for the killer crocodiles. They haven't eaten all day.

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2. Frogger by Sierra On-Line.

Now you're a frog stranded a long way from home. A perilous journey awaits you. Once across the busy motorway, a surging river full of logs, turtles and alligators awaits. Better flex those Froggy leg-muscles though, the bank is steep, so look before you leap!

3. KoolPad Touch Tablet by Fossil.

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4. Sea Dragon

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5. Turtle Graphics II by Westline.

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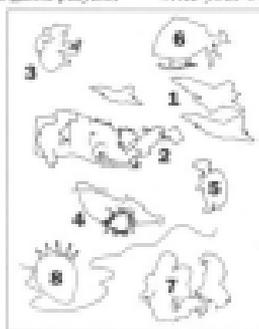
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Control keys: S—move left, R—move right, B—hover. You get 100 points for each successful escape and lose 50 points each time you crash.

Variables:

MAX: maximum score.

ES: number of ships escaped.

LDS: number of ships lost.

UML: number of unlaunched ships.

W, X, Y, Z, R, S, T: position of invaders.

Q: position of earth shuttle in display file.

F: direction of invaders (F = -1 to move left, F = +1 to move right)

LCS: peek to see if earth shuttle has crashed, SC: score.

To test the machine code — write lines 10 and 75 first and then RUN. If the screen has not inverted then the program could have crashed. If this is so, start again with the following hex loader.

10 REM (30 Mhz)

15 INPUT X

20 LET A\$ = ""

30 IF A\$ = "" THEN INPUT A\$

40 IF A\$ = "S" THEN STOP

50 POKE X, 16:CODE A\$-CODE A\$+2 — 476

60 LET X = X+1

70 LET A\$=A\$+T(1)

80 GOTO 30

Then enter the following: 1614248C487676257E8E6
FEF02B077718F570F3C3

You should now have the REM statement which was in line 10. You can now erase the program — except line 10 — and write in the rest of the program again.

SPACE BLOCKADE

```

10 REM (30 Mhz)
15 INPUT X
20 LET A$ = ""
30 IF A$ = "" THEN INPUT A$
40 IF A$ = "S" THEN STOP
50 POKE X, 16:CODE A$-CODE A$+2 — 476
60 LET X = X+1
70 LET A$=A$+T(1)
80 GOTO 30

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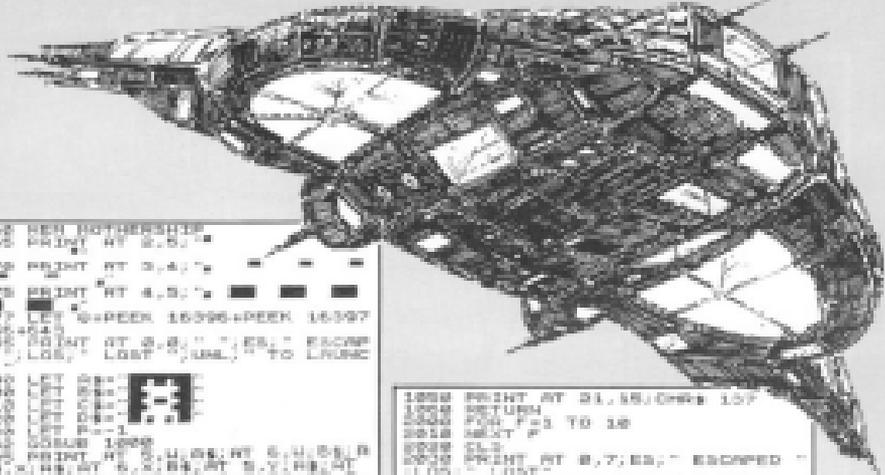
100 REM LAUNCHING SHUTTLES
110 PRINT AT 20,0:
120 PRINT AT 20,0:
130 PRINT AT 20,0:
140 PRINT AT 20,0:
150 PRINT AT 20,0:
160 PRINT AT 20,0:
170 PRINT AT 20,0:
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990 PRINT AT 20,0:

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BY SIMON GREGORY

RAMS ON A Z80 IN 10K





```

100 NEW BROTHERSHIP
105 PRINT AT 2.0:"
120 PRINT AT 3.4:"
135 PRINT AT 4.0:"
140 LET G=PEEK 16096-PEEK 16107
145 PRINT AT 5.0:"
150 PRINT AT 5.0:" ESCAPED
155 LET LOST=UNL:G:UNL: TO LAUNCH
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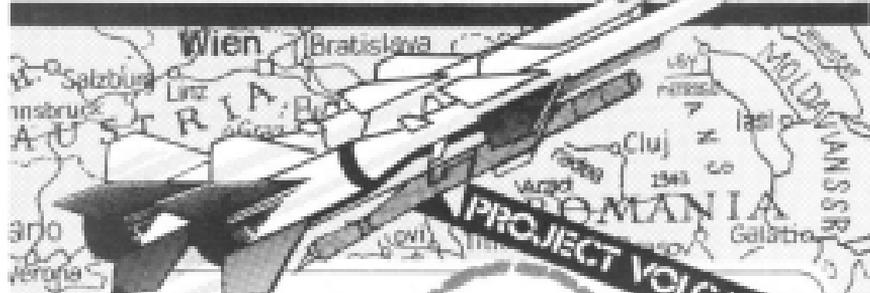
```

1000 PRINT AT 21.55:GWA:107
1005 RETURN
1010 FOR P=3 TO 10
1015 NEXT P
1020 PRINT AT 2.7:ES:" ESCAPED "
1025 LET LOST=PEEK 16096-(100+G)
1030 PRINT AT 2.0:"YOUR SCORE IS
1035 IF SC/70 THEN LET SC=SC+20
1040 IF SC/70 THEN PRINT AT 4.0
1045 IF SC/70 THEN PRINT AT 4.0
1050 PRINT AT 10.7:"THE SCORE IS"
1055 LET P=1 TO 100
1060 NEXT P
1065 CLS
1070 PRINT AT 0.0:" YOURS
1075 PRINT AT 1.0:"
1080 IF INKEY="" THEN
1085 PRINT AT 10.8:"ANOTHER GAME
1090 IF INKEY="" THEN INKEY:GOTO 2000
1095 IF INKEY="" THEN STOP
1100 CLS
1105 GOTO 10
1110 LET H=ASC
1115 PRINT AT 10.3:"YOU HAVE THE
1120 MOST POINTS."
1125 PRINT AT 11.4:"INPUT YOUR I
1130 INPUT I
1135 IF LEN I=1 THEN GOTO 2110
1140 CLS
1145 PRINT AT 0.0:"THE SCORE IS"
1150 LET I=I
1155 IF INKEY="" THEN GOTO 21
1160 CLS
1165 GOTO 10
1170 LET P=1 TO 0
1175 FOR P=1 TO 0
1180 NEXT P
1185 LET LOST=LOST+1
1190 IF LOST=10 THEN GOTO 177
1195 GOTO 2000
1200 NEW SPECTY
1205 PRINT AT 2.0:"
1210 PRINT AT 2.0:" ESCAPED
1215 LET LOST=UNL:G:UNL: TO LAUNCH
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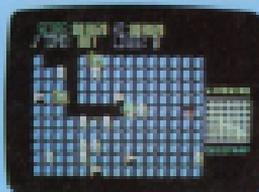
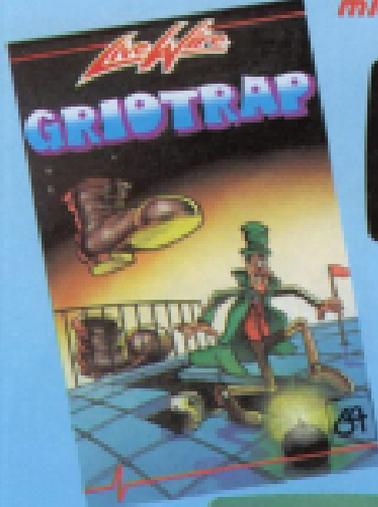
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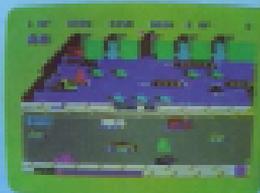
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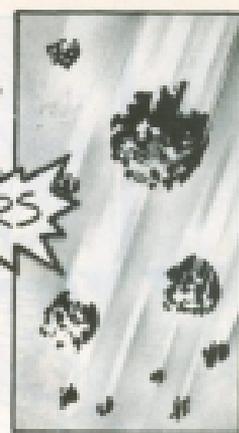
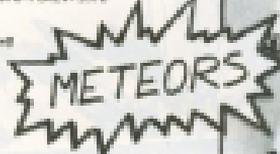
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The planet looked peaceful as the exploration team climbed slowly down from ESP-02, part of the survey fleet sent out to explore for living sectors of the galaxy. The equipment was quickly set up and the various experiments began. Suddenly the peaceful scene was shattered by a warning alarm from the spacecraft. Meteors! A huge shower heading directly for the exploration team. Will the explorers manage to fight off the rock shower and survive until the mother-ship comes to their aid? Play on!

The meteors come in waves — 10 meteors to each wave. If you survive six waves, the mother-ship appears and collects the exploration team — departing impressively! You can only have one rocket on screen at a time. The "Y" key fires a rocket angled toward the left, the "R" key fires rockets to the right, the "Z" key fires one rocket vertically. You are also armed with three PANG destructors which destroy rocks anywhere on the screen. These are activated by pressing the Space key. You may start your mission by pressing "M" — but use this only as a last resort when destruction is inevitable.

Scoring: You get 1000 — the wave number for shooting a meteor, a bonus at the end of each wave, a 5000 bonus for not being blown up, a 5000 bonus for being picked up by the mother-ship and an accuracy bonus depending on the number of rocks destroyed. The top ten scorers are featured in a Hall of Fame.



Write to Program Extra at Computer and Video Games, Durrant House, 3 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

PROGRAM EXTRA

Computer and Video Games is starting the New Year in real style with a Spectrum listing that will have professional software houses queuing in their shoes.

Talking of professional software we've got a great shoot-'em-up game by Jeff Minter of Mamecraft fame for the Commodore 64 in this month's issue.

Mark White's Demolition has caused quite a stir since it first bounced into our reviewer's lap and into his tape recorder. The case you'll be just as impressed with the game as we at C&VG were.

Program Extra talked to Mark recently about Demolition and his plans for future games.

Demolition, it's hard to believe, was Mark's first attempt at writing a games program for the Spectrum. He spent a whole week of his school holidays working into the small hours to perfect Demolition.

Mark spent a lot of time on the program making sure it was efficient as possible because you know what they say about the Spectrums — you don't run a program, you "troll it".

Mark gave me some tips on structured programming like sticking Data statements and game instructions at the bottom of the listing and For Next loops near the beginning.

Even Mark's programming talents have a limit and he's now abandoned Sinclair Basic in favour of Z80 machine code. C&VG is his first real game and is a great improvement even on Demolition. Future issues of C&VG will no doubt feature some of Mr White's other achievements — Smart Attack and Cricket to mention two.

How many programs do you think can fit in a BBC micro?

Alex Rich from Newcastle has written to me with a tip which allows you to store up to 19 programs in the BBC simultaneously! I'll let Alex explain.

"You first of all load a program into the computer in the normal way. Once it's been loaded type into the BBC as a command PRINT TOP. If everything has gone according to plan the Beeb should print up a number larger than 3000, let's say 5000 as an example. Now just type PAGE=8000 and press return. The second game can now be loaded using the normal methods. If at any time you want to return to the program enter the command PAGE=ADD0.

If all that seems too much like hard work then just stick the listing below into your computer and it will take care

of everything. What could be easier?
10 INPUT "Number of programs to be stored":W
20 DIMA(W)
30 FORS=1 TO W
40 LOAD"
50 A(S)=TOP
60 PAGE=ADD0
70 NEXT S
80 PRINT "HERE IS THE LIST OF NUMBERS"
90 FORS=1 TO W
100 PRINT A(S); NEXT S

When the program's finished you'll have up to 19 games in your micro to switch between. This feature isn't just useful for playing but writing them too.

Two versions of a game can be kept in memory at the same time and new techniques and ideas can be compared against tried and tested methods.

The C&VG office is inundated every month with phone calls from new readers asking for advice, pleading and begging us to help them with their new micros. Even die-hard C&VG addicts have been heard to say they wished they knew more about Basic or had a better understanding of their machines.

With this in mind Program Extra have decided to launch Down to Basics, a regular new spot aimed at giving you some "Basic" training and all the information you'll need to enter our games listings with the least possible fuss.

Let's start by having a look at the origins of Basic. Basic, the language, had its beginning in the early 60s at a British University where it was developed for computing students as a "stepping stone" language before moving onto a more conventional programming language like Fortran or Cobol.

Today Basic is the world's most widely understood computer language. 2 million people use Sinclair Basic alone.

Basic is different from most other computer languages in that it's interpreted instead of compiled.

Interpreted languages are decoded by the computer line-by-line while the program is running. Whereas compiled dialects are changed into what is known as source code, a type of machine code that can then be executed as normal.

This difference also accounts for Basic's relative slowness compared with Fortran or Pascal for instance.

Next month we will be taking a closer look at Basic and discovering why it's so successful and finding a new pro-venor to Basic's throne.

That's it for this month except to remind you that February's issue is a C&VG special with a full 48 extra pages swarmed with great games listings.

TERMINAL SOFTWARE

commodore games cassettes

SUPER SKRAMBLE!

Personal Computer News (18-21 Sept '83) gave **SUPER SKRAMBLE!** an overall rating of **NINETEEN OUT OF TWENTY** and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."



SUPER GRIDDER

"... a compelling piece of trivia that could give hours of fun," was the verdict of Personal Computer News (23-28 Sept '83).



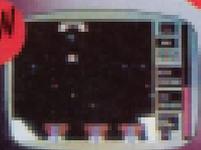
SUPER SKRAMBLE!

"An excellent game" said Computer & Video Games magazine (Sept '83).

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

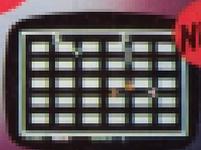
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SUPER DOGFIGHT

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NEW

HUNTER

A fast action game in which your pursuers gain in speed and intelligence as you master each successive screen.

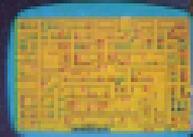
sinclair Spectrum 48k

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Puzzling

Number charts

As our super do-ize chart shows, 99999910 is very nearly a remarkable number. It fails to qualify, as do so many mathematical constants, when it reaches the seventh stage.

The property it nearly possesses, expressed somewhat formally, is that, for $N=1$ to 10, the number formed by the first N digits can be divided exactly by N .

In words we can understand, if accompanied by a flashing of the eyes from words to chart which will make them appear to be a couple of small comments in color orbit, it will be clear: if we say that the number formed by the first 1 digits (99) can be divided without remainder by 1. Into the number formed by the first 2 digits (990) — 2 will go into it exactly. And so on... until we come to the seventh digit number which is not divisible by 7.

The strange thing is that there exists just one ten-digit number which uses the digits 0 to 9 once each which has the required property all the way through to 10.

Why not put your brain and your micro to work and combine together a short program to search for that number.

Blooming petal problem

It may strike the more discerning among those present here at the potential meeting of the East Chidiply Flower, Produce and Surf Eatery Society, that it is not the ideal time of year to launch our latest botanical specimen, *Alopecia Litorea*.

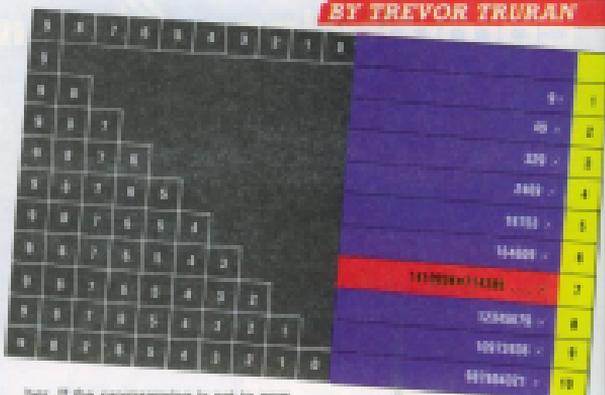
As you can see, despite every precaution, the blossoms have already fallen and lie scattered on the floor. If we are to preserve this species for posterity, it will be necessary to replace each blossom in its correct position with spirit gum and take a quicker-than-light picture.

There is one clue to where each word fell from — the leaves between adjacent blossoms bear a number which gives the number of letters which are the same in both the neighbouring flowers.

Thus if BLOSSOM were next to LOTION, the leaf between them would bear the number 2 since the letters S and O are the same in both. (Note that, although both words contain the letter L, it is not counted as matching since the Ls occupy different positions in the two words.)

Can you save the photographer a long wait by working out the only possible position on the plant for each word?

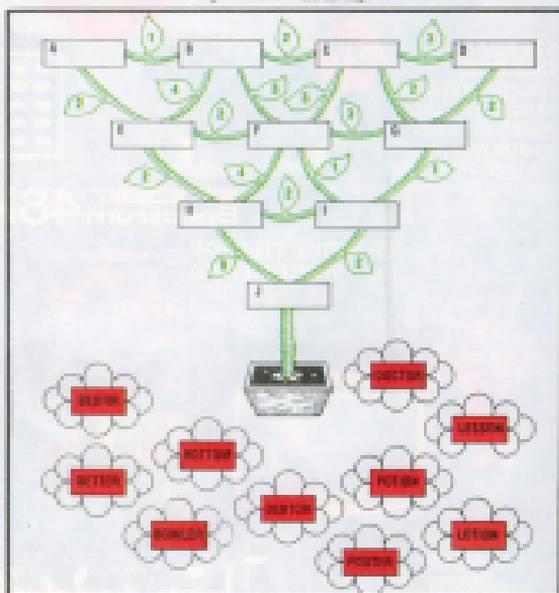
BY TREVOR TRURAN



But, if the programming is not in your taste then you can find the answer by simple deduction and a spot of trial and error.

After all, it does not require the services of Bertrand Russell to realize that the tenth figure must be zero, the fifth is 0 and that odd and even digits must alternate.

When you have found the number, print it neatly on a card, add your name and address and hastily post to Puzzling Corner, Computer and Video Games, Thurston House, 8 Herford Hill, London WC2E 8EQ.



A bit too big for its chips

The simplest generation of computers is getting a bit too big for its chips. Ask it a simple question, like, to take a random example, which of five people at a recent computer fair bought what computer with how many functions made in which country and you get the following stream of clever stuff.

DATA . . . The Perizon is English. It was not purchased by Mr. Bill or Mr. Cross.

DATA . . . The Cherry has more functions than the German computer.

DATA . . . Miss Wall bought the Supreme.

DATA . . . The French machine has 20 functions. This is more than Mr. Jones' purchase and less than the Supreme.

DATA . . . Mrs. Bill's computer has less functions than the Cherry, but 14 more than the machine from Luxembourg, which is not the Supreme.

DATA . . . The IBM has twice as many functions as Mr. Cross's computer.

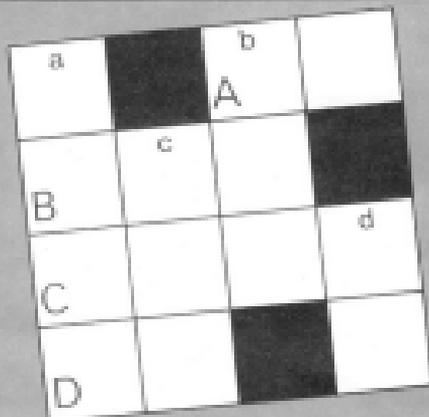
I ask you: And you know what's coming, don't you? Can you work out the name of the person who bought each machine, its country of origin and number of functions?

The grid can be used to sort things out. A cross in a square will indicate an impossible combination and a tick a positive link.

	Country					Functions				Country					
	France	Poland	Germany	IBM	Supreme	14	21	20	25	40	England	Germany	France	Luxembourg	Netherlands
Mr. Bill															
Mr. Cross															
Mr. Jones															
Mr. Wall															
Mr. Potter															
Miss Wall															
_____ 14															
_____ 21															
_____ 20															
_____ 25															
_____ 40															
England															
Germany															
France															
Luxembourg															
Netherlands															

NAME	MACHINE	COUNTRY	FUNCTIONS

So tiny a crossnumber



In this tiny crossnumber, which is both ridiculously simple and simply ridiculous, the answer to each clue is a number which is entered in the grid one digit to each square.

The mysterious X is also a number, though a mystery so even more you have found it.

Since you are only allowed 2 (you need) minutes to complete this little puzzle it might be an idea to let your computer do the crunching.

CLUES ACROSS:

- The cube of the difference between the digits of X.
- X plus a prime.
- X squared.
- The digits add up to the square of the difference between the digits of X.

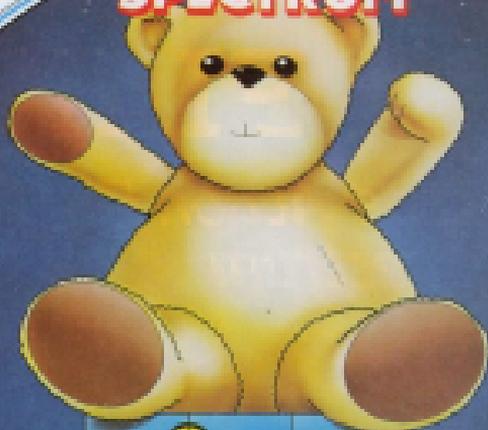
CLUES DOWN:

- 2X.
- A multiple of the product of the digits of X.
- The square of the sum of the digits of X.
- 2X.

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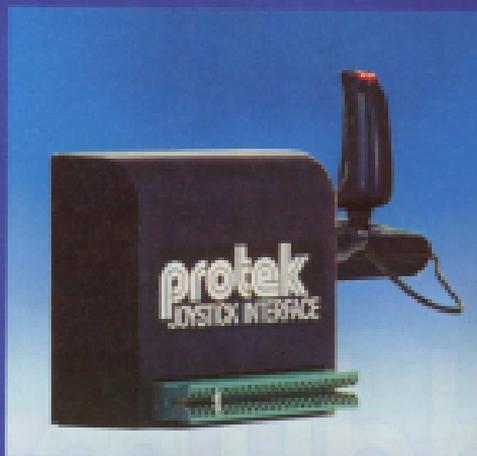
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PLAY TIME

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If you want Arcade quality control for your Sinclair ZX Spectrum, you'll find the Protek combination hard to beat. The interface is compatible with a range of software including a number of titles from: ULTIMATE, SILVERSOFT, RABBIT SOFTWARE, QUICKSILVER, QUEST, PSION, NEW GENERATION SOFTWARE, IMAGINE, OCEAN, plus many more.

The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.

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ZX Spectrum 128



Spectra 128 & 256



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Written by Rod Hopkins

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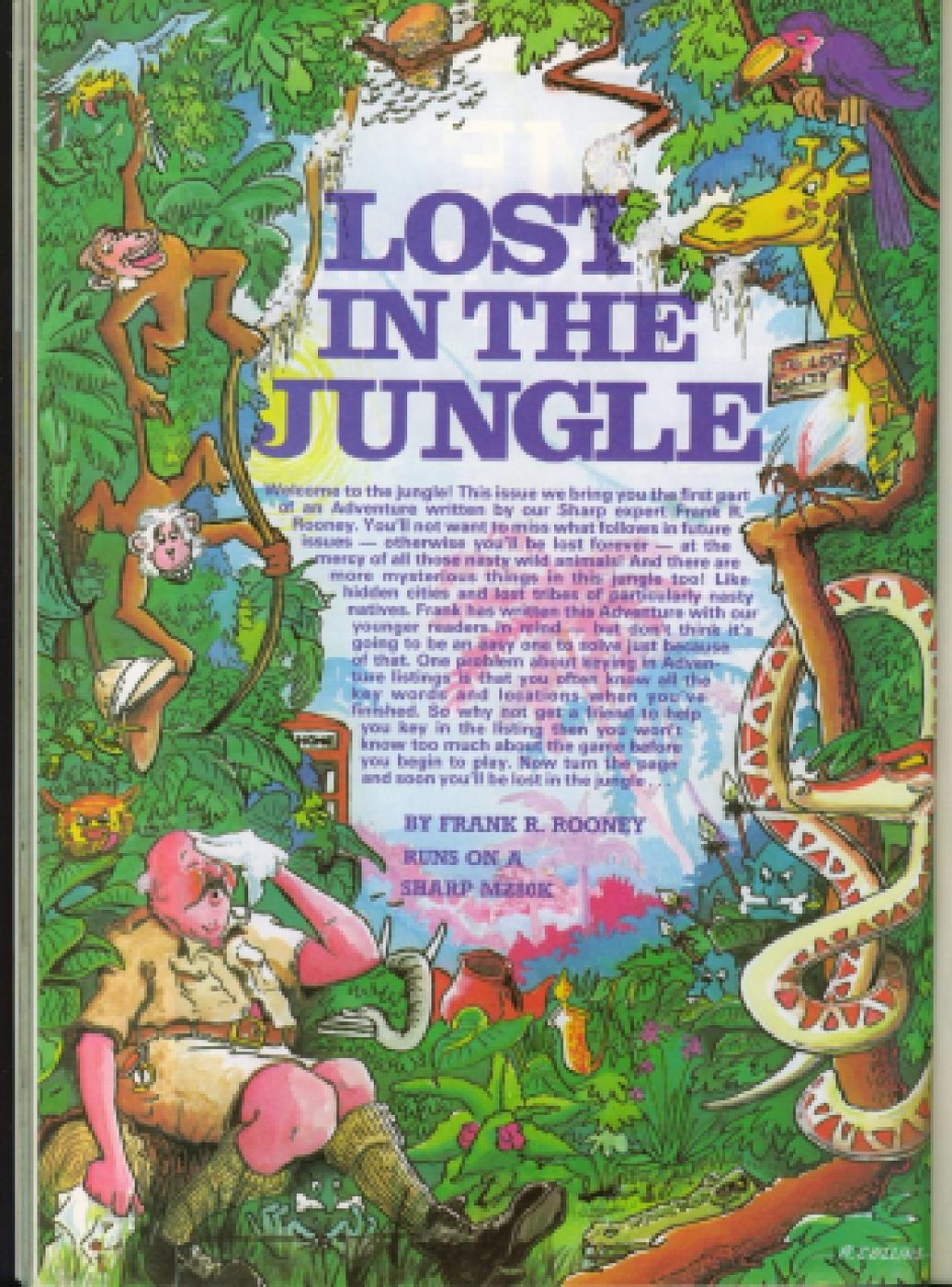
=Protek=

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A colorful illustration of a jungle scene. In the foreground, a giraffe with a yellow and brown patterned body stands on the right, holding a sign that says "SHARP BOOKS". A toucan with a large, colorful beak is perched on a branch above it. A large snake with a yellow and red patterned body is coiled around a tree trunk on the right. In the upper left, two monkeys are climbing a tree. In the lower left, a man with a red hat and a brown tunic is sitting on a log, looking thoughtful. The background is filled with lush green foliage and a bright sky.

LOST IN THE JUNGLE

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future issues — otherwise you'll be lost forever — at the mercy of all those nasty wild animals! And there are more mysterious things in this jungle, too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about trying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before you begin to play. Now turn the page and soon you'll be lost in the jungle...

BY FRANK R. ROONEY
RUNS ON A
SHARP BOOK

These words come from the pages of a diary found by the bones of a jungle poet...

I was the rear of some distant jungle boat that brought me back to my senses. Only then did I realize the danger I was in — alone, with miles of unexplored jungle between me and the nearest civilization. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river borders of the jungle area the aircraft developed engine trouble. Suddenly smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft crashed into the jungle canopy — and I must have been thrown clear, because I awoke some yards away from the wreckage. There was no sign of the pilot — just the sounds of some wild beast dragging something through the undergrowth....

Now the light is fading and the wild sounds of the jungle night are beginning to fill the air and I'm beginning to realize that I am well and truly lost in the jungle!



JUNGLE

Enough of all this scene setting — what you need is some hard facts! You are lost in a jungle with only a gun — with one shot — a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilization without getting killed — that's all!

You must try to keep up your energy by eating and drinking whenever possible — or you will quite simply die of exhaustion.

The jungle is 80 miles square and each mile is the equivalent of one mile. Skillful judgement is required, for there are also random events that will make things even more interesting!

Will I even be able to find my way back to civilization? Luckily I have a small supply of emergency rationes which I discovered among the wreckage of the aircraft! — and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth?

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle. ... otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rocco's weird and wonderful jungle. Don't get lost anywhere in the meantime until you!

PROGRAM NOTES:

Line 30: calls 1000 graphics & tone
40-500: 500-shot routine (placed at beginning for speed of execution)
100-100: initialization — start of game
100-100: initialization — start of game
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100-100: initialization — start of game

Part Two next month

- 0000-0000: move into graphics
- 0010-0000: instructions
- 0000-0000: jungle bird sounds
- 0000-0000: instructions cont.
- 0000-0000: nature music & graphics
- 0000-0000: notes for new game
- 0000-0000: title graphics
- 0000-0000: title tone.

MAIN VARIABLES

- E — energy
- M — no. of bullets
- MM — no. of bottles of medicine
- SS — flag for slingshot
- KK — flag for knife
- PN — position in jungle

NOTES ON SCREEN BASIC:

The program has been written in normal SP-0070 basic and occupies about 75.5K of memory.

- POINT 00010 - POINT 00047 — Store screen locations
- POINT 0000, X prints X lines down the screen
- POINT 0000, Y prints Y columns across the screen
- POINT 0003 & POINT 0014 are used for sound effects which are switched on by US0301 and switched off by US0771
- 0003/0014 sounds a sloop.



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6



Inside...

*Setting new standards in
educational software with
Sinclair-Macmillan*

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst these micros at use in schools.

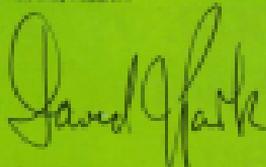
In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes, with the right software, the micro can and does teach effectively and thoroughly (and give teachers more time to devote to individual pupils). Yes, young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.



David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM™

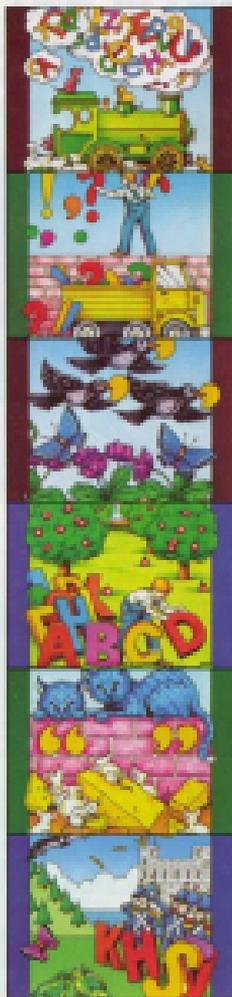
Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The interactive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphabetics — The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Falls — Press the letter key that is displayed on the gan to destroy the sea which have invaded the coast!

Invaders — Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man reaches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercises, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grim Gargo is displayed. Press the correct character to change the grub into a butterfly... before it runs off through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child enters the correction by pointing an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognizing letters and using the Spectrum keyboard are tested to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks (Inverted commas) and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellious

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellious. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly — the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The *Learn to Read* series is derived from Macmillan Education's best-selling primary school reading scheme, *My Way*. It offers a unique opportunity for parents and

teachers to participate in the child's first experience in reading.

Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



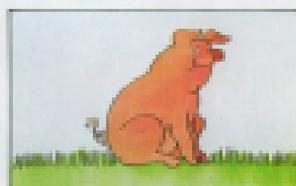
Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It uses four parts, each of which develops skills central to the reading process — letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters — Ben the dog, Jo the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red", "green", "ice", "ship" and "bus" are introduced. In addition, *Learn to Read 2* features an attractive "reward" system motivating children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. *Learn to Read 3* features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 50 words.



Learn to Read 4

Learn to Read 4 is the alphabet program in the *Learn to Read* series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet — matching initial letters to words and pictures and spelling missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5

Learn to Read 5 teaches positional language — often difficult to understand and remember — by using words and pictures such as "behind" and "in front of", "inside" and "outside".

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo

Set sail around the world. Choose your ports of call — New York, Tokyo, Beijing, Helsinki — then the real challenge begins! You must reach your destination safely, avoiding storms on the way. But first, load your cargo — using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!



Glider

Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to feel the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely — if you can.



Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life habitats that different creatures must face in their struggle to stay alive.



Magnets

With an array of small magnets you set out to conquer the powerful supermagnets of your opponent. You face one weapon — your force of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the super-magnet. When cornered, just turn your poles or your velocity and see what happens!

ZX INTERFACE 2

THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

Now available in shops



Loads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten tennis games already available on cartridge. ZX Interface 2 also allows you to use

one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs — or with dozens of other Spectrum programs.

ZX MICRODRIVE/ ZX INTERFACE 1

The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 80K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums and a built-in RS232 interface. The cost? Less than £30.

How to get ZX Microdrive and ZX Interface 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

How to order

Complete the appropriate sections on the order form below. Note that there is no postage or packing to pay on software purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0950, 24 hours a day. Please allow 28 days for delivery.

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Sinclair Research Ltd, Banktop Road, Cambridge, Surrey, GU8 9PS. Telephone 01753 66221.

To: Sinclair Research Ltd, FREEPOST, Cambridge, Surrey, GU8 9PS.

Section A: Hardware

Qty	Item	Code	Item Price £	Total £
	ZX Interface 2	0501	19.95	
	ZX Spectrum - 16K	0000	129.95	
	ZX Spectrum - 128K	0000	89.95	
	Postage and packing: orders under £50	0008	2.95	
	orders over £50	0008	4.95	
				TOTAL £

Section B: Software

	8100	Learn to Play 1	4.95	9.90
	8105	Learn to Play 2	4.95	9.90
	8110	Learn to Play 3	4.95	9.90
	8115	Learn to Play 4	4.95	9.90
	8120	Learn to Play 5	4.95	9.90
	8125	Crongo	4.95	9.90
	8130	Omikron	4.95	9.90
	8135	Survive	4.95	9.90
	8140	Magnon	4.95	9.90
	8145	Early Publication	4.95	9.90

ORDER FORM

8100	Speech Marks	4.95	9.90
8115	Acquaint	4.95	9.90
8125	Castle Letters	4.95	9.90
8135	Castle Spectrum	4.95	9.90
8145	Alphabet Games	4.95	9.90
			TOTAL £

*I enclose a cheque/postal order made payable to Sinclair Research Ltd for £

These charge my Access/Bankcard/Travelcard account.

Signature

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Daytime

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Notes

Comments

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Date

Time

Other

ZX Microdrive™ information request

Please add my name to the Microdrive Mailing List and send me a colour brochure with full specifications of ZX Microdrive/Interface 1 (tick here).

Free Sinclair ZX™ Software Catalogue

Please reserve my priority copy of the January 1984 Sinclair ZX Spectrum Software Catalogue (tick here).

Please use the form above to send your name and address.

GRAPHICS

By Garry Marshall

FANCY MAKING A DOUGHNUT?

In this issue we present a short graphics program that shows how easily a complex shape can be plotted in a realistic way.

The object that is displayed has the shape of a ring doughnut, and its proper name is a Torus. By starting with a circle and a line that does not cut the circle anywhere, the shape of a Torus can be swept out by revolving the circle around the line. The accompanying illustrations, which were generated by our program, show cross-sections through the doughnut, all of which take the form of rings.

The program is written for the BBC Model B microcomputer and uses its highest resolution graphics mode. Since the only graphics commands in the program are the ones to set the graphics mode, and screen and curve, it is a simple matter to convert the program to run on any other micro having high-resolution graphics facilities.

The views of the Torus are drawn as they would be seen from a considerable distance. This simplifies the problem of constructing a per-

spective view. The direction of viewing is fixed by the two angles A1 and A2 as shown in the illustration.

The same names are used for the corresponding variables in the program. In fact these two angles are exactly those used in a coordinate system that is an invaluable aid in solid geometry and they are also used in astronomy, one of the fields in the artwork.

In the program, R1 is the radius of the circle that sweeps out the Torus

and R2 is its distance from the line about which it revolves.

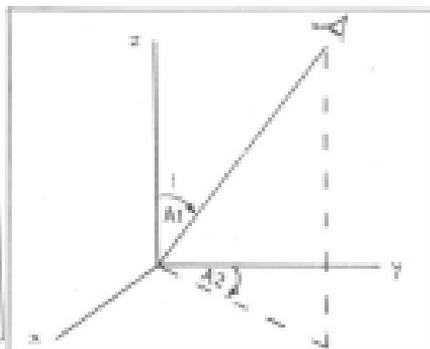
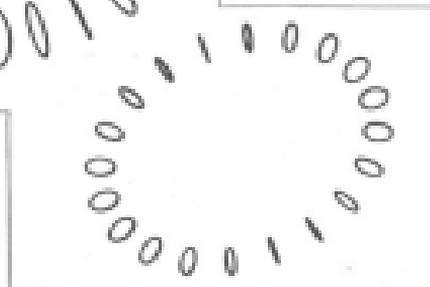
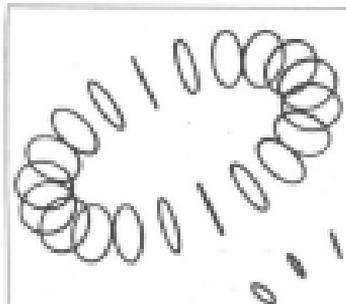
The arrays X and Y hold the x- and y-coordinates of points on each cross-section of the Torus that is plotted. All the other variables hold intermediate results.

The illustrations were plotted using the following values.

For the first, R1 and R2 were 90 and 300 respectively, and A1 and A2 were both 45 degrees. For the second, R1 and R2 were 25 and 200, and A1 and A2 were both 90 degrees.

The program that produced the first Torus was the listing shown at the bottom left-hand side of this page.

These two illustrations show the Torus plotted using the information in my article.



```
10 MODE 9
20 DIM C$(100), S$(100)
30 X(100), Y(100)
40 DN = PI/4 : AN = 0
50 FOR I = 1 TO 100
60 C$(I) = COS(AN) : S$(I) =
  SIN(AN) : AN = AN + DN
65 NEXT I
70 R1 = 90 : R2 = 250 : A1 = PI/4
  : A2 = A1
80 FOR J = 1 TO 100
90 X(J) = R1 * SIN(C$(J)) : Y(J) = R1 * S$(J)
100 NEXT J
110 D1 = COS(A1) :
  D2 = SIN(A1) : D3 = COS(A2) : D4 = SIN(A2)
120 FOR K = 1 TO 100 STEP 5
130 C = C$(K) : S = S$(K)
140 E1 = D1 * D3 * C - D2 * S : E2
  = D1 * D4
150 E3 = -D4 * C : E4 = D3
160 MOVE E1 * X(J)
  : E2 * Y(J) : 0
  : E3 * X(J) - E4 * Y(J) : 0
170 FOR L = 1 TO 100
180 DRAW
  : E1 * X(J) + E2 * Y(J) : 200
  : E3 * X(J) + E4 * Y(J) : 0
190 NEXT L
200 NEXT K
210 END
```


WITH EMPIRE

not placed but is now under the control of player 2004. Bloodline at year 11800. Cost of Yards (254), Amethyst at usage (1075) and water at Mappi-blower at 3160.

SCORES

Top scorer for turn 5 is P. Fairbro, who scored 6000 this turn. Going to last month's score, overall scores for the next 2 turns will also include any profits generated by the machine during the first run of turn 5. However, all scores are relative and the top ten should not be affected. The rest of the top ten for turn 5 looks like this...

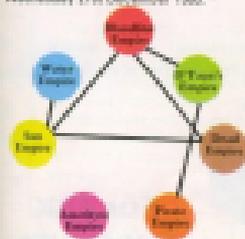
From positions 9 to 1, players 2301 (2000 points), 2302 (2000), 2102 (2111), 1825 (1600), 1151 (5000), 2078 (1825), 1020 (4800), 1028 (4000) and player 1030 who also has 4000.

To find your own profit for turn 5, use the table above which should be right this month! Cargo profits are printed normally, while glider profits are reversed.

The star travelled from 1 is printed in full down the left hand side, while the star travelled to is abbreviated along the top.

Orders are now due in for turn 6. As I said before, any orders already with us for turn 6 will have to be sent again. Because of this, though, I will accept orders from those players over the telephone but ONLY between 1 pm and midday Monday to Friday. We're afraid that there will be nobody available at other times.

Please use the phone number as given in the sublink, and ask for the Seventh Empire orders dept. Closing date for orders is Wednesday 21st December 1980.



The Diplomatic Diagram

FLEET ○	LARUS +	YIBET +	XOLUP +	ETEL +	FUNUS +	LELUP +	YANOC +	KOROC +	ROK ○
VEAS ○	QIBUS +	IRANAN +	ABOS +	SONER +	VEPOS +	QANDOT +	REKOD +	ASOL +	SUNER +
BABBY +	NIHAN +	ELERU +	MLETI +	NANU +	BUTER +	WYTAB +	NIYU +	WELIUS +	NABOK +
DALIS +	OLEX +	TASAT +	CRZUR +	GOFAN +	DETUG +	OSUP +	FERAZ +	CEAN +	GOFEG +
ERAR +	NOVEP +	LOAG +	PEROS +	BAOIG +	ENAR ○	KEPAR +	UGAN +	POBOV +	JENS +
PADES +	LOKIE +	ELNER +	NANIX ○	DEP +	FRIGL +	LEGAL +	WODAZ +	SLXODD +	IBED +
YANUS +	QUVEN ○	HEPER +	ASOR ○	SEHAI +	NEES +	QANUV +	BABUS ○	APEL +	SABAG +
ELREP +	WAGAP +	ROLEK +	WNEP ○	NIVES +	BAZEN ○	WUPIA +	ROBLE +	MEHNA +	NAZET +
DEWLP +	OPPER +	TUNOX ○	CRZUR ○	GAYOR +	SABAG +	OTEN +	TUNAX ○	KEWER +	QIBUS +
ELAR ○	KIRUP +	ULER +	FERAZ +	JASOL +	ESB +	KOLOL +	LEUP ○	PULUD +	FUYAR +

The Galactic Map

Orders in Block Caps please

NAME:

Code No: Telephone No:

	1st Movement phase		2nd Movement phase	
	AT	ACTION	ACTION	STAR
FLEET 1				
FLEET 2				
FLEET 3				
FLEET 4				
FLEET 5				
FLEET 6				
FLEET 7				

I wish to move the Empire's Imperial Ship from to

Please notify us separately of any change of address.

fantasy

SOFTWARE

THE PYRAMID is an arcade style game which has a very adventurous feel to it.

The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another you must fight off the indigenous aliens to collect an energised crystal which will neutralize the force field guarding the two exits.

The Pyramid is inhabited by a total of 60 weird and exotic alien types, all of which are beautifully animated. You will meet a whole variety of demons, droids, insects and monsters, with a sprinkling of the more unusual, the extra-terrestrial swarms, galactic strawberry cosmic claw mutant eye, plus a whole host of entities that defy rational description. You will no doubt invent your own nicknames.

You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.



This is 'BOGGY'. He is shown above in his exploratory capsule and is a true representation of the on screen graphics. You have total control over his movements as you explore the many chambers of 'THE PYRAMID'.

FANTASY SOFTWARE
is available from WH Smiths,
John Menzies and
Computers For All

THE PYRAMID

Compatible with all leading joysticks

For 48K
Spectrum

THE PYRAMID is available at £5.50 from
FANTASY SOFTWARE, RAUCONBERG LODGE, 27A ST GEORGES ROAD, CHILTERNHAM, GLOS GL50 3DT
despatched by return first class post together with a member ship number entitling you to discount
on our forthcoming television software

Trade Enquiries welcome - telephone 0247-583664

N · E · X · T · M · O · N · T · H · N · E · X · T

THIS ONE YOU MUST NOT MISS!

Games galore in our bumper February edition with the action-packed Book of Games attached.

The Book of Games will be a \$2 fun-packed bumper add-on to your favorite computer magazine. All the top micro will be featured — with a couple of games for each machine all tried and tested by our reviewer team to ensure top quality games.

We also intend to have a few surprise competitions thrown in with some of the listings to give our Book of Games that special added ingredient — more fun to rush out to your newspapers on January 30th and get your hands on this extra special issue of C&VG!

And at last we hope to be bringing you the long awaited and much heralded Coleco Adams competition! Yes, we're finally going to get our hands on some of these computer systems from the people who brought you the ColecoVision video games centre.

Professor Video will be increasing again in our Video Gaming pages with tips on Q*bert and we'll also be bringing you all the latest news plus our regular joystick jury reviews.

The Seventh Empire Will be striking back! All you long suffering Empire addicts shouldn't despair as the end — and the grand prize — is in sight. The glittering prize could be yours if you're managed to stay the course!

All that plus our regular articles and features which bring the wonderful world of computer gaming into your home.

Our brand new Program Extra feature offers educational tips based on our games plus an extra helping hand for people who have just bought their micros.

Big Blaster will be on hand to deal with any nasties who crop into your programs over the festive season.

Keith Campbell will be back

on the trail of treasure, demons, dragons, and elves and bringing news of a fun competition where you could be the lucky winner of Melbourne House's brand new Sherlock Holmes game.

We will be announcing the winners of the Golden Joysticks Awards.

Throughout the year you have been filling in and sending us your votes for Best Arcade Type Game, Best Strategy Game, Best

We also plan to bring you a round-up of computer add-ons to compliment our Games Playoff Guide to Micros in our December issue. Plus a look at all the latest joysticks for micros and video games centres.

We might also be able to squeeze in a feature on laser discs and you'll soon be able to interface them with your friendly home computer and play even better games.

This here's my newsagent



Original Game, Game of the Year and Software House of the Year.

The much sought after golden joysticks will be presented to representatives of the winning software houses at a special presentation lunch to be held in London in January.

But it's not just the software houses who will be receiving the goodies in our February issue. We will be also announcing the lucky ten winners of our Decade-long competition — each of whom will be receiving an Atari VCS plus three of Activision's latest games to go with each.

There will be an exclusive interview with the world's number one video game designer — Mr Pitfall — David Crane.

Me's my newspaper are real close. His name's Bill or Fred or something ... Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of Computer & Video Games and keeps it, just for me.

So none of the other guids on the street can get hold of my copy. And Dad's important to me. Maybe it's important to you too. So go if see your newspaper with that coupon below all filled out. It's like Harry here, you're gonna like him.

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 receive me a copy of Computer
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STARZONE SOFTWARE

A universe at your fingertips!



MAGNUM

The most advanced 3D graphics game ever conceived brought to your Spectrum. Blast your way through fighters, forcefields and fuel dumps whilst avoiding the walls, to the enemy's ultimate defeat!

Kill or be killed! Rapid action, addictive and amazing graphics. Excellent sound effects. Two player action.

BBC Model 'B' £5.95

DALEK DAN

Don't panic! Save Dan from the deadly Daleks before they exterminate him. True machine-code arcade action.



TASMANIA

Zap the ferocious Tasman and their ferocious friends before the advancing walls crush you. Use your smart bombs to delay your impending doom!

BBC Model 'B' £3.95

River Raider



Penetrate the river defenses in your full-gearship on a low level rescue mission. Death and destruction at the way!

**£3.95
18k Spectrum**



Blackbeard's Treasure

Fit your wits against Blackbeard and his minions on his island of atropis. Save game, randomized mapping, 100 locations, Grogans, duels, goblets! A classic text adventure.

BBC Model 'B' £3.95

PROGRAMMERS!

Tip: register for good programs.

Check-PO to: Starzone Software, 74 Wallingford Rd., Shillingford, Oxford OX9 6HD.

PLAY ALL DAY WITH THE LATEST AND GREATEST SOFTWARE TO BE SEEN ON SCREEN!



PLAY ALL DAY!
JANUARY 6th 7th 8th

January 6th 7th 8th are the dates when you can play all day with the new titles to will feature on the new best computers, including Apple, Vix 28 and 84, C7 plus Spectrum, DMC Dragon and BBC A & B. All will be at display at The London Home Computer Show.

Once again the emphasis will be on the latest and all the new markets, with computers from £100 up to £200.

Play all day, try or buy it's all there at the greatest home computer show in the world!

Friday 6th January 1984
10.00 a.m. - 6.00 p.m.
Saturday 7th January 1984
10.00 a.m. - 6.00 p.m.
Sunday 8th January 1984
10.00 a.m. - 6.00 p.m.



THE LONDON HOME COMPUTER SHOW
HORTICULTURAL SOCIETY'S NEW HALL, WESTMINSTER



The London Home Computer Show, Horticulatural Society's New Hall, Westminster, London SW1P 2NQ, London SW1P 2NQ, London SW1P 2NQ.
admission Adults £12.00 Children under 12 £7.50

AT LAST, A HOME COMPUTER THAT IMPROVES WITH AGE.



It's surprising to so many first-time retail shoppers with a home computer purchase with age.

So why are you, too, also surprised little features you see and the children can learn about computers.

Instead, you learn about its features and friendly graphics. The plug-and-play out-the-box design supply. The colorful "beginner" language. The self-diagnose tests. No previous knowledge is needed. It's only you... The kids need a bit in the beginning... Quality over quantity is the only way to improve your... Personal Computer News... Commodore News, June 83.

The Commodore 64 is designed and built by 5 and one of the best language engineers, with a focus on design and speed.

First, it focuses on fun to learn and operate.

Next, it is the suggested way to use through classes and hours of operation. And then it turns the focus of a power full, reliable home computer system that is a real replacing unit of a ready for a dedicated business users.

Build to learn

The Commodore 64 is designed to be easy for the first generation.

The Commodore 64 is designed to be easy for the first generation to use. The Commodore 64 is designed to be easy for the first generation to use.

The Commodore 64 is designed to be easy for the first generation to use. The Commodore 64 is designed to be easy for the first generation to use.

The Commodore 64 is designed to be easy for the first generation to use. The Commodore 64 is designed to be easy for the first generation to use.

The Commodore 64 is designed to be easy for the first generation to use.

effects very simple for users to design and to achieve. Personal Computer World, Aug. 83.

Build to last

It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business. It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business. It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business.

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Build to grow

It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business. It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business.

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It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business. It's really, first time, all you need a lot of ready-to-use and ready-to-go to be successful in your business.

and big computers with equally big prices.

The Commodore 64 provides a wide range of language for classroom management, spreadsheet, accounting and business problems. Commodore 64 is a real home computer. Personal Computer News, Aug. 83.

Now, take a look at the back of the Commodore 64.



To make the Commodore 64 a real home computer, Commodore 64 is a real home computer.

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BUILT TO LEARN. BUILT TO LAST. BUILT TO GROW.



COMMODORE 64 GAMES LIBRARY



- Over 160 titles, all the latest & greatest.
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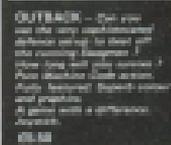
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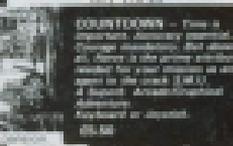
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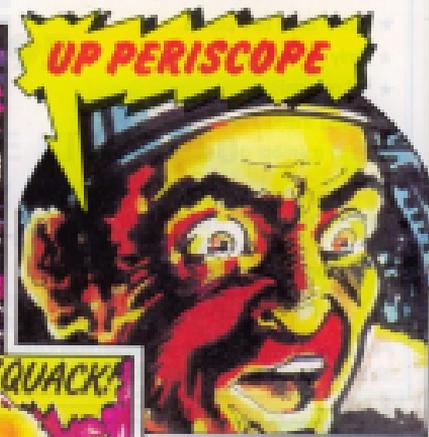
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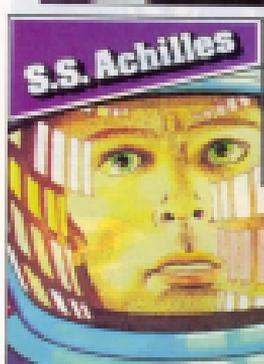
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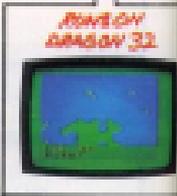
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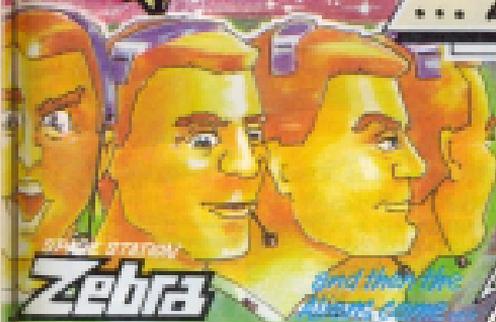
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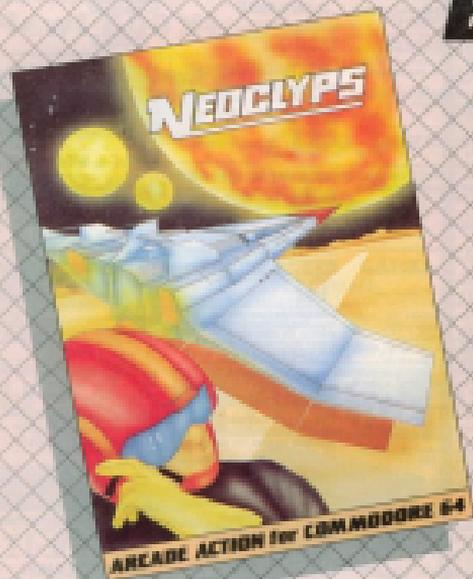
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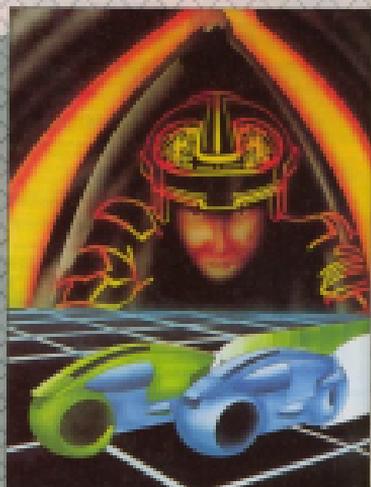
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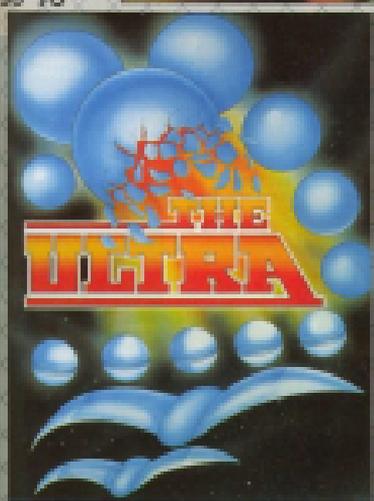
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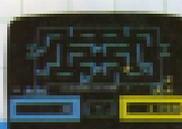
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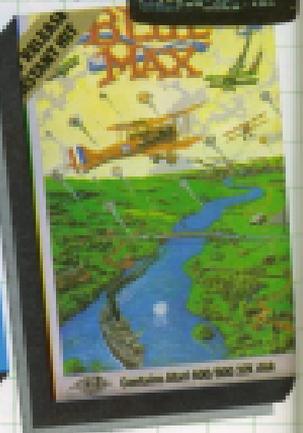
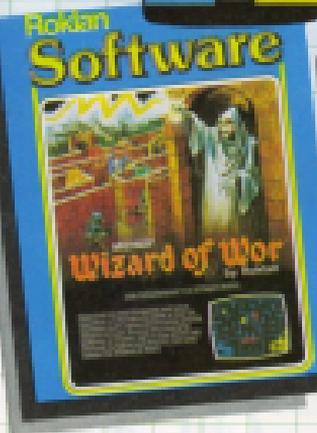
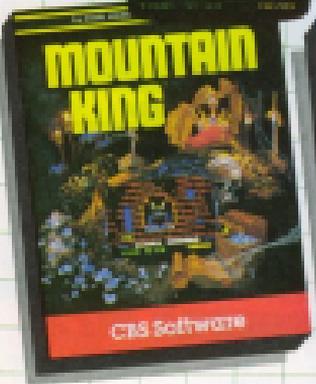
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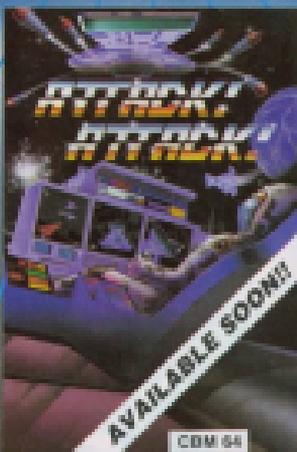
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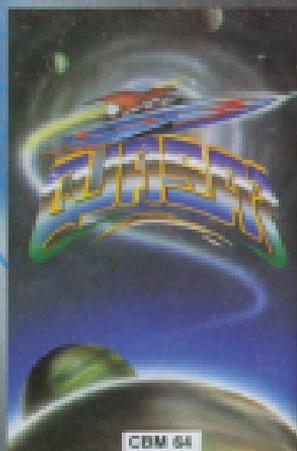


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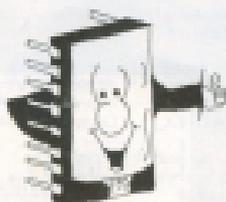
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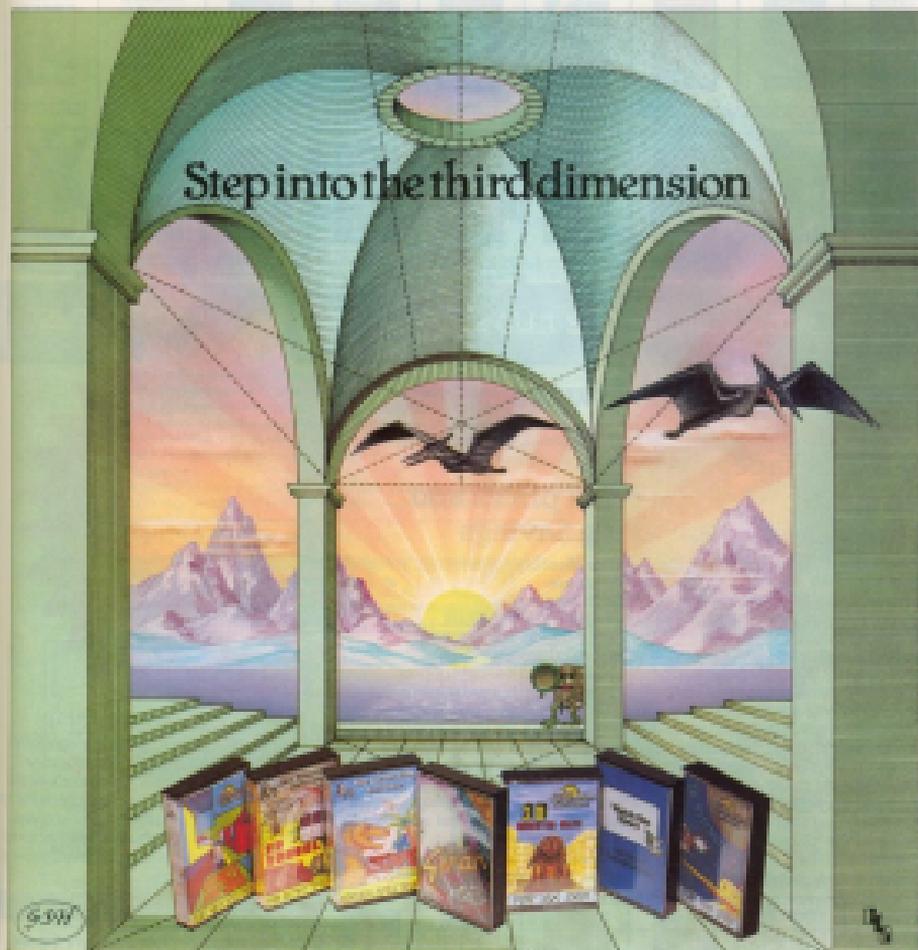
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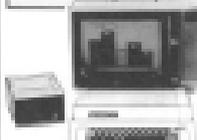
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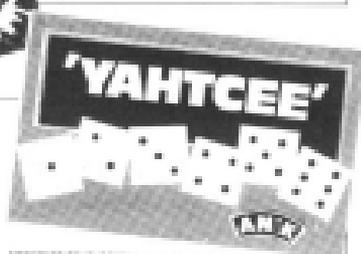
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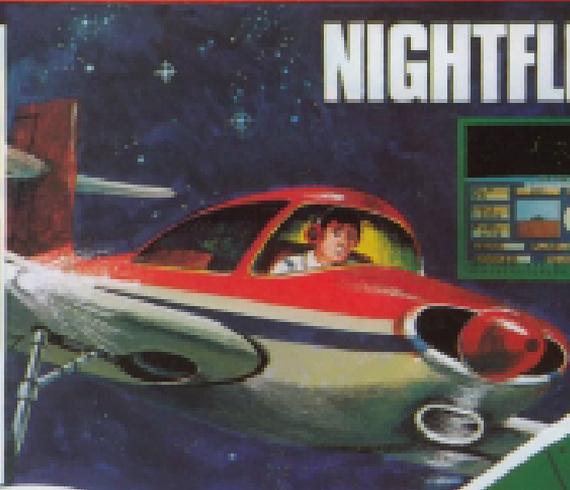


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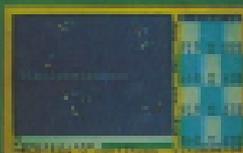
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4	JETPAC (Ultimate)	SEA WAR (Panda)	4	CATCHA SMATCHA (Imagine)		COMPUTER WAR GAMES (Thorn-EMI)
5	MARIC MINER (Bug-Byte)	MAZE BOATH RACE (PSS)	5	MATRIX (Llamasoft)		ZAXXON (DataSoft)
6	ZROOM (Imagine)	GAUNTLET (Columbus)	6	BEATCHED (Imagine)		MINER 2049'er (Big Five)
7	KONG (Ocean)	3D DEFENDER (New Generation)	7	AMOK (Audiogenic)		BLUE MAX (Synapse)
8	FLIGHT SIMULATION (Poles)	FOOTBALL MANAGER (Addictive Games)	8	SETHAWE (Gaickilva)		EASTERN FRONT (Atari)
9	HARRIER ATTACK (Durell)	3D MONSTER MAZE (New Generation)	9	FRANTIC (Imagine)		FORT APOCALYPSE (Synapse)
10	BUGABOO (Gaickilva)	MUNCHER (Siverson)	10	PABE (Bug-Byte)		ARBITRAGE (English Software House)

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3. Robert Golding, Hornchurch, Essex — 3,870,190
4. Gareth Green, Basildon, Essex — 3,088,685
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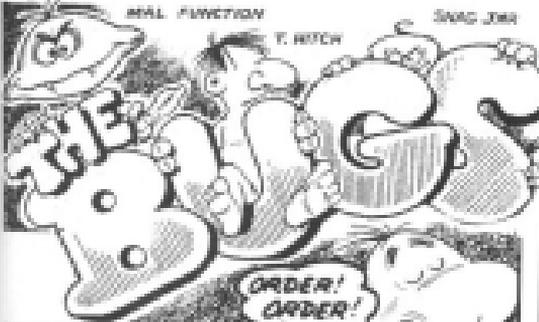
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COMING TO MIDNIGHT ON NEW
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... THE BUGGY EXECUTIVES
CONTAINED 999 MISSING
MISSING ... AN INCREASE
OF 10,000% IN LAST
YEAR'S GROWTH!



WAAAAAY!
PANDEMONIUM!
WE ARE THE
GREATEST!
WAAAAAY!
CHEERS!

HOLD IT!



ONE PROGRAMMER
WORKING ON THE
BUGS THIS
MORNING!

... WE'VE JUST HAD
AN IDEA TO REVISOR
AND REPROGRAM ...
LET'S BUG IT
BEFORE MIDNIGHT!

GREAT IDEA
WHEN WE'VE MISSING
1000 MISSING
FOR THE YEAR!

LAST ONE TO GET
OVERLAP IS A
COW!

AM ALL THE
SECOND NOW!



THUDD!

GRIP! THERE'S
MISSING AND I'M DO
SOMETHING TO REVISOR
THE CARTRIDGE BUG!

WAAAAAY!
THAT'S GREAT
AND 1000
REPROD!

SOB! I'M
SAD AT MY
REPROGRAM!

I'M
REPROGRAM!

WAAAAAY!
WHAT IS IT?

SOB!
YOU DON'T
I'M SAD!

SUDDENLY
AT THE
CARTRIDGE!



ONE MINUTE PAST 12 PM!
ONE PROGRAMMER HAS THE
CARTRIDGE BUG!

ANEM!



IT'S GOING TO BE A
HAPPY NEW
YEAR FEELS!
ESPECIALLY WITH MY
NEW DEBUGGING
PROGRAM!

ARE THE WORDS REPEATED?
CAN THE BUGS BEAT THE
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The sharp eyes amongst you will have noticed the subtle changes made to the classified advertising section in this issue of Computer & Video Games.

These changes will be even more apparent from February onwards when we start to offering image advertising to those of you selling goods and services for profit (which isn't!). These will appear under the heading of Miscellaneous together with non-profit advertisements (charity, "charity market"). For non-profit ads the minimum ads will now be two columns and we shall offer the opportunity of being an ad across two or even three columns.

If you've got an old IBM gathering dust in the attic, a collection of unused software cluttering up your shelves or anything else you want to get rid of you can sell it all through the Classified section of the magazine which has now been going for several months.

To place a non-profit advertisement in the magazine send in your copy to M.G.L., 48 Road W, London SE19 5EA. To place a charge advertisement, or other Miscellaneous or Classified list the order form on page 187 of this issue.

We hope you take advantage of these new advertising options and would like to see the opportunity of writing you all a very proper-ly new Year.

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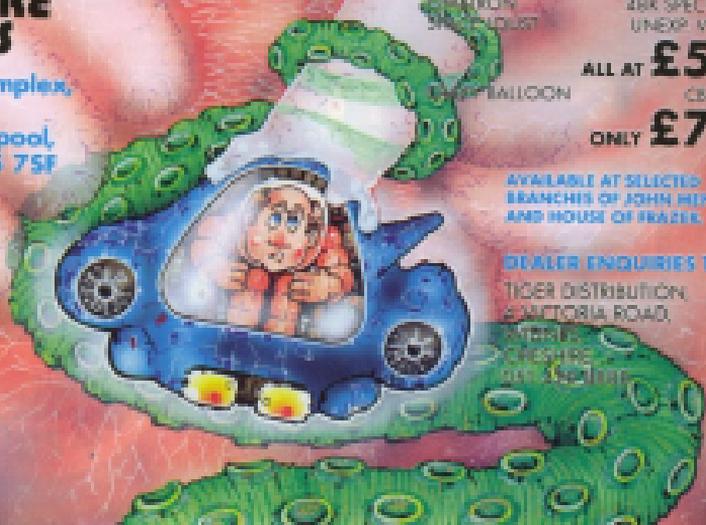
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PROGRAMMERS

Thirty positions exist for programmers working in a team environment on many diverse aspects of microcomputer software, including the conversion and adaptation of games to new microcomputers.

Applicants should be fluent in at least one assembly language and have great familiarity with at least one currently popular consumer microcomputer. Experience is not necessary but possible ability is a qualifying factor.

GRAPHICS PROGRAMMERS

Two positions are available for programmers with skills, experience and knowledge of microcomputer graphics as applicable games software.

Applicants must be fluent in at least one popular microcomputer assembly language and preferably have a working knowledge of one other, plus familiarity with currently available microcomputer capability. Provable experience and/or ability essential.

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Two openings are available for programmers who have the ability to write music and sound effects for popular titles.

The applicants must have a good knowledge of an assembly language and proven musical skills.

GAME DESIGNERS

Two positions exist for game designers to design a wide variety of entertainment software. Applicants will have both experience in general games design and theory plus a working knowledge of microcomputers.

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An opening exists for a technical writer to prepare software manuals for both commercial products and internal development tools. A recognised writing qualification will be necessary for applicants as well as a very wide working knowledge of microcomputers.

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There are six positions available for artists working on games design and production using computer based graphic tools. A knowledge of microcomputer graphics plus excellent artistic skills are the qualifications for these positions.

Applicants should in the first instance send their CV to:
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Please drop us a line at: Computer and Video Games, EMAP, Barnet House, 4 Barked Hill, London EN6 5JH.

CHILDISH TRIPE?

Dear Sir,
First time if you really want to put the cat in among the pipers! I bought a Spectrum a few weeks ago purely for game-playing, after all, I thought, there must be a decent selection of fairly intelligent games for 10-year-old kids these days.
But ye gods! 80 per cent of games software seems to be juvenile childish tripe with someone's head in it. I think it's an absolute disgrace that all people are led to do with their miserable money is to chase aims and wish like across the galaxy!

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination at least a little. *Alan Cheevers, Leicester.*

Editor's reply: Well, what do YOU think?
NUMBER TROUBLE

Dear Sir,
I own a 48K Spectrum and I have a problem. Please could you tell me if there is an address in the micro in which I can enter a number, switch the computer off and then on again, peek the same address and still find the same number pointed to?
Tim Allen, Timbridge, Kent.

Editor's reply: There are two types of memory chip in a computer: Random Access Memory (RAM) or Read Only Memory (ROM).

RAM can be freely peeped to alter its contents, but loses its value when the power to the computer is turned off. ROM, on the other hand, is programmed at the factory

and cannot be altered by hand. It does, though, retain its contents even if power is turned off.

In, unfortunately, there's no way of peeping into the Spectrum's ROM and having the value still there if you turn the machine off and then on again, except if you buy a special ram pack which has a small built-in battery.

FURTHER ADVENTURES

Dear Sir,
In the August issue of your excellent magazine, you published a letter from Mr. J. Bell of Canterbury. In this letter he wrote of a Donkey Kong machine with gaps in the beams for our hero Mario to jump across.

This game is called Donkey Kong Part II made, if my memory serves me correctly, not by Nintendo but by a games company called Falcon. I have played Donkey Kong Part II in South Africa and Greece and found it was much the same as Donkey Kong apart from slight screen variations. Also it has a delightful little score at the beginning showing King breaking out of prison.

On the first screen, there are the above-mentioned gaps in the beams, but these need not be encountered as you can "jump" a whole screen as in the normal Donkey Kong.

This is done by climbing up the first ladder, then nudging the joystick twice to the right so Mario will hit his back to the player. Now, by jumping to the right our knight is sliding ladder and jumps off the beam and slides down the right of the screen onto the next one — the pie screen.

On the pie screen, my opponent with Kong loses one of Mario's lives, but jumping off the top to slide through is still possible on this

screen. Mario just bounces back up on reaching the bottom surface. This requires perfect timing.

Another trick to prolong Mario's life and collect more points is by dropping the hammer on the pie screen, but only on level two upwards, when, on Donkey Kong Part II the conveyor belt moves faster, so Mario must jump against its movement to get anywhere.

It is achieved by moving to the right of the screen on the lower conveyor belt, pushing up the hammer on the way. On reaching the side, simply nudge the joystick to the right and it will leave the hammer, heading away, while Mario hops off to collect a high bonus.

The hammer destroys everything that it touches giving points for this at the same time. Even when the hammer disappears after a while, pie etc, will get locked by an "invincible" hammer.

As of yet, I have not seen Donkey Kong Part II in Britain. Perhaps other readers have?

Stephen Brown, Chesham, Bucks.

TINKERING WITH TI

Dear Sir,
I am 14-years-old and own a TRS-80 with Extended Basic, a speech synthesizer and a few other peripherals as well.

I have found out, totally by accident, something rather interesting on the TRS-80 in cassette or Extended Basic.

Type in ROM and then fill it up with as many control characters as it will let you, I often use CTRL and the comma key as this seems to get the best results. Now enter the line and edit it.

Instead of being blank as it

was when you typed it in, it is full of various other characters. The beginning of the line will go off the top of the screen and perhaps the screen will change colour or do something else unusual.

Now move the cursor around, even though you can't see it, using the cursor keys — PCTN and GCTN — and you should see pretty interesting results.

If the system crashes, don't panic, just switch it off wait a second or so and then switch it on again and everything should be alright. Have fun and experiment and you might find something new about your TI. *Stephen Mawhood, Slough, Bucks.*

BEATING THE KILLER . . .

Dear Sir,
I would like to point out that in *Killer Genesis* Mario will only fall down for no apparent reason if the bonus score runs down or if you stay still too long. In fact, the only thing I find difficult is getting onto the life on the last screen — from then on it's just a case of looking out for ladders and aim beams.

By the way, it is also software for the BBC model B compatible with the Electron, and there is a *Boxxon* game available for either the BBC or Electron? *Mark DeWard, Nighthall, Essex.*

Editor's reply: Thanks for your tip Mark and yes, most BBC software will work on the Electron, but I suggest you check with the software company before you buy the program. *Boxxon* isn't available for the BBC yet, but if one appears, you'll read about it first in our *Games News* section.



MAILBAG



MY SEARCH FOR KONG

Dear Sir,
I am writing for advice on which Dundee King cassette is the best value for my Vic-20 with a 30k expansion.
Carl Toole,
Blackburn,
Lancs

Editor's reply: We located together in the office to debate your question Carl and came to the conclusion that the *King* version is about the best. Although quite frankly we have yet to see a really good *King* for the Vic.

TALKING MY LANGUAGE

Dear Sir,
I have a Vic-20 with a 60k Rampack. I would like to know if games for the Commodore 64 would be compatible, in particular *The Hobbit*. Also could you tell me what languages, apart from Basic, run the Vic-20 be programmed in?
J. Campbell,
Paisley,
Scotland

Editor's reply: It's afraid the *Hobbit* isn't compatible with the Vic. Mr. Campbell. The only games that are compatible will be text-based. *Parth* and *Assembly Language* are available on cartridge from Commodore.

CRASHING SPECTRUM

Dear Sir,
Three months ago I decided to get my trusty 16k Spectrum updated, and so it was still under guarantee and I didn't want this involvement, I ship out my fully operational machine off to Sinclair Research with the required £40.00.

Now, three months later, I have just returned my machine for the THIRD time, as it appears the infamous Sinclair bugs have been at work again. My once fully working machine crashes every time Sinclair send it back to me. Sinclair seem

only too happy to take my money, but they don't seem too keen on giving something back in return. So all you 16k owners — beware!
M. Gilpin,
Middx.,
Sussex.

PUBLISHING YOUR GAMES

Dear Sir,
I have recently started buying your magazine each month, and have seen that you publish readers' programs. Could you please tell me the correct procedure for submitting such programs? Is a listing and/or cassette required and would you also please give me details of payment and copyright?
M. D. Reeves,
Dunfermline

Editor's reply: A program has a better chance of being published if it has an original and interesting title.

All our games are tested by our review team, so it may be a couple of months before you know whether your program has been successful.

As from this issue, we will be choosing one listing which will become the Game of the Month and the author will receive £25.00. We pay £10.00 for all other games. We retain the first game's publishing rights but the copyright remains with the author.

You should send us a tape and a listing, along with one of our software forms found elsewhere in the magazine. If you can't message a listing just send us a tape and we'll arrange to get a printed. Most importantly don't forget to include your name and address!

DANGEROUS ELEVENISE!

Dear Sir,
I have just spin a cup of coffee onto one of my Atari discs with a program on it — and now doesn't work!

Please could you tell me if there is a program available somewhere in the UK that would enable me to make a

back-up copy of my extremely expensive Atari discs and if so where can I get my hands on it? I have tried many shops but with no luck.
J. Krough,
Buckingham,
Lancs

Editor's reply: Unfortunately there is no way of recovering the coffee-favoured disc, but there are programs available in the classified adverts section of various magazines which claim to be able to back-up discs.

I suggest you write to one of those and ask exactly what this program will do. Although you are tempted to make a backup for your own use, it is illegal to sell, lend or hire these copies.

AN UPSET DRAGON . . .

Dear Sir,
Two months ago I bought a Dragon 32 for Christmas. Six months ago things started to go wrong. First it was called "Inhibitor" tape recorder stopped recording programs for me, then I found the joystick ports were mixed up — that is I had to use the right hand commands for the left joystick and vice versa!

It has now been a month in the workshop and it doesn't look as if it will be out for quite some time. My friends have experienced similar problems on their Dragons.

So now I'm faced with the problem of buying another computer. I was going to get a Vic-20 but I heard it was going off the market so I am thinking of buying a ZX Spectrum. Can you tell me if it has a good cassette player for loading and recording programs?

Also is Pimania still available for it as I was going to buy it for the Dragon before the cassette became faulty?

Also could you recommend a good word processor?
Martin Thomas,
Ch. Dublin.

Editor's reply: Firstly, there has been no official announcement from

Commodore that the Vic-20 will be taken off the market. In fact it is selling very well and there is a lot of software available for it.

If you are thinking of buying a Spectrum, don't let the thought of the cassette loading put you off. The machine should work with most cheap recorders without trouble. If you are looking for a word processor — try the Tascam II.

GAMES FOR THE 64 . . .

Dear Sir,
I would like readers to measure me on a few facts. This Christmas I am getting a Commodore 64 home computer which is my opinion is the best computer for about £200.

Although a lot of British written software is now available, a vast amount of software from America is also available.

Most of the latter programs, mainly games, have been based on existing Atari software and some friends have said that these programs seem to be badly programmed or not as good as their Atari counterparts.

As these friends own Atari micros and will be biased I do not know whether they are telling the truth. Also one of my favourite games, *Choplifter*, is said to be better on the Atari 800 than the Commodore 64 on graphics. As I haven't seen *Choplifter* on the Commodore 64 I would like to hear other Commodore owners' opinions to put me straight or not.

I can't see why Commodore 64 games shouldn't be as good as Atari ones. As for the sound, the Commodore 64 is far superior and so to some of the pure sounds on some Atari games these could be easily improved using the 64.

David Gashen,
Chesham,
Lancs.

Editor's reply: Well David, so far we've seen some pretty good games for the 64 — but we'll call on other 64 owners to tell you what they think.

THE SPIRIT OF CHRISTMAS PRESENT



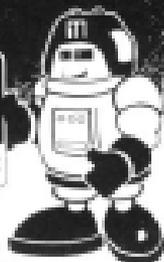
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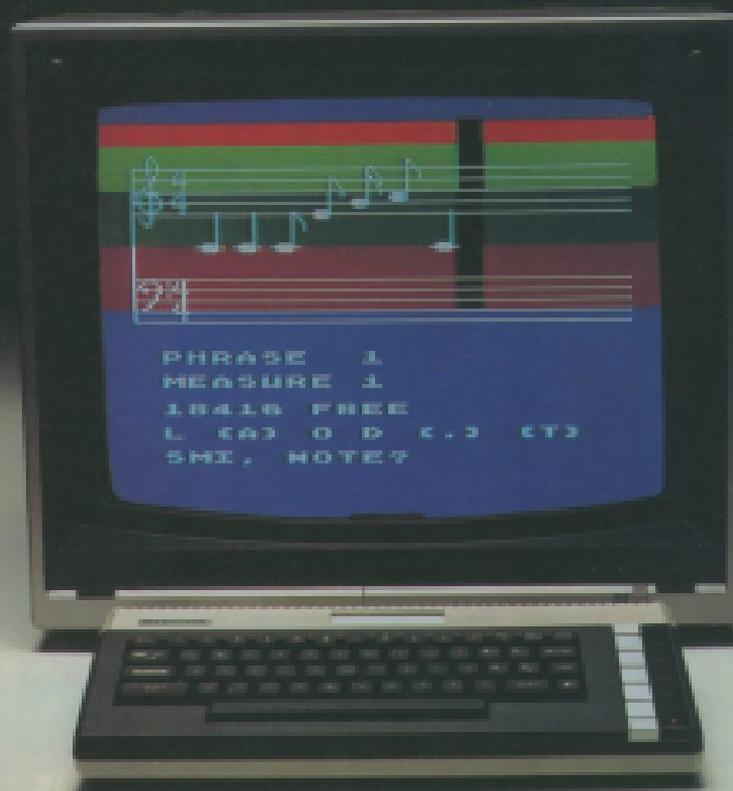


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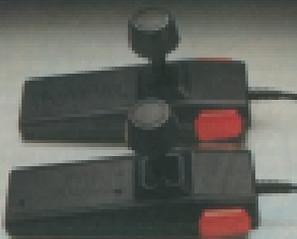
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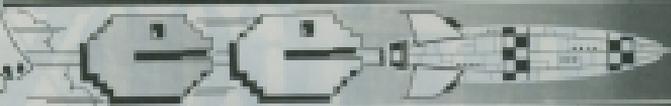
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Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., PO Box 407, Blackhorse Road, London SE28 5PT. The new Atari XL home computer system.



G·A·M·E·S N·E·W·S



CHATTING TO YOUR HOME COMPUTER

MICRO COMMAND

Having a quiet chat with your computer will no longer make you a prime candidate for cutting off to the funny farm.

You'll be able to chatter away to your heart's content when you plug in this latest interesting addition for the Spectrum from Vantage Systems.

Micro Command is a new add-on expansion for the 16 or 486 Sinclair Spectrum which will soon make conversations with micro-computers common place. The box plugs into the back of the Spectrum and is designed for use with specially commissioned games.

Virgin Games is not without cause that is known to be supporting Micro Command with games adapted from their pre-

sent range.

Micro Command operates by prompting the player to hit a particular word three times, for example left or right, and is designed for all the game's controls. The program re-checks each entry at the end to make a comparison with the words stored in its memory.

The add-on is supplied with a microphone and lead, a detailed instruction manual and demonstration program, which lets you play a short entry game by just telling it to move left, right and fire.

It all sounds like a remote controlled version of The Golden Chair. You may not remember the TV show which involved Bob Mendelsohn, several apples, a crossbar and Bernie the Ball. You just don't know what you missed! Answer — back to the technical stuff . . .

Micro Command is claimed to be the world's first word recognition device available for a home computer, and what's more it's British designed and manufactured.

Vantage Systems, the manufacturers of Micro Command are considering launching a Commodore 64 version, and maybe one for the BBC, more if there is sufficient demand.

Micro Command will be available in early December by mail order from Original based Vantage Systems for £30.

ATARI BRAVE BRAND NEW FRONTIERS!

ATARI/ST

Atari have decided to extend their range of software to other home computers as well as for the 400/800 and 1000.

AtariSoft, formed just over a year ago by Atari International, have recently launched a new range of arcade based games for the Spectrum, W6-30, Commodore 64, BBC, Dragon and Texas. Said Atari: "Our aim is to bring quality games to other home computers with the aim of keeping them as close to the arcade original as possible." They include such well known favourites as Pacman, Defender and Robotron as well as some more recent titles like Big Bug and Centipede.

Having bought the licences to manufacture these games, Atari are now in full swing providing most cartridges for this already overcrowded corner of the market. However it would be nice to see some original titles for the hoards of hungry micro owners instead of yet another version of Donkey Kong or Galaxian.

The games will be available in cassette or cartridge form and the prices range from £14.95 to the more usual £29.95.

IMAGINE GET ALL TANKED UP

STONKERS

War games are fast taking over from shoot-em-ups as the most popular kind of computer game.

With this in mind Imagine have released Stonkers — a tank battle simulation played against the computer.

The game is a three dimensional view tactical war simulation. Your aim is to surround the computer's tank battalion and crush the enemy's army.

The screen display shows a large scale map of the battle field. The program also allows you to have close up shots of various scenes anywhere on the large map.

All the graphics in the game were designed by a team of professional artists. A musician was also employed to make sure that all the sound effects were just right.

Imagine's other Christmas releases is Richemond. The game is a real time graphical adventure in which you play the role of a wizard.

The Liverpool firm are also offering a special Christmas package of Mikal Maul and Ah Daboom for £29.95.

The other two titles will both sell for £5.50. Stonkers is available in late November and Richemond should hit the shops just before Christmas.

WANT TO BE A ROCK SUPERSTAR?

K-Tel

K-Tel, the cut price record people, will be entering the software market with a big bang in the next couple of months.

They will be launching six new games for the Spectrum and Aut for the W6-30 in a series of double-sided cassettes in an effort to capitalize on the Christmas market. Not a new innovation package but good value for



G·A·M·E·S N·E·W·S



money with each cassette containing two games.

Featured on the Spectrum will be *It's Only Rock 'n' Roll* — a role-playing game where you become a budding pop star and *Islands of Dravos*, an arcade style game for the IBM micro.

Amiga and Atari owners are good old shoot 'em ups and run in 3D with *The Battle of the Fairports*. Tapes coupled with *Castle Colossus*, a text adventure game for the IBM Spectrum.

Games for the Vic-20 will include *SuperVaders* and *Bomber Run* for the unexpanded Vic with *Alan Damon* and *Plague* for the expanded micro.

You can expect to see these new cassette-based cassettes in most leading retail outlets within the next few weeks and they will also be available direct from London based K-Tel International at £18.95.

WELL, HELLO SAILOR, I'M THE SEAHAG!

POPEYE

Your mother soon won't have any need to say you into eating your greens.

Home computers have jumped on the health food band wagon, making spinach an essential part of every gamer's TV dinner.

Popeye is the latest cartoon character to be immortalized on micro chip. Ugly Brutus is up to his usual tricks and has imprisoned Popeye's sweetheart Olive

Oyl in a desolate town. The Fal-lar cartridge is based on the recent arcade game.

You must guide the gallant Popeye around the desolate building Olive is trapped in, and collect the heart-trapped keys she leaves to you before they hit the ground. Brutus tries his best to thwart your attempts and you won't get the chance to give Brutus the beating he deserves — unless you pick up a can of magic spinach that sometimes appears around the edge of the building.

Unfortunately for Popeye, Brutus is not alone. His evil accomplice the Seahag lurks in the shadows ready to leap out and throw a stream of bullets at the brave sailor. Popeye's only line of defence is a well timed punch aimed to break the glass.

Each level is set against the clock and it becomes a real struggle to collect enough hearts to move onto the next stage.

Popeye proved to be a winner in the U.S. market earlier this year — but perhaps you missed his visit to these shores. If you did, this new Parker Brothers game for the Atari will make up for it.

Perhaps we'll soon see a sequel to the game and I'll certainly hope so. Maybe even a sequel?

Meanwhile if all this action is making you hungry and you fancy a little spinach then I'm sure Parker Brothers can offer them all owners a take away Popeye for a tasty £29.95.

LAST OF THE SLOW LOADERS

FAST TAPES

Cassette based loading has many advantages, low cost and ease of use but it has one major

How many times have you



wasted what seems an eternity before your favourite game loads?

Commodore 64 owners now have a remedy. UMassach is using a system which allows high speed loading of programs from cassettes.

The new system is entirely software driven, so you won't have to fash out an expensive hardware add on.

The program was developed in Germany and is only a mere 18.1Kb. To give you some idea how revolutionary this program is, it will load a typical 15K program in only ten seconds compared with

over 60 minutes using the conventional tape set up.

UMassach's hope is to use the program with all their software. They will still include an ordinary version on one side just in case your tape deck can't stand the pace.

The company have no intentions of buying the sole rights to the program as it may well become a standard feature on all C64 64 games.

Could this mean the end of the disk drive as we know it?

WATCH OUT FOR THE SERPENTS

SERPENTINE

Signings of the loach fish monster should increase rapidly in the New Year thanks to Augustine.

Serpentine is set in the distant future on an alien world ruled by serpents. It is not peaceful however.

The land is being torn apart by an age old struggle between warring serpent races. And they are all very slippery customers indeed!

The environment is hostile and the chances of survival slim. You must help the blue serpents to avoid death, protect their eggs and raise their young.

Your arch enemies, the orange snakes, can only be defeated if your serpents grow bigger and more powerful. This is accomplished by eating eggs, frog, and eventually, other serpents.

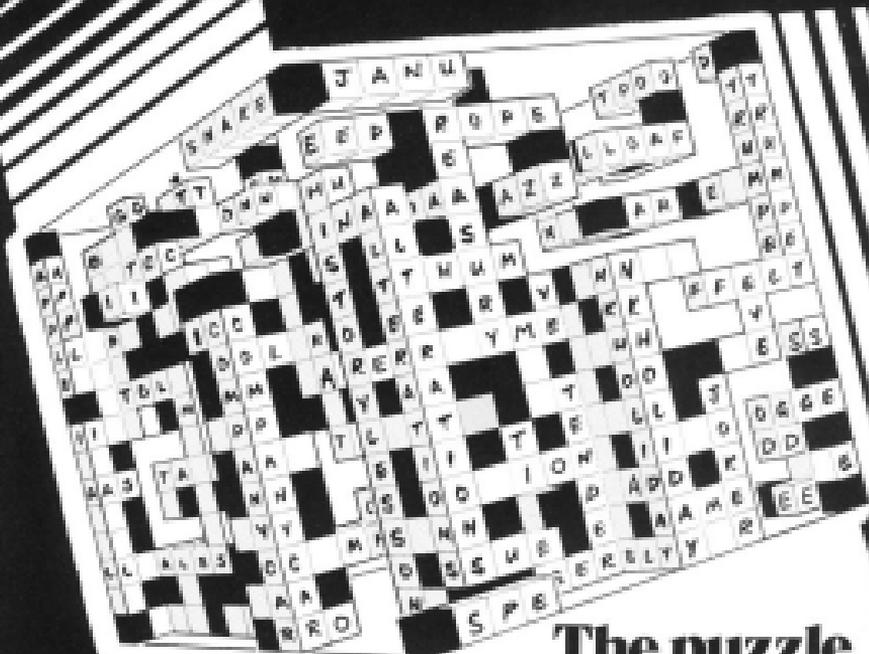
The more the monsters eat the hungrier they become and each new level presents a greater "gastronomic" challenge.

In addition to this, Augustine have two other Christmas releases for the C64 64. They are *Dragonfire*, a conversion of that now very popular helicopter war game and *Seafox*, a submarine simulation program.

The games are for the Commodore 64 but come in cartridge form only, costing £29.95 each.



The ultimate Crossword



The puzzle that needs a computer

Allen present the ultimate in word puzzles – 30 integrated crosswords which form a cube.

All locations of this 3 dimensional puzzle are contained in the computer programme and you can complete any part you wish using the display on your TV and computer keyboard. Understanding all the relationships between the

crosswords is not possible without the computer but as you proceed you will discover new routes to help achieve the solution.

Features: Solution Store, Instant Display, Anagram Function, Character Location in memory.

This is a tough puzzle with a degree of difficulty – it's the ultimate but it's not impossible. Full instructions are included with the programme.

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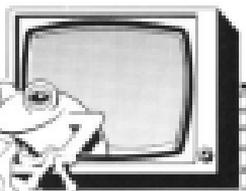
Alien

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Blackburn, Lancs. BB7 5AF.



G·A·M·E·S N·E·W·S



C&VG's DESIGNER OF THE MONTH

NAME: Christian Pentoff with acknowledgment to Mel Craucher Software House, Automatic Cartography Games, Pinema, Gracchi
Born: Littlehampton, Sussex in 1959
COMPUTER HISTORY: "It's interesting this. It began three years ago, coming back on a Saturday from the Channel Islands.

"It was an extremely tough crossing and I was green from the moment we left. Mel Craucher (the other half of Automatic) who was completely unaffected, said 'I've bought a ZX1 computer'.

"He then proceeded to write a 20 page program for the ZX1. Finding as we finished the awful crossing and I discovered it 'It's yours you write the program'.

"But I did eventually set it up with a flow to use your ZX1 text and cassette and I was totally hooked — I'm to 'I'm seven days a week, I now get even more fun out of it. There we go hold a Spectrum and Pin-



Here it is — the Golden Medal of Pinema (worth \$500) the much coveted prize is still up for grabs in Christian Pentoff's Pinema. Designer of the Month profile the man behind the game.

ma was launched in November 1982.

"Pinema and Uncle Gracchi are now TV stars in the Magic Micro Mission and Pinema has just topped the charts in Germany.

"Our ideas are all a team effort, myself, Mel and a young programmer we've just taken on called Andrew Stegg. We threw

an idea up in the air, it bounced around for ages, getting funnier and funnier and when it comes down we just have to get the computer to understand what we're been talking about.

"Ideas are not a problem, it's finding the time to produce them. All I've done is full of ideas." **FAVOURITE FOOD:** Garlic, mainly in garlic butter. I adore any food cooked well in garlic.

FAVOURITE DRINK: Brands & Gavage is herbal cordial from the South Downs.

FAVOURITE TV PROGRAMS: Monty Python, Not the Nine O'Clock News, Three of a Kind. **FAVOURITE COMPUTER PROGRAMS:** COM version of Pinema and Ultimate's Ark Ark.

COUNTRIES VISITED: Too numerous to mention but I enjoyed Germany, US and Canada Islands.

PETS: None but I would love a beautiful 30 Bernard puppy.

AMBITIONS: To succeed. Money is not important.

FAVOURITE POP GROUPS: Br. Rock.

ELECTRO POP COMES TO YOUR MICRO

ULTRASYNTH 64

The explosion of electronic music has revolutionized the face of the British record industry over recent years.

But even with the huge leap in recording technology, synthesizers and electronic drum kits have been well out of the price range of most people — until now!

Many of the popular microcs, the BBC, Commodore 64 and the ZX contain the same sound chip as expensive dedicated synthesizers, which can easily cost over a £1,000.

Having noticed the severely underdeveloped sound capabilities of the Commodore 64, Deckolive have released a sophisticated synthesizer package. The program, Ultrasynth 64, has greatly simplified the programming of the sound chip.

The first channel is for your music composition. The second and third are used for a drum beat and set melodies. The program will also imitate many instruments ranging from a trumpet to a harmonica.

You're not tied down to just making music. Ultrasynth 64 also has the facility to produce arpeggio sound effects which together with the music can be heard in tape.

Deckolive claim that Ultrasynth 64 is straightforward to use but it takes a 50 page manual to explain the program's more advanced features.

The cassette will be on sale around the beginning of December from Quixote for £14.95 (including manual).

BBC owners haven't been forgotten. They have their own music generator program written by Deckolive. Which means you don't even have to attempt to learn any of the Beeb's advanced, but complicated sound commands.

LET'S SEND A COMPUTER SANTA GRAM

CHRISTMAS CARDS

Send Christmas cards this year send your friends computer cards instead.

Ein Computers have developed three seasonal programs that make an original card to the traditional Xmas card.

There are three versions of the "electronic cards" available. All include festive themes and suitable lyrics. All have animated graphics, featuring falling snow, Father Christmas and flying reindeer.

Apart from the addition of sound and moving graphics, the computer cards follow the theme of their paper predecessors.

closely. The usual scene of Santa flying over roof tops is included as is the obligatory Snowman card.

All the programs are available now from Leicestershire based Ein Computers for £1.50 each or £3.00 for a pack of three.

HERO WITH A YELLOW STREAK...

TARMAC TIM

Tarmac Tim is the unlikely hero of a new arcade style game for the Spectrum.

It has been employed by the Spectrumville Council to paint the double yellow lines along the roads.

Today he is working on the notorious Binder Road. The road is used by maniac drivers. Any pedestrian who has the courage

to cross it, risks life and limb in the attempt.

General-ist Tim must protect the joy walking residents from the murderous maniacs. He must dash his point around the people, which miraculously stops the cars from running them over.

You'll have to keep Tarmac Tim out of the way of the traffic too, because the drivers have no respect for Spectrumville's leading painter. And you wouldn't want to spill the paint all over the street would you?

As the day progresses the rush hour gets nearer, the road becomes ever more treacherous, as lined vehicles drive faster. Tim will be stretched to his limits protecting Spectrumville's citizens.

Double Trouble is the first games release from a new company based in Southampton called Steaks. The game costs £5.00 and will be available in early December.

G·A·M·E·S N·E·W·S



COME PLAY WITH THE MR. MEN

GAMES

Newspaper guru the Mr. Men Group have taken a step into the world of computer software.

Minorsoft, the company's new software publishing division has just launched a range of three programs. One of them is an arcade game the other two are educational programs one of which is based on the cartoon characters the Mr. Men.

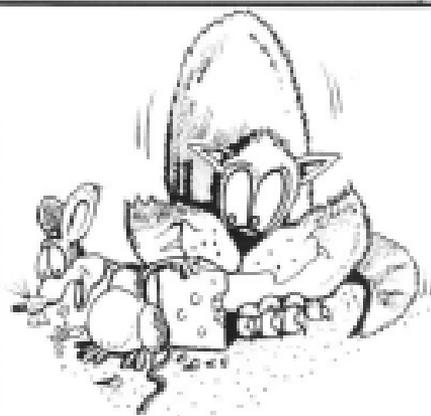
The Mr. Men are already extremely popular cartoon characters and appear in books and newspaper cartoon strips — so why not a computer game?

Enter the Cat is a nice sharing game in the best traditions of Snail and Jerry. You play Caver a hungry young cat who prowls the well stocked larder in search of greedy mice.

Guide the cat along the shelves of the pantry in hope of finding a mouse, but watch out for the cookery!

The game has full colour Hi-res graphics, sound effects and includes a high score table.

All the software is being writ-



ten by independent software houses for Microsoft. The company hope to back up their present range with more releases in the new year.

Enter the Cat runs on a Commodore 64, the Mr. Men on a BBC model B. Both games will be available in late November costing £9.95.

These are the first of the Mr. Men's group's releases. Watch this space for news of more to come!

JUST WHAT IS GOING ON HERE?

MINIC MINER

Minic Miner has made a run for it and that's official. Minic Willy Dig Byes' most famous computer game character has left to join a new company called Software Projects.

Has Minic Willy been given a free transfer? Or has Bye lost faith in Willy's ability to get past the Museum telephone? No, in fact it's the climax of a long running argument between Bye Bye and one of his former employer's Matthew Smith.

In his contact with Bye Bye Smith had a clause written in which gave him the right to force Bye Bye to withdraw Minic Miner if he wished.

Smith's departure from the company was sanctioned by removal of inflated sales figures for the game and missing royalties owed to the programmer. Although a Software Project's spokesman gave a terse no comment to any questions about the royalties dispute or reasons for the apparent battle.

Bye Bye have been allowed to sell their remaining stock of the game but they have now lost all rights to the game in any shape.

Software Projects also plan to release Minic Willy on the Commodore 64 and a follow up to Minic Miner on the Spectrum.

AMERICAN INVADERS ON THE WAY

ELECTRONIC ARTS

Electronic Arts is the name of a new American software house set up by a group of independent games designers.

The best known of Electronic Arts designers is Bill Budge who wrote the hit pinball simulator — Rasterblaster.

Budge is slightly apologetic for the arts single being used to promote the company's games. "I'm not so sure there are any software artists yet. Maybe we've got to earn that title."

Despite this cynicism the games are causing quite a stir across the Atlantic and they are now also available in the UK.

Budge gets back to his pinball roots in the hottest of the releases — The Pinball Construction Set. The program enables you to design the pinball of your dreams — you can choose all the special features, the strength of the springs, colours, and number of players.

Other highlights of the range are Archon — a game that combines the strategy element of chess with the shoot 'em up geometry of an arcade style game.

Number on the Zinedred is the adventure game from the range which is a wild derring about a World War One flying ace.

All games come on disc for the Atari with 486 and the Commodore 64. On disc only at £29.95 from Birmingham based Centra-soft.



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How to program with a VIC 20



John's brother, Bill, is extending
his knowledge of BASIC
with Programming Aid Cartridges.
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But she also likes a good game
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When facilitated by Andy Jones, Southgate High
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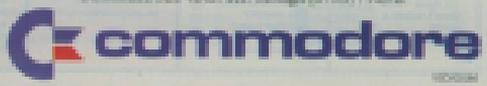
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GEONIMO

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LATER

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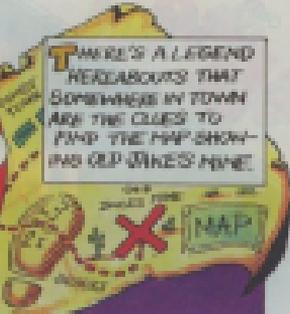


GO ON HIS FACE AND-A-SLUG SPLAT A SPOT!!!



THERE'S GOLD IN THEM THOSE HILLS

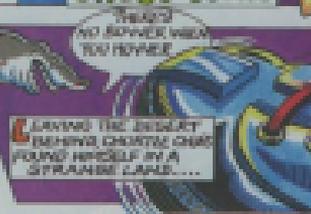
TIME TO GO, HOP ON THE VIRGIN BUS - DESTINATION... **GHOST TOWN**



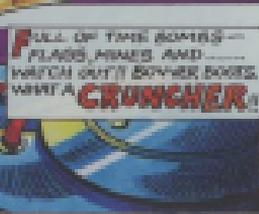
TAKING A LEGEND HEADSCOUTS THAT SOMEWHERE IN TOWN ARE THE CLUES TO FIND THE MAP SHOWING OLD DINKS HIDE



NOT MUCH WATER IN THESE PLOTS A SHARK COULD BE OF THOUGHT - BEFORE SWIMMING IT ROOM



LEAVING THE DESERT BEHIND CHARLES OWEN FOUND HIMSELF IN A STRANGE LARLE...



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LITTLE DID THE LAUGHING SHARK KNOW THAT ON THE ISLAND HE WAS PREPARING TO BE FEARED A HORDE OF SHARKS TRANSMIGRATED WITH A SHARD OF JERUSA

BACK TO SEA AT LAST

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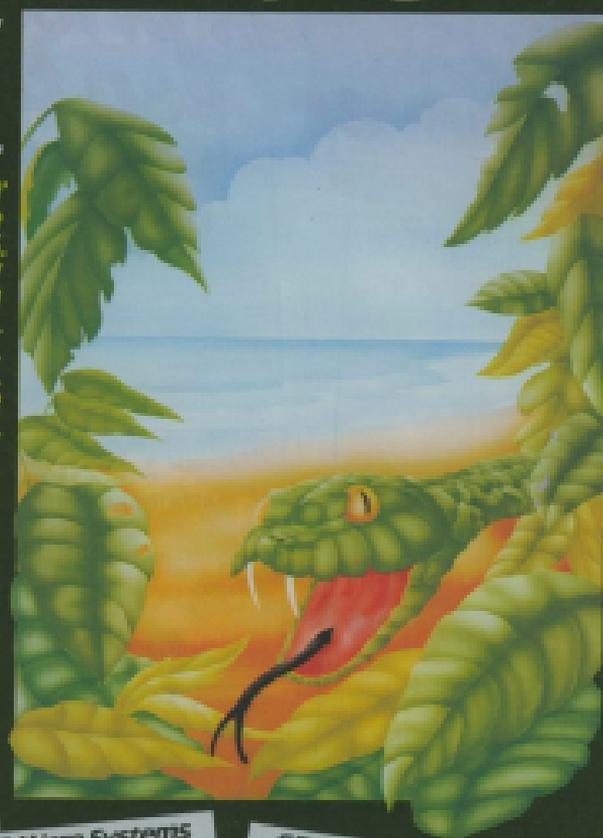
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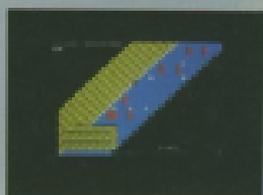


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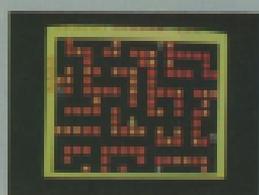




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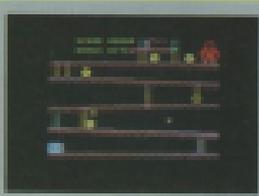
ZAXXAN



SALOOM SALLY



INTERNATIONAL SOCCER



KONG

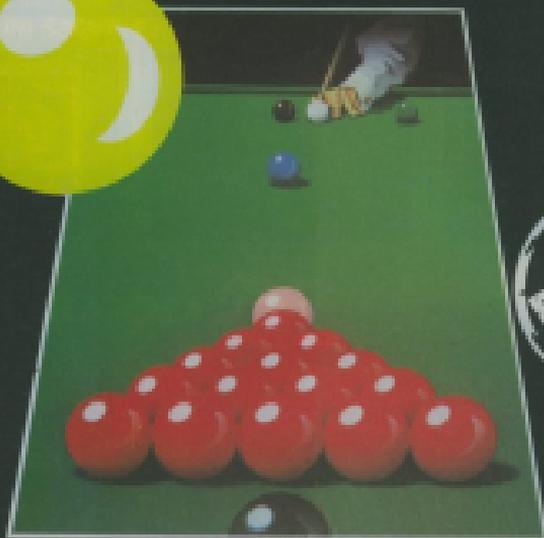


CYLON ATTACK

Have we got some great games for you this issue? Well, have we? Of course! Kicking-off with our game of the month — International Soccer for the Commodore 64, which we reckon will soon overtake Match of the Day in the popularity stakes. You'll find the review on page 26. We've also taken a look at Donkey Kong games for the Spectrum and come up with our favourite. Turn to page 26 if you're a Kong fan. Take a trip back in time to the

good old Wild West and meet Saloom Sally. We take her to task on page 31. Arcade Zaxxon comes to the Spectrum with a slight change of spelling. Read our views on this 3D shoot-out on page 28. Head our views on this 3D shoot-out on page 28. More space action when the Cylons attack. Are these aliens a real challenge? Find out on page 37. Jaws reappears from the depths attempting to take a bite out of unsuspecting water-skiers! Our water-sports reviewer reports on page 31.

MORE THAN A LOAD OF BALLS



The pink's teetering on the edge of the pocket, the red's partially blocked, and now it's make or break.

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- + Injury problems
- + Full league tables
- + Four Divisions
- + Pick your own team for each match
- + As many seasons as you like
- + Managerial rating
- + 7 skill levels
- + Save game facility

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Comments about the game from users and our customers:

FOOTBALL MANAGER is the best game I have ever seen on the Spectrum and my personal favourite of all the games on my PC now... In the ordinary person it is an excellent view of what can be done in the field of computer games... the glowing glory of this game is the sheer vast pieces of masterful graphics which show little clubs even numbering about 12 a team, shooting, defending and scoring... It is a competitive game but people who cannot take game sessions of 9 hours or so, which happened on one hobby holiday, will be grateful to know that there is a save to tape option. **FOOTBALL MANAGER** has everything it could... the

original. Addictive Games, certainly deserves the name. Buying 18/76 (Football Computing - August 1993)

"When I first received this game, I spent the best part of the weekend playing it, since then I have returned to it more often than any other. The truly competitive quality of the game is the reason why it is now the best football manager's program (Personal Computer Games - Summer 1993)

"It's the only football game I'll ever play - I can totally and completely forget about FOOTBALL MANAGER" (St. A. Knight - Leicester.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln - Times.)

"I congratulate you for a marvellous game which keeps the player enthralled." (St. N. Conway - Cardiff - Cross.)

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R·E·V·I·E·W·S

COMMODORE CUP FEVER IS CATCHING!

SOCCER

H.R.R. makes her debut in computer games when she presents the winning captain with the trophy in Commodore's latest International Soccer Cartridge.

The football game is by far the best sports simulation ever produced for any microcomputer and is the standard by which all future sports games will be judged.

Several game play options enable you to choose the colour strip of your team so that you can choose your favourite team's colours; you can also choose the length of each game and whether to play against a friend or take on team Commodore.

It's the graphics that make the game — the running movement of the players is about as authentic as computer graphics will allow.

When the ball goes out of play the computer acts as referee and knows where things it is — the nearest appropriate player runs over to the ball, lifts it above his head, and throws it in. The ref also awards corner kicks and goal kicks and is very fair and sporting generally which deserves praise as in the one player game the computer is both referee and opponent.

The goalkeeper is capable of athletic dives and leaps that would make even Pat Jennings all up and take notice.

There are so many nice 'features' in this cartridge like the cheering crowd who cheer in and go when a goal is scored, and the advertising slogans around the perimeter of the pitch but perhaps the best is at the end of the game when the winning team

line up in front of the stand and are presented with the cup by the Queen. The winning captain then raises the trophy above his shoulders to take the adulation of the fans.

The game plays well as having outstanding graphics — passing and shooting require considerable skill and it is possible to construct some quite complex moves.

The best game yet for the Commodore 64 and at only £28 an absolute must.

● Getting Started	7
● Graphics	10
● Playability	9
● Value	10

NO SURRENDER IN THIS BATTLE ROYAL

TANK BATTLE

Whole divisions of enemy panzers are about to breach the anti-tank barriers to be let loose on your HQ. With only three tanks left, can you stop the invasion and prevent an unconditional surrender?

Moving east and west you can elevate and lower your tank's gun turret to alter the trajectory and range of fire.

The battlefield erupts in explosions as the enemy fire back — unfortunately their fire is hardly accurate — but it is possible to knock out quite a few before you go up in flames.

The enemy tanks move from right to left across the screen descending towards the anti-tank barriers. Once they've reached this point they are below your gun barrel depression and it's impossible to hit them.

It starts in the cassette play that once 10 tanks have penetrated your defences the game ends, in reality only five have to

get through to your HQ to end the game.

Some tanks appear as 'ghost' tanks — mere shadows compared to the rest. I'm not sure whether this is meant to portray distance but 10 points are still awarded if you manage to blow them up. Far more difficult to hit are the red tanks which seem to appear at random and move at a faster speed.

There are five difficulty levels, although I wasn't able to determine much difference between them. In fact, I scored higher on level 5 than on level 1.

Tank Battle is enjoyable to play with the added incentive of trying to beat my previous best in the hi-score chart. However, control is with the D joystick which is exceptionally uncomfortable to use and very unresponsive — the game would have been much improved with a better joystick.

Using an Extended Basic cartridge, Tank Battle is available from Tempstar Software for the TRS80 at £9.95.

● Getting Started	6
● Graphics	7
● Playability	5
● Value	6

PIRANHAS BUG YOU UNDER THE WAVES!

BUG DIVER

Frigger dons a wet suit in the latest version of the hit scrolling arcade format.

You play the part of a little sea bug who decides to help out some fishermen by collecting fish eggs from the depths of the ocean floor.

There's one big problem — those eggs are guarded by a shoal of ferocious piranhas. Luckily they swim back and forth

over the valuable cache of eggs and will go to any lengths to stop them being stolen.

Your job is to stay alert by dodging the piranhas in a wily Frigger-like manner using the cursor keys. Once at the bottom, pick up an egg and try to make it back to the surface where the charitable fishermen will come along in their speed boat and relieve you of your load.

A nice feature in the graphics is the piranha's faces, which they eat you — it happens all too frequently — they all turn as one to face forwards and leer at you in a gaily grin!

There are eight eggs to be picked up before moving onto the next screen where life becomes more difficult. However the controls are unresponsive and you will do well to pick up three eggs.

Bug Diver is an interesting variation on a theme but would have been more successful with better controls and stimulating sound effects. Every time a piranha bites, a bump-like sound is heard, no doubt from the full belly of the fish!

Bug Diver is available from Spectrum based Galactic Software for the Dragon 32 at £9.95.

● Getting Started	4
● Graphics	4
● Playability	5
● Value	5

LOOKING FOR TOP OF THE KONGS

KONG

If you are after a Kong game for your Christmas stocking you've got a pretty bewildering choice on your hands.

We managed to acquire for Spectrum version though there must be at least that many again lurking in the small adds columns of the computer mags.

The most disappointing thing about Spectrum Kong, which all the versions we tested have in common, is that Mario has been replaced by a stick man. This detracts from the cuteness of the game — which was a major reason for its success in the arcades.

First up on screen was Shy's Killer Kong with a deluge of barrels which were very difficult to

continued on page 21

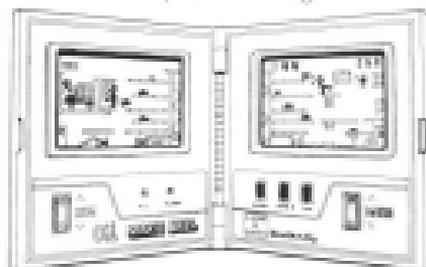
Bottle battle beats Italian brothers.



Crash! Another crate of bottles hits the ground...it's Mario, hero of 'Donkey Kong' and his looney brother Luigi, trying to keep their end up in a highspeed bottling plant. The butter-fingered boys leap from floor to floor as the crates come faster and faster; if they load the truck they get a breather but one dropped bottle and the foreman runs out yelling...it's up to you to keep them jumping - on both screens at once! As you get better the game gets faster. Can you win the bottle bonus?

'Mario Bros.' is the latest multi-screen adventure from Game and Watch, with two skill levels and (for super ace show-offs), a memory

that keeps your highest score. And there's a quartz clock with alarm. That's why they call it Game & Watch. Catch it at your local shop now. Save the Italian boys from bottling out!



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But! Deep in the corridors of the lonely blue night Pengy is awaiting friends out of tonight Pengy's form is a random maze composed of blue ice blocks called by the scientist Sir Isaac. The ice has a sting in its tail, but Pengy can calculate, by remembering which walls are blocked and not getting trapped. Pengy is found on one of the walls inside corridors, and this various captures all the colour and adds fun to the original. The best bit of feature is super smooth graphics. Talking and moving blocks, visible score features, story text, and more's to come!

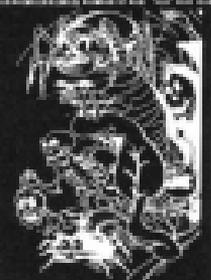
BY SPECTRUM

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PENGY



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GHOST'S REVENGE

100% machine code fast smooth, times action, formation, cursor key, graphics or keyboard operation. Games available about £5.95 inc. p. + p. 24 HOUR DELIVERY. Trade enquiries invited. Good programs always wanted.

continued from page 28

top over. This game also has the unfortunate distinction of having the oddest Mario. The little Italian must have had too much wine as he wobbles along in the most ungainly fashion with his feet pointing outward.

If Blasty's Killer-King was a bit too difficult, then FSD's King King is guilty of being too easy. It happens to me only the third screen on my first go — which was satisfying but not very challenging.

Neither Blasty's or FSD's game managed to capture the feel of playing the arcade game and some silly little like an FPS obstacle which appears in FSD's game every time Mario gets spotted didn't add anything.

If software houses must on slipping off ideas from the arcade then they may as well at least try to do accurate copies.

But if these two versions were average at least they were not as bad as C Tech's Krazy King which took about half an hour to load, was written like Donkey Kong, and had more bugs than a simple old moggie. Happily there is one reasonably good version available in the shape of King from Ocean.

The game is fairly close to the arcade game, strikes just about the right balance in difficulty, and has some useful extras. Most useful of these is a training mode which enables you to observe which screen you need to start on and avoid having to go through screens and on top to get to the level which you have not yet mastered.

So if you are getting a King for your Spectrum — and lets face it the game is as obligatory to your collection as a maze game and a tank 'em up — then Ocean's King is CTF's choice.

King can be purchased in most high street software outlets at £3.95.

● Getting Started	5
● Graphics	4
● Value	1
● Playability	1

NOW JAWS BYTES BACK AQUAPLANE

With jaws snapping, the giant shark leapt out of the water. Only the quick thinking of the speedboat driver prevented yet



another water skier's death.

You are in control of a speedboat which is taking a water skier out for a spin. For a while all is plain sailing until you enter an area of uncharted water. Giant pieces of driftwood surround you and to make matters worse — you have to guide both the boat and helpless skier round huge swags of rock looming out of the water in your direct path.

Swearing a oath of relief you burst out of this hazardous area only to find worse ahead.

Firstly a flotilla of yachts and then a series of motor cruisers piloted by thoughtless individuals bear down on you at collision speeds.

With a flick of the wheel you avoid the wheel spinning and thinking of your hapless passenger beware and dodge through the yachts, cruisers and yet more rocks.

But you're not out of danger yet, fast walls in your throat often you recognise what can only be shark fins sailing through the water towards the water skier.

Can you tow him safely through those snapping jaws?

You have three lives and will lose one if either you or the water skier crashes.

I can understand the speedboat exploding when it hits a rock but it seems a little incongruous when the water skier explodes as well.

The cruisers apparently have some special powers as it is possible for them to steam straight through the rocks and come to no harm at all.

There is a high score table at the end of each game and bonus points are awarded if you manage to get through each phase without losing a life.

Keyboard controls are easy to master on the Spectrum with 8 and 1 controlling up and down movement and 0 leaving forward. This is graphically very realistic

in the best will start to plane as it gathers speed. However, I did find the game very slow to play and found it was fairly easy to reach the fourth phase.

Aquaplane is available from Southampton based Quicksilver for the Spectrum 486 at £3.95.

● Getting Started	7
● Graphics	7
● Playability	4
● Value	5

VERDICT OF THE CHAMP SUPER COBRA

When CAVGames went to Munich to watch Andre Brzezinski cruise home in the Senior Video Games World Championships we quickly realised that this guy knows a thing or two about a predict.

We were so impressed that we signed him up on the spot to join the Computer and Video Games side corps of game reviewers.

This month Andre coats an expert eye over Super Cobra — Parker Brothers latest arcade chris.

You command a helicopter on flight through hostile enemy terrain — over hills, castles, tall buildings and through rivers towards your goal — a box of money waiting to be picked up.

There are twenty two levels to be flown through each with its own hazards and enemies to be defeated.

The distance you have travelled is shown at the top of the screen by a row of rectangles filled in one by one as you progress.

Accuracy is in the shape of an unlimited supply of bombs and missiles — though it is impossible to fire these simultaneously as in the arcade version.

Fuel is limited so you will have

to bomb fuel dumps as you go to replenish your supply.

The S.F.Os were a bit disappointing being completely stationary and making damn noises — though they did become a bit more intelligent further into the game.

One good feature of the game is that it allows you to restart where you left off — rather than being through all the previous levels — though you will have to suffer the insult of playing at the beginners level to take advantage of the option.

If you succeed in your mission — you are congratulated and then sent back to the beginning with a new life as a bonus.

An interesting game to start with — although it became a bit boring after a while as it does not get progressively more difficult with each new mission.

The game is in the shops now at £3.95 from Pinks stocks.

By Andrew Brzezinski — Alan over 18 Video Games World Champion.

● Getting Started	8
● Graphics	8
● Value	7
● Playability	8

PENGO TURNS COW GIRL SALOON SALLY

"Watch them cowboys, Ma'am!" — as you'll have to keep your wits about you if you don't want fair 'fella desperado's jumping on you.

In the depths of cowboy country, Sally's saloon is being torn about by some mad, bad cowhands. So involved are they in loading each other up that they forget about the stolen gold

continued on page 32



Continued from page 31

They've left lying around on the table tops.

In each restriction for the damage being caused, Sally thinks around the room collecting up the stolen gold. However, occasionally a cowboy catches up with Sally in the act of hitting his last and jumps on her in a real frenzy. Poor Del — she's only got four lives and she'll lose them if she's not careful.

Sally's one method of defeating herself is by firing bullets and chains at the badies, which effectively puts them out of action for a while.

Once she has successfully picked up all the bags of gold you move onto a new screen where the layout of the tables changes.

As ever, present people plays throughout the game which at first is quite catchy but after about five minutes of play begins to pall. I found it very irritating that there was no control option for the sound. However, the sound is effective in that it resembles a long/short piano such as those found in old westerns.

Below Sally is based on the original theme of Pango, the arcade game; the idea has been successfully transferred from the Arctic to the wild west and is very addictive in its own right.

With keyboard control, the game is easy to master and is very playable so there is room for a certain amount of strategy. Crashing all four cowboys at once will earn bonus points and I found that it was possible to trap the old cowboy by manoeuvring tables round from they leaving one free room to connect with.

Below Sally is available from London based Pisan from the BBC Model AMM at £19.95.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	7

ARCADIA GETS A ROCKET

ARCADIA

You'd think that converting a smash hit game onto a bigger more powerful machine would prove a cinch.

In practice it's apparently quite the opposite. Spectrum Arcadia is one of Imagine's best games whereas Arcadia for the Commodore 64 is little more than a second rate imitation.

The game follows the theme of the Spectrum version but lacks any of the "strategic playability" of the original.

The game is set in a galactic war. You're the sole surviving rebel leader. Facing the Federation's huge war machine. You control Arcadia, the galaxy's most powerful space craft. Wave after wave of the Empire's forces attack Arcadia, each new onslaught bringing fiercer and more intelligent opponents.

The first attack wave consists of rockets flying over head, which are fairly innocuous apart from dropping the cold bullet.

Progressive levels become more difficult if only because of the sheer numbers of alien present. Each sheet sees the appearance of a new and exotic alien race, intent on destroying Arcadia for the greater glory of the Empire.

Arcade 64 is a very average game typical of games produced a year ago but not up to the standard demanded by today's computer user.

If the program has one redeeming feature it's the keyboard control. The player can choose between a wide range of key layouts one of which is found to suit them.

Arcadia is for the Commodore 64, one or two players and has a joystick option.

The game is in the shops now at retail order from Imagine software costing £9.95.

● Getting Started	1
● Graphics	4
● Playability	4
● Value	4

NOW RACE THE NASTY RODENTS

RODENT RACI

Recess? Watch out... a Roder Rac is coming to eat you alive! This is what you must avoid in a new crazy mad chase called Roder Rac Race.

The screen takes place in a gloomy dark black maze where you have been imprisoned by an evil rat invasion force. You play the adventurous mouse whose only chance of survival is to gain enough strength and vitality and escape the maze. This can only be accomplished by eating your way through the numerous lumps of cheese freely dumped by an opponent.

Probably a third for least of the 50-60 screens is given over to the four way scrolling graphical maze. To the right of this is a rectangular radar map — similar to arcade Defender — which shows you where the cheese is as well as opposing rats and cats!

The cats don't move, but are sitting in various places around the maze. On the other hand, the rats seem to have a degree of "artificial intelligence" as they immediately detect your presence and chase you. You have one detector. By pressing the fire button you will activate it. Now I don't want to go into that in too much detail. All I will say is

that its final search completely obscures the rats sense of smell — if they are silly enough to step in it — and they lose your trail for a while.

These choppings are limited and controlled by a one-factor, displayed at the top of the screen. If however a rat catches you, or you run into a cat, you will lose one of your three lives.

Direction is inevitably controlled by joystick. A speed control is not incorporated. Because of this, when you come to a stone block in the maze, and you're not controlling the mouse, its direction (either left or right) will be decided by the computer.

This effect, when interlocked with your decision, producing a direction is totally unanticipated! Hoping to say the least.

One annoying characteristic of the radar map, is that advancing mice are represented by the red dots which are hard to detect.

The constant background sound is pathetic! It plays *Three Blind Mice*, using only one of the three available voices — what an insult to a machine's good sound system!

Once a screen had been completed by eating all the cheese, subsequent screens followed in the same style, with faster action. Apart from the sound and few other irritating aspects, the game is quite exciting and amusing to play.

Roder Rac Race is available from Commodore Electronics for the Commodore 64, at a price of £9.99 (inc. V&T).

● Getting Started	4
● Graphics	6
● Value	7
● Playability	7

WHEN BONGO MEETS THE SNO YETIS

BONGO

Brown wild by the smell of human blood, Bongo is set upon to consume numerous fat moosemen. Can you save a harassed eskimo from a very sticky end?

Set in the frozen wastelands of an arctic icefield, Bongo is trying to get the best of the Sno-Yetis. He has found that the best way of dealing with these hairy nasties is to flout blocks of ice in their direction and squash them.

Continued on page 37

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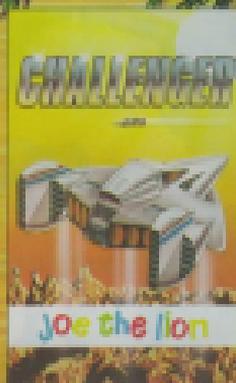
Joe the lion



Dimbo 65-45
Any Spectrum



Loki 48 K Orc 66-45



Challenger 67-45
BBC B

Distributors please contact Lawrence Holt Tel: 061 566 3431. Available from good software outlets.

continued from page 32

The screen is covered in blocks of ice and is very similar to the arcade game *Pengo*, on which *Berge* is based.

But quaking eskimo starts off in the middle of the screen surrounded by Yets and, in a set time limit, must break them all off before they get him.

It's possible to maneuver blocks of ice around a Yet and trap him. This makes it much easier to squish him, however you've got to be quick as the Yets can melt the ice and escape!

There are nine difficulty levels and on the ninth one is fraught with danger as the game becomes very hectic with Yets and ice blocks whizzing round the screen.

I did find *Berge* somewhat repetitive as the game didn't change in the various levels other than the addition of extra Yets moving around at a greater speed. However, graphically and with its fast action, it is one of the better games for the unaccommodated VIC-20 and is available from Manchester based Mr Micro at £8.95.

● Getting Started	4
● Graphics	4
● Yets	4
● Playability	5

REVENGE OF THE MUTANT MICRO-CHIPS

TRANSISTOR

Revolution is brewing inside the BBC micro. The greatest circuit has become a battle field as the CPU comes under attack.

The computer's components have become jealous of the CPU's power and authority and are moving down the tracks in an attempt to destroy it.

Your aim is to protect the BBC from the rogue transistors and resistors by firing pulses of electricity along the circuit wires.

The display shows the silicon chip in the centre of the screen with eight wires leading from it, wires crossing over the screen.

Each wire has fifty components attacking the chip. If you become helplessly overwhelmed you can press the panic button



which destroys all the components on the wires. This can't be used regularly because once used, it takes 20 seconds before the "smart bomb" is re-armed.

Bonus points can be picked up by shooting one of four tools that appear around the edge of the printed circuit board. *Transistor Revenge*, requires quick reflexes and a lot of tactical thinking. Not since *Planetoids* have I been so impressed with a BBC game. I am sure this game will soon rank along side *Planetoid* as a classic BBC program.

The game is very well written. After each game is finished the program gives you the option to start a new game from where you left off. It also allows you to freeze a game while you mop up the kitchen and grab something to eat.

Transistor's Revenge had to get my vote as the best BBC game of the year! *Transistor's Revenge* is available from South-east based Softspot.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	10

WHO DARES MIGHT WIN

S.A.S.

Maybe it's because I'm a soldier, cowardly sight aside revealing that I can't get to grips with Paskett's game, *S.A.S.*

A more likely explanation is that it is a fairly enjoyable game.

S.A.S. is an army training simulation. You're the sole surviving member of an elite S.A.S. squad dropped behind enemy lines on an undercover mission to destroy the enemy's nerve centre.

First you must negotiate a mine field with the help of a stolen detector and a limited supply of hand grenades, while avoiding the scanning helicopter gun ships.

The game starts by asking you if you wish to have a briefing. I wish I hadn't!

Every single letter is printed individually and each screen takes several minutes to be filled. Even so *S.A.S.* had me pulling on my jack boots and plastering my face with camouflage makeup in anticipation. The game promised stunning hi-res graphics, armed patrols and night lenses into enemy controlled areas.

But promises are made to be broken. The only startling thing about the graphics is their low quality. It's difficult to distinguish between a helicopter and an armed foot patrol.

I find it hard to believe the courage of some software companies. Preskett is a particularly good example who try to gain off sub-standard games written in Basic in an unsuspecting public.

Who Dares Wins is an apt motto for Preskett but I hope the writer votes this one a loser.

● Getting Started	4
● Graphics	3
● Playability	4
● Value	5

SPACE BATTLES WITH THE CYLONS . . .

CYLON ATTACK

A space-ship control panel featuring shields and lasers may sound reminiscent of *Star Trek*

but in *Cylon Attack* you command a freighter not the powerful USS Enterprise.

The place of the Klingons is taken by Cylons and you take the part of a 23rd century cargo ship captain. Your ship has been commandeered by Earth's defence ministry to transport supplies and munitions to remote planets at the fringe of the Tauron Empire.

You have refused to leave your ship and have volunteered to pilot the freighter on its hazardous journey through the war-torn galaxy.

The cockpit display shows the position of your shields, laser banks, the direction of your ship and a radar scanner showing the position of the incoming Cylons. The first system of planets takes the form of Star Island-type craft and inflated space sleds etc.

From here on, the game gets tough, as the freighter's only means of defence is a single laser cannon to be fired, when a Cylon ship has entered the gun-site in the centre of the scanner.

Cylon reinforcements are drafted in for the second attack wave, and are faster and more accurate than their earlier comrades.

The graphics are good if a little flickery at times. The ship's instruments are clearly shown and highly coloured. The game offers two different key layouts and a joystick option.

My only real criticism is that the game is far too noisy and the sound effects and explosions will soon have you clapping.

Cylon Attack is for the BBC Model B and is manufactured by the Manchester company ASJ Software for £8.95.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	6

AGF

PROGRAMMABLE JOYSTICK INTERFACE

for Spectrum or ZX81



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ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a complete means of having the use of one Atari compatible joystick with absolute no software, whether it is capable of ROM cartridge, with the Atari Spectrum or ZX81. The hardware programmable interface supports the additional software and accurately replicates the type of the computer in a manner which is superior to standardly J.L. key reading methods, such as BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

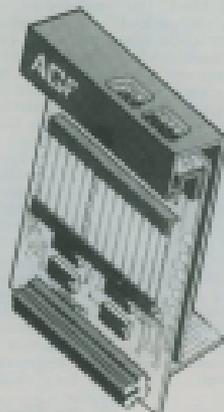
There is no need to connect the interface once fitted as the rear extension connector will accommodate for this in particular, in games or ROM packs etc. This convenient feature avoids a considerable waste to the beginner programmer.

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

Two joystick models are provided which share the same base, but use with the discipline of two player games. Several adaptations may be used on the same computer through a joystick application.

The interface is programmed by a two digit code, which is located on a programming sheet supplied, for each direction and timing feature. The two numbers are then entered on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for sharing with the game. As the program remains in the game dependent the user has retained the full configuration made and can be immediately used when next contacted on.



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- Rear extension connector for all other add-ons.
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PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module in Blue-ROHS, complete with dip-switch programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by J.L. joystick, J.L.P.P., MICROD, and J.L.S. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable enamel printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for straightforward setting to your games requirements. The card allows you to mark the configuration to allow an easy to read format with space to record the software title and company name.
- Video Control Adaptation program which is available on 514 001 or 514 002 from all major distributors and you can use the same. This is also a useful high resolution drawing program.
- 1/2 sheets program and full service manual card.

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MORE PROFESSIONAL BUGS!

Yet again, I've heard of more bugs appearing in so-called professional software. It may be that a single batch of these cassettes are faulty, or perhaps there really is a bug in the signal to Ultimate's paper for the Spectrum.

Laura Jensen, as the program is called, has been causing problems for Karl Barrett of Cardiff. He has managed to get to the main station with the gun fired on the Mass River. When he fired at the main gate to earth, the screen is blanked and the computer 76Wed is on. He says that this happened four times in a row. If anyone else has had this problem, I'd like to know about it. Meanwhile, Karl, I suggest that you take Ultimate up on their offer to replace any faulty tapes.

Going back to the bug in Jetpac, Duane Ross from Corby, Northants thinks that he's found another!

If you play a 2-player game and play-er 2 beats the existing high-score, his score will not become the new high score. Has anyone else had this problem? If you have, then let me know.

KILLER BUG

I've also heard about a possible bug in Program Power's Killer Gattica for the BBC. Matthew Field writes from Tisbury in Somerset that the program has a nasty habit of placing a new screen on top of the old one! You can play on for a moment, before the game crashes completely. Has this happened to you?

VIC TIP

VIC owners should find this routine quite handy. It will stop anyone from loading into a Basic program once it is running.

When you press **MINSTOP** the computer starts a machine code program whose starting address is in locations 70 and 71. If you change the contents of these locations to the machine code which is executed when the machine is first turned on, then when someone presses **MINSTOP** the machine will think that it has just been switched on and will clear all its memory.

To change the addresses, just type **POKE 70,94**, **POKE 71,93** and now try loading in to your program. Remember to save anything on tape first, as it will be lost forever once you type **BUN**.

You can return the machine to normal by **POKE 70,241**, **POKE 71,196**. Thanks to Nicholas Cole of Solihull for this.

DRAGON INTO TANDY WILL GO

For everyone who's always asked why we don't publish more TRS 80 listings, here's a way of adapting some Dragon programs from previous issues for the Tandy Colour Computer.

When the Dragon PEEKs location 241-244 it looks for a value of 253 to register an arrow key. The TRS 80, though, uses 247.

You can alter Fox and Hounds from August's issue to run on a Tandy Colour computer by changing lines 628 to 690. Change the 253 in the invariants to a 247. Thanks go to D. Hesley for this. (Do not cut D. Hesley.)

SPEC-SCROLL

Paul Jenkins of Hill sent me a useful tip for Spectrum owners. Although there is no command in Basic to scroll the



Write to me at Bug Hunter's Computer and Video Games, Durrant House, 8 Herold Hill, London, EC1R 5EJ. Or phone Red in 01-278-3381.

screen up by one line, such a routine does exist in the ROM. Simple type **LET 5=02952880** and the contents of the screen will be scrolled upwards by one character.

UNBREAKABLE SPECTRUM

Robert Burgess writes to me from Berberham on some excellent newspaper with that line named after a railway station ending in the corner. (Have you heard of Liverpool Street East?)

If you want to protect your Spectrum Basic programs from being copied, try this, which will put a BEM at line 0 which cannot be erased. You could per-

haps name him, perhaps.

Decide on your ROM line and type it in as line 1. Then enter **POKE (POKE(20000+300*PEEK(20000)+1,0)** and the line will change from 1 to 0. Try deleting it. And remember: keep away from the marmalade sandwiches.

MOON GUARD UPSIDE DOWN

Going back to our 3D issue from October, Peter and Ann Ellis sent me this suggestion for Moonguard for the BBC model B.

With their number, they found that the 3D effect was easier to see if the screen was inverted. To do this, after the program as follows. Firstly, swap lines 430 and 458.

Then, after 2480 to 2610 is read:

```
2480 VDU 16,0,0,0,0,0
2520 VDU 16,1,0,0,0,0
2480 VDU 16,2,1,0,0,0
2480 VDU 16,3,0,0,0,0
2480 VDU 16,4,0,0,0,0
2480 VDU 16,5,0,0,0,0
2480 VDU 16,6,0,0,0,0
2480 VDU 16,7,0,0,0,0
2480 VDU 16,8,1,0,0,0
2480 VDU 16,9,0,0,0,0
2480 VDU 16,10,0,0,0,0
2480 VDU 16,11,0,0,0,0
2480 VDU 16,12,0,0,0,0
2480 VDU 16,13,0,0,0,0
2480 VDU 16,14,0,0,0,0
2480 VDU 16,15,0,0,0,0
```

SPECTRUM MEMORY COUNTER

Ed Weber from Reading sent the following hints for Spectrum users. If you're writing a program and want to know how much memory you have left, then you can use the **FREE** command on most Basic machines. However, the Spectrum lacks such a facility from Basic.

But the machine must need such a function in its ROM to see whether or not a program line will fit.

The code does exist, and you can find out how much memory is left by typing **PRINT 8500-258-2582**.

Also, says Mr. Weber, it can be time-consuming to put out the play to reset the machine. This normally has to be done if there is graphics or machine code stored above **RANTOP**, the parts of memory where **CLEAR** cannot reach. Typing **PRINT 850-0** will do the same job, clearing the whole of RAM.

WHOOOPS THE T1 JINX STRIKES AGAIN!

A couple of lines were left out of the instructions for the 3D mode game for the Texas TRS-80 in the yearbook.

Firstly, the game needs an Extended Basic cartridge to run. Also, we didn't explain how to get the blank graphic character which is used to make the maze. It is created in line 14 to 21 and is a **CTRL-COMMA**.

BY ROBERT SCHIFFRIN

VIDEO



HOT SHOT'S PRICE BEATERS

A new range of no less than 24 NES titles have just been imported from Emulicity at the knock-down price of \$6.95.

The Hot Shot range is manufactured by Galah Electronics of West Germany.

Some of the highlights of the range are Pac Kong a hybrid of the famous maze game and climbing game. You have to get a ferocious construction worker up to the top of a building without being thrown off by an angry

mob of burglars.

Green Flight is said to be the toughest of the range in which a nightmare becomes reality. As you fly your helicopter back to base, you come up against a swarm of flying demons heading straight towards your cockpit.

Organized crime games to video games with Mafia. In this game, you play the part of a warlord who is trying to prevent a break up of some of the most dangerous gangsters.

the shops of King Kong, which features the sky scraper and giant ape of the famous film.

Threshold is a classic space shoot 'em up with up to 10 different space enemies waiting to attack your ship.

The games are in the shops now or available by mail order from Prism at £21.95 for Jawbreaker, Marsader, Threshold, and King Kong. Miner 2049er is slightly dearer at £27.95.

MOON BUGGY

Moon Buggy is the latest arcade clone being offered by Atari for the NES.

The arcade conversions are coming thick and fast as Atari seems to be concentrating on this type of game rather than releasing original projects.

Moon Buggy was a minor hit in the arcade and is still claiming 100 pieces in several of the country's arcades.

The game combines elements of Asteroids and Dodge Ball — you scroll from left to right along a linear landscape. Push the joystick forward to make the buggy jump over crevices and obstacles.

You are armed with a laser gun which can fire simultaneously in two directions. Useful when you are blasted from the sides and have to shoot an obstacle out of your path as you travel.

Points are awarded for hitting over crevices and mines and blasting the UFOs as well as the tanks that march towards you in the later stages of the game.

Moon Buggy will be in the shops at the end of December and early January at £23.95.

There are several space shoot 'em-ups in the range, with titles like Astro Attack, Space Eagle, Space Attack, Time Force, Space Robot, Galaxian and Black Hole.

If video games are more to your liking than you might try Tom Day, Felix's Return, Squirrel & Seal and Forest.

The Hot Shot range should cause quite a stir in the video games' business selling at less than a quarter of the price of Atari's and Activision's top of the range games.

The only unknown factor is the quality of the games — and you'll just have to wait until the joystick jury passes its verdict to find that out.

Also making a guest appearance in an Atari cartridge early in the new year will be the detestable Miss Peggy who has taken time out from the Muppets to star in her own game.

Atari are not saying what other Muppets will be but all stars but let's just say the lovely lady is attempting to get a certain other character up the aisle.

Cartoon games are a new departure for Atari. Two other characters due to make an early appearance on cartridge in 1989 are Snoopy and that incorrigible Roman soldier Asterix.

GAMES TIPS ON VIDEO

Here's yet another use for your crowded TV screen! Tips on video games on a video tape. Polygram Video is releasing three tapes collectively called *How to Beat Home Video Games*.

One is called *The Best Games* and features *Mutl*, *Spa* and strategies for games on the Atari VCS system, including *Demon Attack*, *Sam Ransing*, *Chopper Command*, *Frogger*, *Pac-Man*, *Donkey Kong*. Twenty games are featured on this first tape.

Volume two brings you *The Hot New Games* including *ET* and *Rescue of the Lost Ark*, while volume three looks at the "super systems", including the Car-

TOP TEN	
1	Pole Position <small>Atari</small>
2	Dig-Dug <small>Atari</small>
3	Enduro <small>Activision</small>
4	Battle Zone <small>Atari</small>
5	Phoenix <small>Atari</small>
6	River Raid <small>Activision</small>
7	Donkey Kong <small>Atari</small>
8	Zaxxon <small>Atari</small>
9	Tutankham <small>Parker Bros.</small>
10	Robot Tank <small>Activision</small>

actrian and the Yeties.

The tapes give detailed strategies for each game they deal with, and include slow motion views by slow breakdowns of how to deal with nasty aliens or tricky ghosts. A narrator explains each move — giving hints on how to get maximum bonus points and even exploit bugs in programs to get those high scores!

Each tape lasts for 60 minutes and will be available to the video dealers at £16, £20 for all three. We hope to bring you more detailed reviews of each tape in future issues. But in the meantime why not check out your local video library to see if they have the top tapes in stock? And watch out for a special video camera next issue!

THE FORCE IN STORE!

"May the Force be with you" — and you'll need it if you bump into Darth Vader whilst doing your Christmas shopping.

Lord Vader will be appearing in *Star Wars* and *Star Wars* games at Parker Brothers *Star Wars* games during Xmas week.

With only a handful of authentic Darth Vader costumes in the country, Parker have managed to obtain two of them courtesy of Lucas Film, the makers of the epic *Star Wars* movies.

ATARI GAMES

The ColecoVision Atari cartridge converter is now on sale.

The add-on enables ColecoVision owners to play Atari VCS games on their new system.

The box should particularly appeal to people who already own a VCS but want to upgrade to a ColecoVision.

They can now do this without making redundant their existing collection of games.

The converter is available from *Video Shop* and most major stockists at £38.95.

YEAR OF THE TIGER

The entire TigerVision range is now available in the UK.

After a struggle as to who the main importer would be, the new London-based distributor — Prism, are bringing the games into the country.

The best known game in the range is *Miner 2049er* which is up before the court in joystick jury this month.

Also in the range is *Jawbreaker* — a goldmine maze game where a pair of false teeth go to work on the candies and chocolate bars in a sweet factory.

If you are overfed enough, you may decide to try your joystick at *Marsader* where you have to get through six mazes to recover the cosmic treasure. Watch out for the robots — they've got different plans for the ginsy star.

Also in the range is TigerVision's answer to *Donkey Kong* in



GAMING

TRY TO NAME THAT GAME

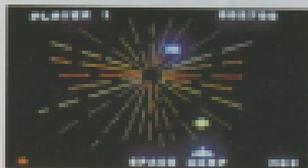
If you don't think *Qandy* will bring you a video game system for Christmas, then here's your chance to win one and get a Turbo Driving Module into the bargain.

Calcevision have really taken the season of goodwill to heart and given us three of their games systems regarded as featuring some of the best graphics around, with *Donkey Kong* cartridge and Turbo Drive Module thrown in.

All you have to do is answer the questions under each of the pictures of Calcevision games.

Then with your answers — on a postcard please — to Computer and Video Games, Calcevision Company, Dartford House, 9 Herford Hill, London SE18 5LJ.

Prizes cannot be handed in or delivered personally and the usual Computer and Video Games competition rules apply. Closing date is January 1983.



1) Name the Game!



2) Who makes the arcade version of this game?



3) Which screen is the player on: One, Two, Three?



4) Is this game called (a) *Sea of Kong*, (b) *Donkey Kong Jr.*, (c) *Donkey Kong Part 07*?

Professor Video's good high score guide.

We are pleased to be able to bring you a monthly column by the distinguished professor — holder of the Nobel prize for Alien Busting, Mass Swiftness Award for Feet Bobbling and author of many books including *The Best Selling*, *How to Knock the Living Daylights Out of Ready Little Aliens*.

In his opening column he turns his attention to the smash hit game *Pac Man*. His advice and strategy tips are based on the *Man VCS* version — and are not always relevant to the arcades, Atari 4000, and other home versions of the game.

Patterns are the key to consistent high scores in *Pac Man*. Unfortunately though — there is not one super-pattern that will suit everybody, or every screen in the game. The best advice is to practice the pattern that

suits, in order to eat them. This is particularly important when reversing or changing direction — as you don't want to look back at a dot, which you think you have eaten, to find it still there.

Try to avoid eating the emergency pills unless you are really in a tight spot or are sure you can collect maximum points from doing so.

When you become really proficient you should aim at leaving the board with all the power pills with one waster adjacent to each, so that you can tempt the ghost into a trap.

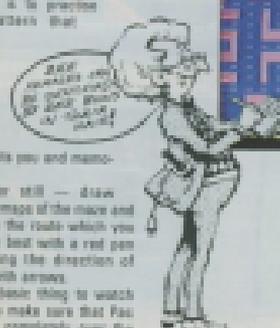
Make use of the tunnels — very often the ghosts will not perceive you through them.

Use them to plan your movement around the board — don't look upon them as merely emergency exits for when the going gets tough.

Good *Pac* play requires precision timing and strategy. It is not sufficient to know the correct patterns, you must also make your turns at just the right second and anticipate the movements of the ghosts caused by your moves.

One of the toughest rules of *Pac Man* that it is important to grasp is to learn to relax. *VCS* players are not the most responsible sticks ever invented so don't stretch and pull, it only puts you off balance, makes the stick even worse, and upsets your concentration.

Professor Video wants your tips. In his search for perfection at all games the prof. is grateful to any readers who can send in tips, or interesting discoveries they have made whilst playing video games. We have bags of bag badges and *Q&A* yearbooks to give away for published tips. Mark all letters for the attention of the Professor at our Herford Hill address.



best suits you and master it.

Better still — draw several maps of the maze and draw in the route which you find the best with a red pen indicating the direction of travel with arrows.

One basic thing to watch for is to make sure that *Pac Man* is completely over the



ROBOT IN BATTLEZONE

Activision has a happy knack of producing the right games for the WCS at the right times.

It wasn't coincidence that Pitfall Henry was on sale while Raiders of the Lost Ark topped the cinema charts. And it isn't surprising to find that the company's version of arcade for Battle Zone has almost beaten Atari's own to the high street shelves.

Of course it has to go out under an assumed name, Robot Tank and it does include a few new features — but for once it's the Atari version which gets the jury's vote.

The original game from Atari's arcade division played on the dual of wits which took place between the computer-controlled tanks and the player's. Only by carefully outmanoeuvring an opposing tank could you be sure of getting in that all important first shot.

Activision is guilty of adding too much to a simple formula which worked well enough. Robot Tank utilizes the Enduro engine to give the game a day

and night sequence. There is an addition of weather problems, snow, rain, fog or some of the opponent's fire can knock out vital parts of the tank's weaponry.

It all sounds so though it ought to improve the game, sadly it makes the whole thing a liability compared to the the Atari version.

The scenario behind the game explains that renegade robotic tanks are threatening to destroy San Francisco. You must command total robotic tanks to defeat the enemy.

Control is helped by a radar screen which shows up a satellite map — an enemy tank. There

is a video screen with sights in the carno for looking forwards onto a colourful landscape. The damage sensors show V.R.T.E. which stand for video, intermittent loss of picture, radar, becomes insensitive, tanks, mobility is brought to a crawl, cannons, cannot rely on them firing.

Cannon fire can be guided onto the target. During nightfall only radar and the flash of an opponent's firing gun give clues to his position. And each different weather condition presents its own problems. Robot Tank costs £20.95.

THE VERDICT

Good graphics but the game doesn't measure up to the additions generated by the Atari version.

- Action ▲▲
- Graphics ▲▲▲▲
- Addictive ▲▲
- Theme ▲▲▲▲

SAVE ME POPEYE!

Oh you landlubbers clap your eyes on the review all about my tale too — Olive, that no good auld mate Brutus and yours truly Ordinary Seaman Popeye.

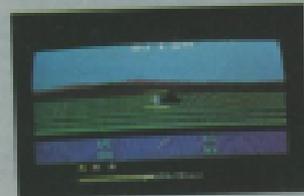
First thing I notice is the staid Olive shouting for help at the top of the stairs — where this big bully Brutus is trying to keep her prisoner. So I reaches for me spinach but that unswerving Sea Hag pal of Brutus keeps me in it.

You can help Popeye save Olive in this latest home version of Nintendo's hit arcade game. To complete the first screen Popeye has to catch all the hearts that Olive is throwing down — without letting Brutus catch him.

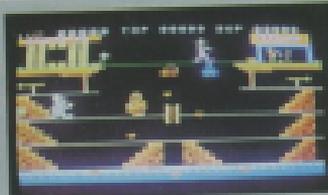
If you manage to grab your spinach you can punch Brutus into the middle of next week but — take care as the green stuff is in short supply.

When all the hearts have been caught screen two appears with Olive trapped at the top of a building. This time she is allowing her true love with musical notes. Run up and down the ladders and along the platforms to catch them in the shortest time.

To make things even more difficult there is an ugly green monster — affectionately known as the Sea Hag — who keeps



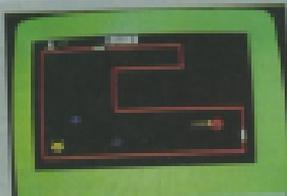
ROBOT TANK



POPEYE



BEDLAM



VENTURE



BOUNTY BOB



GAMING

locking empty beer bottles as you. If one of these makes contact it contains for you and drains for those so you have to dodge 'em or punch 'em to stay in the game.

Screen there's going to take all the speech our hero can get and, as the advertisements for the game say, "I doesn't suggest ya drink if ya eat ya speech in a quifer". This is the toughest challenge in the game — with moving platforms, several flying beer bottles and a big black bird which can knock you off the platform.

To rescue Olive on the last screen you have to catch the letters making up her desperate message — Help.

This is a most accurate copy of the amazing arcade which I would place in the top ten games available for ColecoVision.

With *Obelisk* and new *Passage* it looks as if Parker Brothers are really going to excel themselves on the ColecoVision in a way they have not so far achieved on the other machines. £29.95 from Parker stocks.

THE VERDICT

Coldest game for ColecoVision so far

- Action 1 1 1 1
- Graphics 4 4 4 4
- Addictive 1 1 1 1
- Theme 1 1 1 1 1

VECTREX BEDLAM

Bedlam is the latest shoot 'em up for the new Vectrex all in one games system.

Does it need another shoot 'em up was my first thought. With *Web Wars* and *Fortress of Maraud* and *Bedlam* it at least a half a dozen others in the existing range a different type of game would have added greater variety to the range.

The game itself doesn't quite come off. Your ship is trapped in a diamond shaped space. Enemies are coming at you from the corners and you have to rotate and shoot to stop them colliding with you.

When the aliens stop coming a new pattern appears with more spikes and laser aliens.

There are three game play options. As well as the basic game you can also add complicating factors like making the ships rotate left and right and also making it shoot forwards and stop.

When the game gets really hectic you also have the smart bomb which you use to wipe out all the enemies on screen at that particular moment.

The game would be immeasurably improved if you could move your ship instead of merely being able to rotate.

This is not one of the better games for the Vectrex.

It would be nice to see a bit more variety in the range of games for the Vectrex — an adventure game or strategy challenge would be better.

THE VERDICT

If you want a new shoot 'em up for your Vectrex I would recommend *Web Wars* or *Fortress of Maraud* in preference to *Bedlam* any day of the week.

- Action 4 4
- Graphics 4
- Addictive 4
- Theme 4

SURPRISE U.S. HIT!

One of the big surprises when the ColecoVision went on sale in the US last year was the immediate success of *Venture*.

CBS had looked out literally millions of dollars to buy the rights to hit arcade games like *Daxxon* and *Bombay Kang* and yet, non-selling them at was *Venture's* minor arcade success.

The good news for Intellivision owners is that the game is now available for the master computer.

This game must rate as one of the cleanest conversions I have come across from one system to another, which adds well to retail owners if Coleco decide to convert more from their existing range of titles.

Almost every detail is exact — from graphics to sound effects.

The game is quite similar to *River's Edge* — though much more fun with lots of extra

features to keep you guessing.

You play the part of Wiley who searches several monster-infested chambers for treasure.

Armed with his trusty bow Wiley can pick up bonus points by killing the monsters who are trying to stop him from getting the treasure.

Once the treasure has been bagged our hero must make a hasty exit — back to the hallway.

Then he can move on to a new room and continue to search for more treasure.

When the treasure has been taken from all the rooms Wiley goes onto a new level where the monsters are even nastier though the treasure is much more valuable.

The beauty here each successfully completed mission is displayed on an interim screen with question marks representing that which remains in possession of the chamber monsters.

This gives the game that addictive touch. You want to see all those treasures displayed on Wiley's screen.

One slight disappointment with *Venture* is that when you complete the fourth chamber you go back again to the first. Although the challenge of finding the extra treasure and solving the riddle is not repeated, it would have been better to get a new chamber every time.

The graphics in *Venture* are not stunning, but they are adequate, and the game does not suffer as a result.

It's nice to see some good quality games for Intellivision in the CBS range and this is certainly one of the best.

Venture is a thoroughly absorbing game. You will need to move swiftly, plan your direction carefully, and keep a speedy finger on the fire button to succeed.

Its mid-level challenge provides a constant incentive to get further into the game.

Venture is manufactured by CBS, and it is the shape now at £29.95.

THE VERDICT

Superior to many of the games in *Mattel's* own range.

- Action 4 4 4 4
- Graphics 4 4 4
- Addictive 4 4 4
- Theme 4 4 4

CLAIM THIS GAME . . .

Beauty Sub is the hero of *TigerVision's* toughest climbing game — *Mine 3049*.

The scenario has our hero mining a radio active mine in the year 2048. It's version of the game popular among Alan mine owners and was a big hit in the States. It currently stands at number six in our computer charts.

You must help him stake his claim in each of the three mines which are represented as different screens in the game.

In order to claim a mine, Sub has to walk along all the platforms following them in as he walks.

To make things more difficult the mines are inhabited by mutant organisms who wait on a diet of propogators. This challenge throughout the mines are certain obstacles left behind by earlier propogators. These can be picked up to score bonus points and also enable you to kill the organisms (Fuzzer-like) by making contact with them for a few brief seconds.

Each mine has two dived shafts which can be used to slide down by our hero but check first to make sure there are no mutants lurking at the bottom.

I found the game fun and playable but annoyingly slow. Sub's response to the joystick was extremely sluggish. I tested the game with three different joysticks and found the same lack of response.

Mine 3049 shares one criticism with all climbing games and that is that once you have mastered a screen there is not much challenge left in the game for you. In an attempt to give the game a more lasting challenge *TigerVision* have added a clock so that players can race each other to claim the mine.

An above average climbing game and certainly better than the top selling *Bombay Kang* (£29.95) from London based *Prism*.

THE VERDICT

One of the better climbing games for the WCS.

- Action 4 4 4
- Graphics 4 4 4
- Addictive 4 4 4 4
- Theme 4 4 4

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ARCADE

OUR BOFFIN IN SPACE!

TIPS ON STARGATE

Last issue we asked for readers' tips on their favourite arcade machines. First out of our Mailbag pile was Ian Boffin from Woking, who wrote to us about *Stargate* by Williams, the Defender people. Don't forget we'd like to hear from you if you've got hints for the rest of us still struggling to beat that hi-score! Now, over to Ian....

Before tackling *Stargate*, it is very helpful to be good at *Defender*. All the normal six enemies are there, with eight new ones, all requiring a different strategy. The first screen is very similar to the original screen of *Defender* but also with two *Dynamexes* which release flames, and the dodging *Freebomers*.

The second screen is very much like the first, but with the *Freebomers* shooting fast and small *Freeballs* on a difficult curving trajectory. Also, there are the small and speedy *Flakies* *Space Guppies* which are a joy to watch and shoot.

In the third screen the *Pods* arrive with a new style. They do not all start off floating near your ship, but by around mid-way interest somewhere over the planet, then they can be manoeuvred, usually leaving no *Swarmer*s at all.

The fourth screen is the same but with four *Pods* and the usual speed increase. Every 10th and 10th wave, the difference is really noticeable. The 5th wave is an *Flakies* *Dropflight*, where you are in space purely with *Space Guppies*, a few *Dynamexes* and *Swarmer*s.

Wave 10 is rarely achieved by most people, but it is a *Freeball* *Challenge*, which requires a lot of luck and about three *Swarmer*s. Then it returns to the usual players.

All the new enemies need new methods for shooting. *Freebomers* are by far the worst because they dodge your bullets. When near you, fly above it so it can't get you with a *Freeball* and fire constantly, and it should walk into your bullets eventually.

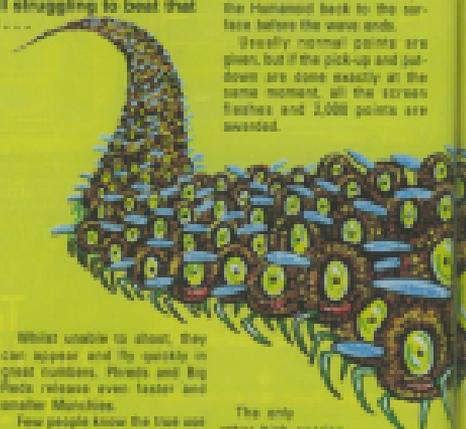
Flakies and *Dynamexes* are easily destroyed but just be careful of *Flakies* *Flam*.

The last three new enemies are the *Flakies*, *Big Pod* and the *Merchies*. These come at the same time as *Swarmer*s.

Pods, but now collecting two gets 1,000 for the second pick-up and so on until a fourth *Flakies* underneath you scores 2,000 points.

One trick very few people know is that, if you have a *Lander* which picks up a *Hummer* as the last enemy is a wave, since the *Lander* is still you must get the *Hummer* back to the surface before the wave ends.

Greatly normal points are given, but if the pick-up and put-down are done exactly at the same moment, all the screen flashes and 2,000 points are awarded.



While unable to shoot, they can appear and fly quickly in great numbers. *Flakies* and *Big Pods* release even faster and faster *Merchies*.

Few people know the true use of the "missile" button. The only time a good player uses it is when a group of *Mutants* are on screen. When this happens, as in space after losing a planet, it is advisable to stop shooting and sit still with the "missile" pressed. All the *Mutants* will walk into the "missile" and blow up.

The main points now come from *Hummer* pick-ups. As in *Defender*, a pick-up is worth 100

points. The only other high scoring method is the art of following a *Pod* to an *interceptor* and *Smash bombing* all four.

For a beginner, I would hunt around for a game with five lives, a lot of "missile" and with my luck set on a skill level of about 3 or 4 which is hard to beat! etc.

FIGHTING THE THIRD WAR

M.A.C.H. 3

You are miles above the earth in your F15 fighter jet when World War III is announced. Streaming through the sky you speed to defend your country.

M.A.C.H. 3 is part of the Military Air Command Hunter Force which is in a constant state of alert ready to strike as soon as there is an indication of international war.

Descending to attack you hear a voice, "Take out the bridge" and with screaming engines you dive into a barrage of anti-aircraft fire before dropping your bombs on target. Other instructions will be heard throughout.



through the cold morning mist one weekend in November 5-year-olds could be seen carrying a strange array of pinball machines from all areas into the Old Whitbylane Peppy Club.

The reason for this odd gathering was the 1983 Pinball Swimmers' Association convention held in the club room, east Droyton. Association members came from far and wide to the convention — one Dutch member made the Channel crossing.

During the morning the many odd and varied machines were set up, finally tuned and last minute adjustments made. The afternoon was spent in fierce competition on three machines as everyone attempted to get high scores to get into the Pinball Wizard final — which was battled out on a brand new Bally Goldball loaned for the event to Muller and South.

Eventual winner was Stafford Masborough from Manchester. Stafford took home the Pinball Wizard silver trophy — donated by Coin Slot, the arcade trade magazine. He also received a tankard donated by Bally/Billyway of Chicago. Jimmy Waters of London won the prize for the best restored machine that with his Royal Turkeys dating back to the 1950s.

Pinballs on display at the convention covered the entire history of pins, from the purely mechanical machines of the 1930s to the latest pins packed with microchip wizardry.

Bang Baker of Bromley brought along two classic machines, Bally's Wizard and Pinball. The latter must have the best artwork ever seen on a pinball machine. Bally's Wizard also won the vote for the most popular machine at the convention.

Thanks to PEA member Keith Temple for this report on the convention.

Illustration: Michael Ford

ACTION

TIPS FOR RACE ACES

Racing games are guaranteed to get the adrenaline coursing through your veins, until that frustrating crash, that is.

And so here are a few tips on Pole Position to keep you on the right track from Julian Nigrali, C&EG's Arcade Champ.

Pole Position gives the player a chance to get used to the circuit in a qualifying lap. The faster you go, the higher your grid placing in the race, so always aim for 75 seconds or faster, otherwise you won't qualify.

POLE POSITION

Change to high gear at about 70mph if the top speed is 100mph or about 100/120mph if the top speed is 225/260mph. Be prepared to drive like a maniac!

The first right-hand bend is a few seconds after the arrow sign and presents no problems. Move to the outside at top speed and don't cross very sharply. You might slide, so counter-steer and you'll remain on the track. On the second lap and thereafter, you'll find other cars on the bend, so to dodge them move to the inside of the track near the bend and cut across the grass overtaking cars on the inside and move back onto the track quickly.

Announced by the orange sign is the hairpin with the infamous "caterpillar" sign. This sharp left-hand needs quick reactions to survive and still come out with a good speed. If there are one or two cars on the bend, don't change gear but move to the outside of the track and jerk the steering wheel left and then quickly counter-steer to dodge the cars on the inside line.

If there are more than two cars on the track keep in high gear, move to the inside and take a short cut across the grass. Get back onto the track quickly otherwise you'll lose speed and be overtaken from behind.

in the U.S.

With its great sound, graphics and hard and fast action, M.A.C.H. 3 should appeal to anyone who is a speed "am-down addict."



The next obstacle is a long bend — try to keep to the inside of the track but if necessary move to the outside to dodge other cars. The end of this bend is deceptively sharp and you might slide off the track or go into the back of a slow car if you're not careful.

The last leg of the lap is straight. Be prepared to dodge the cars which enjoy lane shuffling especially towards the finishing post — it's usual for a car to see your car written off within sight of the finishing post and a record time.

A few other tips might help — watch the puddles and try to

dodge them as they'll slow you down by 10mph. Try not to slide too much as this will also slow you down as does going onto the grass and driving on the red and white border of the track.

Handling is most important so steer smoothly and firmly and try not to jerk the wheel unless it is absolutely necessary. Always think ahead and gauge what other cars are doing — red and white cars have a tendency towards erratic driving, especially slowing down. And the orange ones tend to speed up when you're about to overtake them.

Finally, try your own tricks and tactics which will make your race. Happy Racing.

FLIGHT INTO FANTASY

Intertellar is one of the first laser disc games to feature computerized graphics.

This helps the background pictures to fit in more closely with the computer graphics crafts which the player controls.

But the visual effects are more-than-less stunning compared to the usual pixel-based graphics of the pre-rendered disc games.

It's a far cry from those original green machines in early 3D/40-ops. Gone are the days when you had to stand for hours crouched over an upright machine, getting cramped and yawping away for all you were worth. You can now recline in a sit-down booth and blast away in style.

The controls for Intertellar are a close replica of an automobile's joystick with the fire buttons placed directly under the thumbs for easy firing, a lever allowing you to bank your craft completes the controls.

INTERTELLAR

The sounds of exploding alien, meteor, enemy space craft and, unfortunately, your own craft, fill into the booth enveloping you.

You dodge a space craft over the amazing landscape of Intertellar. The scenario is starting and colorful — real-life film-merged with computer graphics presents a very futuristic effect.

Taking off, you set course and fly over a city that resembles the Manhattan skyline, changing into a desert with sand dunes stretching into the distance as far as the eye can see you are set upon by the enemy.

To get through the game, you'll need a steady hand and a cool head. All your skill is required as you throw your craft through the sky in an effort to dodge meteors and enemy soldiers.

Watch out for the tanks — they're equipped with heat seeking missiles and very accurate

the game warning of an impending attack and what military installations to hit.

All your skills will be called to the fore in some daring low-level flying as you follow the contours of the land towards your next target.

Of meteorites, airports and other strategic bases have to be destroyed, which is no easy task — you'll find yourself under attack from surface to air missiles generated to bring anyone less than a professional down in flames. To survive you can either blast them out of the sky or try to outrun them.

M.A.C.H. 3 is one of the new breed of laser disc games complete with genuine footage superimposed with computer graphics — the film's background was shot by a spokesman

INTERCEPTOR MICRO'S

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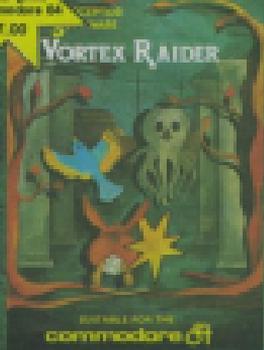
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BLASTERMIND! ★

SPECTRUM 48k £5.95

At first glance this might seem to be just another version of a very popular game. How wrong can you be?

First, the start is unique enough. The Spectrum gives a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost invisible defeat.

The way exactly as intended but unfortunately something went wrong during the programming stage which sometimes messages began to appear on the screen. At first they seem so, but they were not taken too seriously, but when they began to linger or ignored, somehow the Spectrum had been given a personality — a little nervous, suspicious, uncalculable, hateful, hostile mood.



SoB is contains a version of the game compatible with the excellent Compaq algorithm and — even worse!

The Quest of Merrivild ★

VC 20 (16k) £7.95 or Commodore 64 £7.95

A really challenging and enjoyable adventure written by a confirmed adventure addict who gave first of the year with which he solved other adventures. Merrivild will accept and set an obstacle containing up to five words.

The adventure becomes Merrivild, stamped with the task of finding taking and then returning the Magic Firestone of the Kingdom. However, overcoming the many hard and original puzzles is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone handed down to the lair of the Dragon of Thragon. Even then the Dragon had to be defeated and the stone retrieved & completed, extremely enjoyable and very well handled adventure.



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WELL, JUST WHAT IS IN THAT LETTER...

It was one of those nights that make you want to get as close to the fire as you can and enjoy a nice glass of sherry and read a good novel. The mist outside was thick and damp as Sherlock Holmes settled into his favourite chair in the comfortable sitting room of his Baker Street apartment.

Dr Watson was out at the opera and Holmes was looking forward to a nice quiet evening alone. But first, thought Holmes, I must first go through that pile of letters on my desk. They might contain some interesting items of news.

Holmes got up and walked over to his elegant antique red top desk and opened it, withdrawing the pile of letters resting on the top shelf.

He glanced the pile of letters on the small table by his armchair and poured himself a liberal glass of sherry before settling back into the chair. He opened the top letter on the pile... another letter.

The last one was more interesting. As he read the letter his eyes widened



in amazement at the words it contained. "This is incredible!" he exclaimed, beginning to re-read the letter.

Out in the street the mist began to thicken. The few morning figures in the street, huddled-up against the cold, were reduced to mysterious shadows.

Suddenly one of these shadows moved toward the brightly lit window of 221B Baker Street and peered inside. Holmes was still deeply engrossed in the letter. The mysterious figure reached inside his coat and moved closer to the window...

Well, do you know what was in the mysterious letter that interested Holmes so much? You do! Then why not let us in on the secret. We've got six CDVO: The Champ shirts waiting for the best six answers to our Holmes riddle. Answers on a postcard only please to Sherlock Holmes Competition, Computer and Video Games, Dunton House, 8 Herbet Hill, London EC1R 5ED. Closing date is January 15th and the editors — and Holmes of course — decisions is final.

MORE FREE TAPES...

Where were you, Commodore 64 owners in Greater Manchester? We've got 34 Ataxia 64 game tapes from Imagine Software to give away — absolutely free!

All you have to do is rush us the coupon below on a postcard and we'll send YOU a free game.

We've decided to open the contest list to anyone living anywhere in the British Isles this month — so the first 34 requests we get for Ataxia tapes will soon be the happy owners of a brand new game for their machine.

IS YOUR GAME WORTH A MODEM?

Have you got a game program you know will knock the socks off everyone who gets to play it? Or perhaps you've got a half finished thing which is going to be the game of the century since you've got around to completing it? Maybe you've just got a great idea for a game and need a final incentive to sit down at your keyboard and work it out?

Well, here at Computer and Video Games we're quite good at providing good incentives, as our previous competition winners will tell you. And the latest idea from the competition department at C&VG will so doubly encourage you to get those brains in gear.

We've got together with Microsoft 808, the new system which brings software to your home via the telephone line, and got together a package of

prizes that will encourage even the most lazed programmer to rush back to his micro and start working!

Here's what we want you to do. Simply look at your best games listing — or get cracking and write a new one. The more original your game is the better — but we're always happy to see a well turned out version of a classic game.

Then, fill in the coupon and mail it with a tape of your game, instructions on how to play it, a listing of your program if you have a printer and, most importantly, your name, address and telephone number.

Then send everything off to Computer and Video Games Programming Competition, Microsoft 808, 188 Farnham Road, London EC1R 3AD.

Name

Address

Telephone

Name of game

How it is played

Any other information

Micro it runs on

Other equipment (add-ons, printers etc)

The competition is open to Spectrum, MSX, Tandy, Apple and Commodore PC owners. All these micros are compatible with the Microsoft 808 system.

Now for the best part — the prizes! First prize winner will get a Prizes Modem 1000, which will link his, or her, micro to the Microsoft 808 system, plus a years subscription to Prizes! Microsoft 808. The winning program will appear on the Microsoft system so the author's name will go up in lights!

Second and third place winners will get a Modem plus games software for their micros from the Computer and Video Games vaults. Fifth to eleventh place programmers will get elegant Microsoft 808 t-shirts. And all the best programs will go onto the Microsoft 808 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Microsoft 808 system and what it offers the micro owner.

Closing date for the competition is February 15th 1984, and we'll need about a month to sort through your programs. So get cracking over Christmas — and who knows Santa might just find a modem in the bottom of his sack for you!



"Two pints of blue blood and a packet of Krypton crackers, please, Fred".

"Saturday night and they've just got paid".

"The place just isn't the same since E.T. came home".

"If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

YOU'VE GOT A WAY WITH WORDS

Inspired from the flood of suggestions for a caption for our calendar, free inside November's CSVC, you all enjoyed Ross Collin's impression of a noisy alien bar room.

We were tickled pink reading some of your witty suggestions and — after much deliberation — have managed to whittle them down to some lucky winners — who will receive Computer & Video Games' The Champ? T-shirts.

Quite a few of you couldn't resist using "two pints of blue blood and a packet of craps, please" from the pop routine of a couple of years ago — but we decided to award a T-shirt to Matthew Davy of Essex who developed the idea further to read "Two pints of blue blood and a packet of Krypton crackers, please, Fred".

My personal favourite is from

John Bennett who has a job at the expense of CSVC's illustrious editor with "Which one is Terry Fran? (that's enough of that — ed.).

Alan Hunt made us wonder what a really rough alien pub must be like with "Quiet is here tonight, eh, huh?".

Brian Dear's entry contains a word of explanation as to the going-on in the picture with "Saturday night and they've just got paid".

Bryon Sawney was the only person who chose a famous alien from the movies with "The place just isn't the same since E.T. came home".

Andrew Barlow concludes with a thought for the day for video game nuts with "If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

Well done, everyone — the T-shirts are in the post.

SPOTTING THE DIFFERENCE

We were deluged last month with budding tank commanders who all spotted the differences between the two tanks in our picture.

Sharp-eyed winners of a brand new Atari Bartecore cartridge are Raja Patel of Surrey, Brian Hambley of Farnham, Morayville, Mr J. W. Felton of Glenrothes, Darius Jones of Newcastle in Staffs, Debbie Willows of Bath, M. Livings of Portlough, Bristol, D. Moses of Rochester in Kent, Tom Marlan of Leicester, Fraser Watson of Sheffield and Mr J. P. O'Hanlon of London.

Bartecore is Atari's latest arcade conversion of the hit coin-op game.

The cartridges worth £28.99 each are now in the post to our lucky winners for use on an Atari VCS. Don't forget the latest and best prices are in CSVC every month.

OVER THE BORDER!

It's a happy New Year to all our Scottish readers as we bring our rolling city competition north of the border.

To win one of Imagine's new games all you have to do is fill in the form below and send it off to us without delay.

As long as your entry leaves a Scottish post mark from anywhere in the country you will have a chance of winning a free game.

When we told Imagine that we were going to open the rolling city competition up to the whole of Scotland they generously increased the number of free games from 250 to 266.

The games we offer are *Dunban* — a 3D style tank battle for the 48K Spectrum — *Alchemist* a graphic style adventure in which you are cast as a wizard, also for the

48K Spectrum.

Please state first choice and second choice on your entry form.

Name

Address

.....

.....

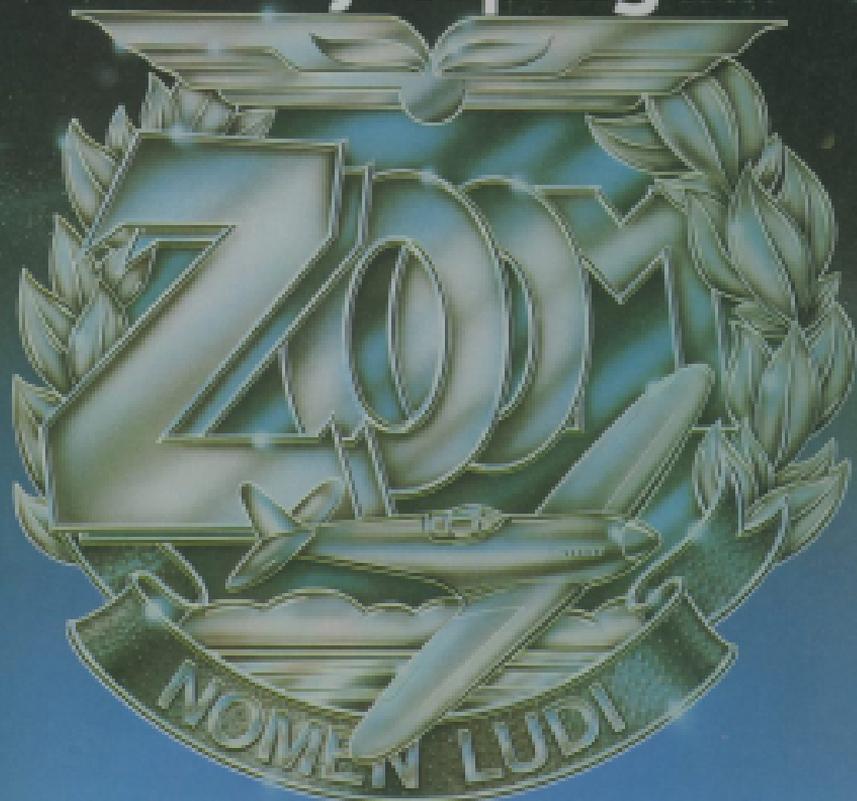
.....

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*Without doubt the best combat game so far on the Spectrum!

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**the name
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Please detach and complete on separate card

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Address _____

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24 Spectrum
£3.95

2 Tank Battle
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Vc 24
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4 Earth Defence
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24 Spectrum
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A MOUNTAIN OF ICE AND A FUR
PROVISED CHALLENGE! WITH
40 TON BONES, BONE TART
DUSTY BREAD, BONES, GEAR
I CAN EAT IF YOU DON'T
I THEN RESCUES.

As well as being a fun program
complete attention is paid to
Realism. It has a 30 foot pit & a
port which the battle with a
mountain alien invasion challenge.

Graphics & sound is outstanding
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Please send me (tick boxes as required)

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INCENTIVE SOFTWARE LTD, 54 London Street,
Reading RG1 1SD. Tel: Reading 0734 581678

But I'm Derek the demolition expert and this building has got to go! You can help me by finding the ten links which hold up the decrepit frame.

Unfortunately, not everyone wants this building to be knocked down — and there are booby traps to contend with. Weightless fireballs are flying at you from the oil pot and there are mustard and goulash pies on the scene too — what a way to go!

As you toddle along the frame of the building you'll find bits suddenly drop out, leaving you with a gap to jump. You can jump the gaps and the pies and fireballs by pressing the jump key and a movement key to power you in the right direction.

Certain objects are positioned around the building which will earn you bonus points if you managed to pick them up — but there are a few that explode on contact, so beware! Extra fireballs and pies appear after each screen is cleared, and you'll get a bonus man after

you've completed four screens. Controls are: 5-left, 6-down, 7-up, 8-right, 9-jump.

```

10 BORDER 0: SCREEN 1: CL0 = 0
20 POINT AT 10,7: D1=200: W=1:
30 GO SUB 1000: GO SUB 500
40 LET "0"
50 LET "0"
60 LET "0"
70 LET "0": LET COUNT=0: LET 1
80 GO SUB 50: GO SUB 100: FROM
90 AT 7,10: MESSAGE "FOR 1 TO
100 NEXT 7: POINT AT 7,10:
110 GO TO 100
120 CL0: GO SUB 1000: FOR 1 TO
130 NEXT 1
140 PRINT "0", "0" @ 10,10:
150 WRITE February 1983
160 INK 0: FOR 1=0 TO 91 STEP 4
170 AT 7,10: AT 7,10: AT 7,10:
180 NEXT 1
190 INK 4: FOR 1=0 TO 9: PRINT
200 AT 7,10: AT 7,10: AT 7,10:
210 AT 7,10: AT 7,10: AT 7,10:
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970 AT 7,10: AT 7,10: AT 7,10:
980 AT 7,10: AT 7,10: AT 7,10:
990 AT 7,10: AT 7,10: AT 7,10:

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100 IF 5KEY=0 THEN GO TO 100
110 LET 5KEYS: IF 5=0 THEN
120 GO TO 500
130 IF 5=7 THEN PRINT AT 5-1
140 AT 5,1: FOR 7=1 TO 3:
150 NEXT 7: GO TO 540
160 PRINT AT 5,1:
170 LET 5=0: PRINT AT 5,5:
180 GO TO 500
190 PRINT AT 5,1: "AT 5-1,1:"
200 LET 5=0: 5=0: 5=0: 5=0: 5=0:
210 5=0: 5=0: 5=0: 5=0: 5=0:
220 THEN GO TO 500
230 IF SCREEN4 5=1,1=1 THEN
240 GO TO 570
250 IF 5=10 5=1,1=7 THEN GO TO
260 500
270 IF 5=10 5=0: THEN GO
280 TO 510
290 IF 5=11 THEN LET 5=0: LET
300 5=0: PRINT AT 5,5: FOR 7=1
310 TO 3: NEXT 7: 5=0: 5=0: 5=0:
320 NEXT 7: PRINT AT 5,1:
330 AT 5,1: LET 5=0: 5=0: 5=0:
340 5=0: 5=0: 5=0: 5=0: 5=0:
350 5=0: 5=0: 5=0: 5=0: 5=0:
360 5=0: 5=0: 5=0: 5=0: 5=0:
370 IF 5=4 THEN GO TO 100
380 FOR 7=1 TO 4: GO SUB 570: P
390 RINT AT 5-1,1: AT 5,1: 5=0:
400 GO 5: NEXT 7: 5=0: 5=0: 5=0:
410 FOR 5=1 TO 5: NEXT 5: PRINT AT
420 5,1: AT 5,1: THEN PRINT AT 5,
430 5: 5=0: 5=0: 5=0: 5=0:
440 LET 5=0: NEXT 7

```


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Sinclair ZX Spectrum
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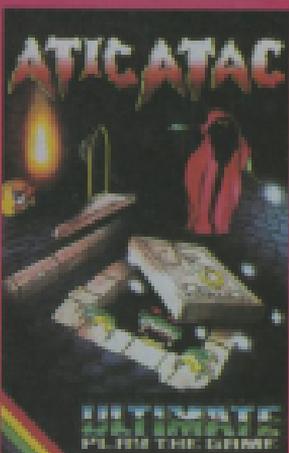


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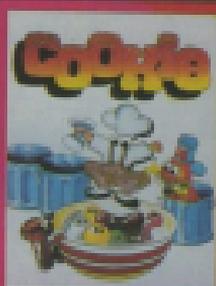
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Your team of paratroopers is being dropped behind enemy lines from a helicopter. Can you get enough troops down safely to mount an attack? Press any key to make a paratrooper jump from the 'chopper. Then maneuver your man using the "greater than" and "less than" keys to avoid the planes, airships, trees and tanks. As the game progresses the airships and other hazards move faster. To make the game more challenging once you've got the hang of it why not make the game harder by increasing the speed of your helicopter or the enemy hazards.

100-220 INSTRUCTIONS
200-230 DEFINE CHARACTERS, COLOURS ETC.
340 DRAW GROUND
350-370 PLACE TANKS
380-420 PLACE PLANES
410-430 PLACE TREES
440-460 PLACE AIRSHIPS
470 PLACE HELICOPTER

480-490 MAKES MAN JUMP FROM HELICOPTER WHEN A KEY IS PRESSED
500-508 MOVE MAN ACCORDING TO KEYS
570 CHECK IF MAN HAS LANDED
590 SUCCESSFUL LANDING
600-640 SPEED UP AIRSHIPS BY 1
650-660 CRASH AND DISPLAY SCORE
START AGAIN

BY ALEXANDER CLARK

RUNS ON A TEXAS TI 99/4a WITH EXTENDED BASIC IN 3K

```
100 CALL CLEAR
110 DISPLAY AT(12,3):"DO YOU WAN
T INSTRUCTIONS?"
120 CALL KEY(0,K,S): IF K=99 TH
EN 130 :: IF K=79 THEN 210 ELSE
CALL SOUND(-750,-4,0):: GOTO 120
130 PRINT "      PARATROOPER"
140 PRINT "
150 PRINT :: PRINT "      BY ALEX
ANDER CLARK
```

(JULY 1983)"

```
160 PRINT :: PRINT :: PRINT :: P
RINT
170 PRINT "YOU ARE A PARATROOPER
IN WORLD WAR 2, AND YOU ARE
BEING DROPPED BEHIND ENEMY L
INES. TRY TO AVOID PLANES."
180 PRINT "AIRSHIPS AND TANKS WH
ICH ARE IN PRACTICE MANOEUVRES!"
```

```
190 PRINT "USE ANY KEY TO JUMP F
ROM THE HELICOPTER AND THE '<' AN
D '>' (WITH ALPHA LOCK DOWN) T
O MOVE FROM SIDE TO SIDE ON THE W
AY DOWN."
```

```
200 PRINT
210 PRINT "  PRESS ANY KEY TO P
LAY"
220 CALL KEY(0,K,S): IF S(0) TH
EN 230
230 CALL RND(1)
240 CALL CHR(96)+"00FF010F112540
7FFF3F907F000000000000F0080C1E5E3
FFFE040F000000000"
250 CALL CHR(100)+"000000030F3F7
F7F7F7F3F0F03000000000006E2E7F7F
7FFFF7F7E7E2000000"
260 CALL CHR(104)+"030F3F7F7FFFFF
FFF402010090701020280E0F8FCFCFEF
EFE0408103000008080"
270 CALL CHR(108)+"8000FFFFFF3F7
8000000000000000000000FCFEFE800
00000000000000000000"
280 CALL CHR(112)+"081E3F3F7F7F)
F381B03030303030300F8FCFEFEF
E1F8FCFC2FC00000000"
290 CALL CHR(116)+"00011F3F3F3F0
F7FFFFF5557F0000080E0FFE0E08
0FEFFFFE5454FC")
```

```

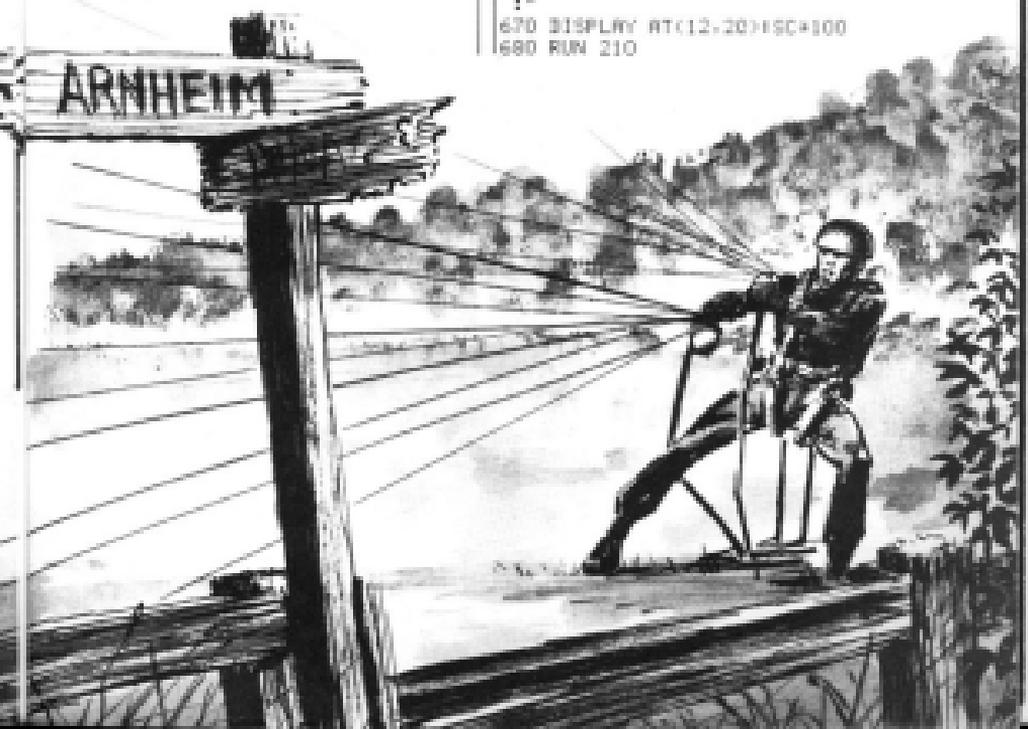
300 CALL CHAR(95,"")
310 CALL COLDR(8,4,4)
320 CALL SCREEN(6):: CALL CLEAR
:: CALL MAGNIFY(3):: RANDOMIZE
330 DEF RAN(X)=INT(RND*(X)+1)
340 CALL HCHAR(22,1,95,96)
350 CALL SPRITE(#27,116,2,172,RR
N(85),0,5)
360 CALL SPRITE(#19,116,2,172,RR
N(85)+85,0,5)
370 CALL SPRITE(#18,116,2,172,RR
N(85)+170,0,5)
380 FOR A=1 TO 5
390 CALL SPRITE(#A+1,108,2,(A*10
)+20,RAN(200),0,RAN(200)+3)
400 NEXT A
410 CALL SPRITE(#26,112,13,152,1
70)
420 CALL SPRITE(#25,112,13,152,2
00)
430 CALL SPRITE(#24,112,13,152,6
4)
440 FOR A=1 TO 5
450 CALL SPRITE(#A+6,100,15,A+14
+61,RAN(200))
460 NEXT A
470 CALL SPRITE(#1,96,5,10,100,0
,-20)
480 CALL KEY(0,K,S):: IF S(0) TH
EN 490

```

```

490 CALL POSITION(#1,X,Y):: CALL
SPRITE(#28,104,16,X+16,Y,10,0)
500 CALL KEY(0,K,S):: CALL CDINC
CALL,R):: IF R=-1 THEN 650
510 CALL POSITION(#28,J,E):: IF
J>182 THEN 590
520 IF S=-1 THEN 500
530 CALL CDINC(CALL,C):: IF C=-1
THEN 650
540 IF S=0 THEN CALL MOTION(#28,
10,0):: GOTO 500
550 IF K(44) OR K(46) THEN 500
560 CALL MOTION(#28,10,(K-45)+10
):: CALL CDINC(CALL,C):: IF C=-1
THEN 650 ELSE 500
570 CALL POSITION(#28,J,F):: IF
K>184 THEN 590
580 GOTO 580
590 CALL SOUND(100,1000,0):: CAL
L DELSPRITE(#28):: SC=SC+1 :: GO
SUB 600 :: GOTO 480
600 SP=SP-1
610 FOR A=1 TO 5
620 CALL MOTION(#A+6,0,SP)
630 NEXT A
640 RETURN
650 CALL SOUND(1000,-5,0):: CALL
BELSPRITE(CALL):: CALL CLEAR ::
CALL CHARSET
660 DISPLAY AT(12,8)"YOU SCORED
:"
670 DISPLAY AT(12,20)ISC=100
680 RUN 210

```





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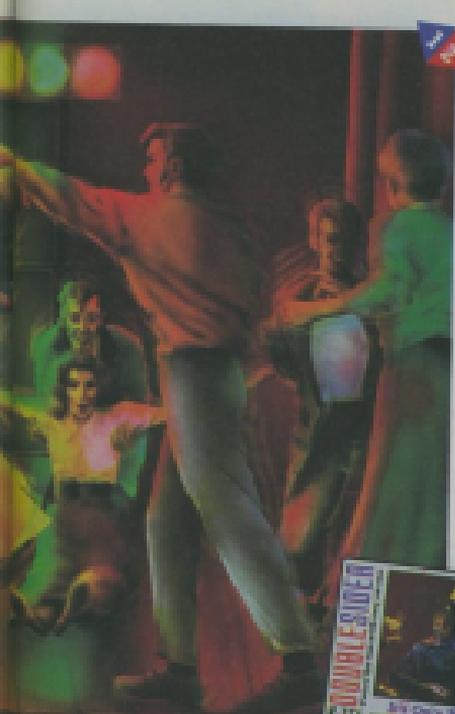


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BY DAVID TAYLOR

RUNS ON AN ATARI 400/800

IN 188

```
150 IF PEEK(PC+0) OR PEEK(PC+2) THEN G
160
170 IF INT((PC-CV)/20)=19 AND M=OP THEN
P=PC:W=0:G=0:G=0:G=0:G=0:G=0:G=0:G=0
180
190 IF M=OP THEN 400
200 IF SPC(PC+1) AND SPC+1 AND PC+2
IN TAB P=PC+2:G=0+1:G=0:G=0:G=0:G=0:G=0:G=0
210
220 POSITION 3,117 M=0:PC=PC:PL=PL
230 IF PEEK(PC+1) THEN FOR X=1 TO 500
NEXT X:GOTO 350
240 FOR X=0 TO M
250 IF STRIG(PC+1) AND M=OP THEN M=1:
M=0
260 NEXT X
270 IF M=OP THEN FOR X=0 TO M:PRINT X
:GOTO 0,0,0:GOTO 350
280 FOR X=1,5,9:GOTO 350
290 IF PEEK(PC+0) OR PEEK(PC+2) THEN G
C=0:G=0:GOTO 360
300 IF INT((PC-CV)/20)=19 THEN GOTO 360
310 FOR X=0,5,9:GOTO 350
320 FOR X=0,5,9:EXPLOSION:GOTO 350
330 FOR X=0,5,9:EXPLOSION:GOTO 350
340 FOR X=0,5,9:EXPLOSION:GOTO 350
350 VOL=0:FOR X=0 TO 50 STEP 0.5:VOL=V
OL+0.5:IF VOL=5 THEN VOL=0
360 SOUND 0,0,0,0:VOL=VOL+0.5:VOL=VOL
VOL=VOL+0.5:VOL=VOL+0.5:VOL=VOL+0.5
370 SOUND 0,0,0,0:GOTO 350
380 IF M=OP THEN M=0:GOTO 350:POSITION
17-LIMIT:1,17:GOTO 350
390 IF M=OP THEN M=0:FOR X=0 TO 10:PO
SOUND 1,0,0,0:GOTO 350
400 SOUND 0,0,0,0:GOTO 350
410 GOTO 350
420 POSITION 3,7 M=0:GOTO 350
430 IF PEEK(PC+1) OR STRIG(PC) THEN
440
450 GOTO 400
460 GOTO 350:POSITION 7,5:GOTO 350
```




```
20 RETURN
21 PRINT PRINT INPUT "WOULD YOU LIKE ANOTHER GAME?";G4
22 IF G4="N" OR G4="NO" OR G4="NO THANKS" THEN END ELSE RETURN
23 PRINT "TOUGH LUCK! YOU'RE DEAD"
24 PRINT "***** HIGH SCORE *****"
25 FOR I=1 TO 5
26 IF L&2 THEN IF SCORE2 THEN G2=50:REM UP DATING HI. SCORE
27 PRINT "LEVEL 1: " ;J(2);NEXT I
28 RETURN
29 IF D=1 THEN B=0
30 CLS:J1=0:G=0:END:FOR ST=1 TO 10
31 IF G=0 THEN V=ST ELSE V=0
32 PRINT B;V;400:REM B
33 IF -ST=0 V=0 THEN V1=0:ST ELSE V1=V+0
34 PRINT V1;470:REM B
35 IF ST=0 THEN G=ST+1
36 NEXT ST
37 RETURN
38 "*****
39 "*****
40 IF D=0 THEN G=0:IF D=0 THEN J1=J1+1:IF J1=1 THEN J=0:
41 "*****
42 "*****
43 IF D=0 THEN G=0:IF D=0 THEN J1=J1-1:IF J1=0 THEN J=0
```

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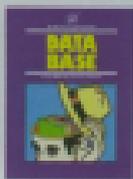
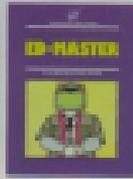
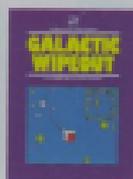
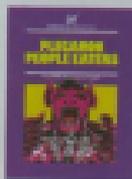
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