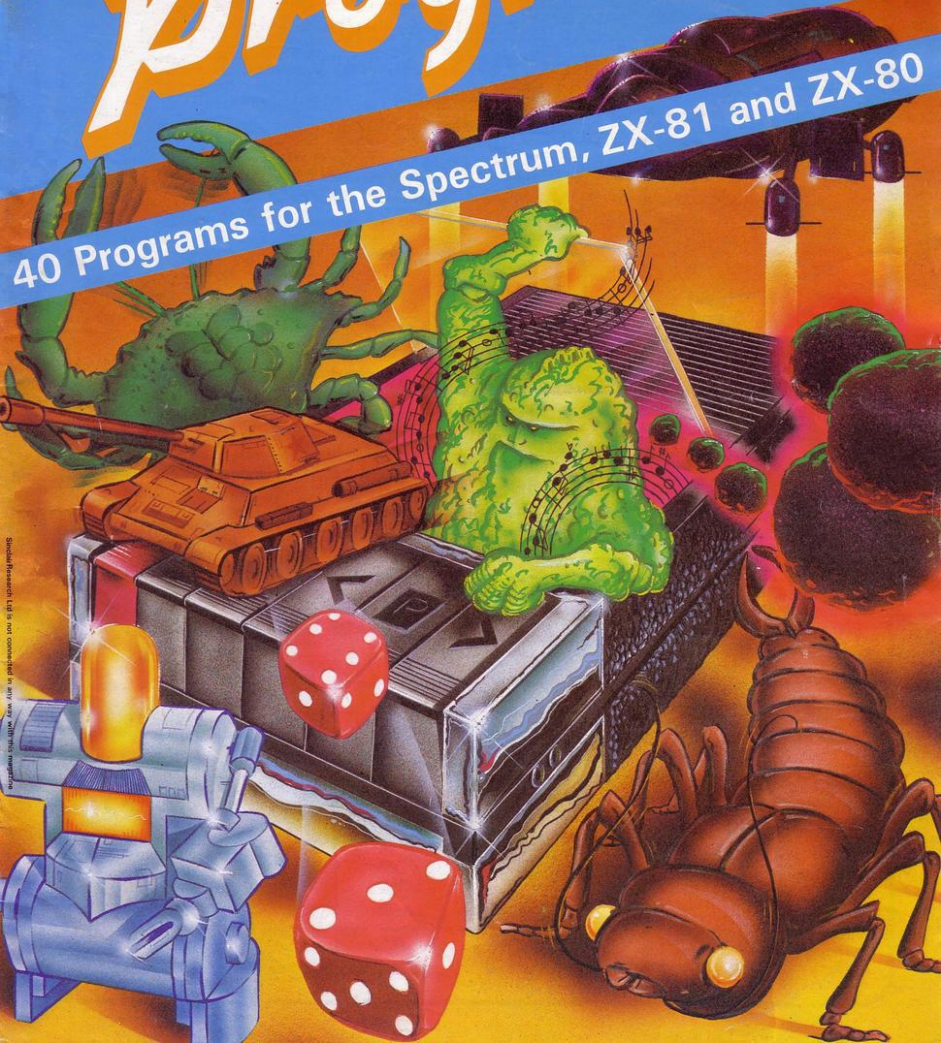


March/April 1983

95p

Sinclair Programs

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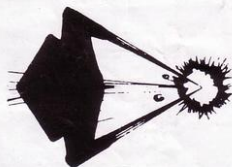
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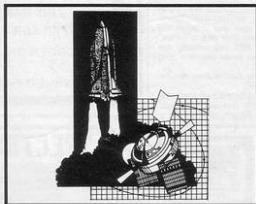
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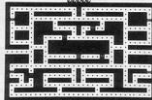
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GOBBLERS

PUCKMAN FOR 16K ZX81



BEAT THAT HIGH SCORE! GOBBLE THOSE DOTS BEFORE THOSE MEANIES GOBBLE YOU! YOUR ONLY AIDES ARE FOUR "POWER PILLS" WHICH MAKE THE MEANIES EDIBLE. BUT NOT FOR LONG!

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STAY ALIVE AS LONG AS POSSIBLE IN OPEN SPACE FILLED WITH FLYING ROCKS SCORE BY SHOOTING THEM - WHICH ALSO CAUSES THEM TO BREAK INTO LOTS OF LITTLE BITS AND MAKES LIFE EVEN WORSE!

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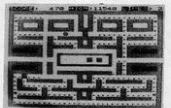
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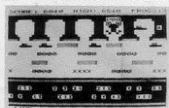


**ZUCKMAN
ZX81 (16K)**

EAT THE DOTS, BEAT THE GHOSTS IN THIS ADDICTIVE GAME. CLEAR THE SCREEN OF DOTS TO EARN A BONUS LIFE AND A FRESH MAZE-FULL OF DOTS. WHEN THE CHASE REVERSES, CATCH A GHOST AND SEE ITS 'EYES' RETURN TO BOX.

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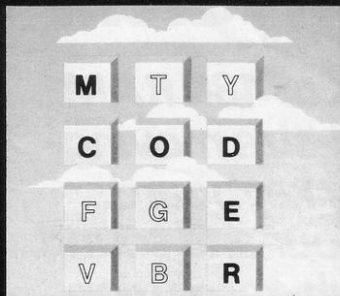
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2. Highly sophisticated software which will load and Save programs at 16 times their normal speed (i.e. 8K in 10 sec; 48K in 110 sec). Programs can be named to allow a superfast file search through a tape. It works equally well with auturon programs, Basic or machine code. A TRUE verify feature is also provided - this allows you to verify that a 'SAVE'd program has 'SAVE'd properly BEFORE turning off the power and finding all is lost. QSAVE will operate with ANY memory, on ANY program length AND with your existing programs. All the above is contained in ½K of superbly easy to use Software.

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Now there's the ZX Spectrum! With up to 48K of RAM. A full-size moving-key keyboard. Vivid colour and sound. High-resolution graphics. And a low price that's unrivalled.

Professional power—personal computer price!

The ZX Spectrum incorporates all the proven features of the ZX81. But its new 16K BASIC ROM dramatically increases your computing power.

You have access to a range of 8 colours for foreground, background and border, together with a sound generator and high-resolution graphics.

You have the facility to support separate data files.

You have a choice of storage capacities (governed by the amount of RAM). 16K of RAM (which you can upgrade later to 48K of RAM) or a massive 48K of RAM.

Yet the price of the Spectrum 16K is an amazing £125! Even the popular 48K version costs only £175!

You may decide to begin with the 16K version. If so, you can still return it later for an upgrade. The cost? Around £60.

Ready to use today, easy to expand tomorrow

Your ZX Spectrum comes with a mains adaptor and all the necessary leads to connect to most cassette recorders and TVs (colour or black and white).

Employing Sinclair BASIC (now used in over 500,000 computers worldwide) the ZX Spectrum comes complete with two manuals which together represent a detailed course in BASIC programming. Whether you're a beginner or a competent programmer, you'll find them both of immense help. Depending on your computer experience, you'll quickly be moving into the colourful world of ZX Spectrum professional-level computing.

There's no need to stop there. The ZX Printer—available now—is fully compatible with the ZX Spectrum. And later this year there will be Microdrives for massive amounts of extra on-line storage, plus an RS232/network interface board.



Key features of the Sinclair ZX Spectrum

- Full colour—8 colours each for foreground, background and border, plus flashing and brightness-intensity control.
- Sound—BEEP command with variable pitch and duration.
- Massive RAM—16K or 48K.
- Full-size moving-key keyboard— all keys at normal typewriter pitch, with repeat facility on each key.
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- Teletext-compatible—user software can generate 40 characters per line or other settings.
- High speed LOAD & SAVE—16K in 100 seconds via cassette, with VERIFY & MERGE for programs and separate data files.
- Sinclair 16K extended BASIC—incorporating unique 'one-touch' keyword entry, syntax check, and report codes.

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The ZX Printer—available now

Designed exclusively for use with the Sinclair ZX range of computers, the printer offers ZX Spectrum owners the full ASCII character set—including lower-case characters and high-resolution graphics.

A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions. Printing speed is 50 characters per second, with 32 characters per line and 9 lines per vertical inch.

The ZX Printer connects to the rear of your ZX Spectrum. A roll of paper (65ft long and 4in wide) is supplied, along with full instructions. Further supplies of paper are available in packs of five rolls.



The ZX Microdrive—coming soon

The new Microdrives, designed especially for the ZX Spectrum, are set to change the face of personal computing.

Each Microdrive is capable of holding up to 100K bytes using a single interchangeable microfloppy.

The transfer rate is 16K bytes per second, with average access time of 3.5 seconds. And you'll be able to connect up to 8 ZX Microdrives to your ZX Spectrum.

All the BASIC commands required for the Microdrives are included on the Spectrum.

A remarkable breakthrough at a remarkable price. The Microdrives are available later this year, for around £50.



ZX Spectrum software on cassettes—available now

The first 21 software cassettes are now available directly from Sinclair. Produced by ICL and Psion, subjects include games, education, and business/household management. Galactic Invasion... Flight Simulation... Chess... History... Inventions... VU-CALC... VU-3D... 47 programs in all. There's something for everyone, and they all make full use of the Spectrum's colour, sound and graphics capabilities. You'll receive a detailed catalogue with your Spectrum.

RS232/network interface board

This interface, available later this year, will enable you to connect your ZX Spectrum to a whole host of printers, terminals and other computers.

The potential is enormous. And the astonishingly low price of only £20 is possible only because the operating systems are already designed into the ROM.

sinclair

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JELLYM

```

2 GO SUB 9000: LET a=0: LET b
=10: LET c=4: LET d=18: LET e=4:
LET f=14: LET g=10: LET h=18: L
ET i=3: LET U$="": LET J$="C":
BORDER 2: PAPER 2: INK 2: CLS :
PAPER 6
3 FOR l=1 TO 20 STEP 2: BEEP
.1,l: NEXT l: FOR l=20 TO 1 STEP
-2: BEEP .1,l: NEXT l
9 DIM k$(20,27)
10 LET k$(1)="          . .
20 LET k$(2)="          . .
30 LET k$(3)="          . . . . .
40 LET k$(4)="          . . . . .
50 LET k$(5)="          . . . . .
60 LET k$(6)="          . . . . .
70 LET k$(7)="          . . . . .
80 LET k$(8)="          . . . . .
90 LET k$(9)="          . . . . .
95 LET k$(10)="         . . . . .
110 LET k$(11)="         . . . . .
120 LET k$(12)="         . . . . .
130 LET k$(13)="         . . . . .
140 LET k$(14)="         . . . . .
150 LET k$(15)="         . . . . .
160 LET k$(16)="         . . . . .
170 LET k$(17)="         . . . . .
180 LET k$(18)="         . . . . .
200 LET k$(19)="         . . . . .
210 LET k$(20)="         . . . . .

220 PRINT : FOR l=1 TO 20: INK
2: PRINT "":k$(l): NEXT l
300 LET k$(h,i)=" "
305 IF A>=978 THEN CLS : LET a=
0: BORDER 2: PAPER 2: INK 2: CL5
: PAPER 6: GO TO 3
310 IF INKEY$="" THEN GO TO 355
315 IF INKEY$="5" THEN LET J$="
"
320 IF INKEY$="6" THEN LET J$="
"
325 IF INKEY$="7" THEN LET J$="
"
330 IF INKEY$="8" THEN LET J$="
"
355 PRINT AT h,i: " "
360 IF J$=" " AND k$(h-1,i)<>"
" THEN LET h=h-1
370 IF J$="C" AND k$(h,i+1)<>"
" THEN LET i=i+1: IF i>26 THEN L
ET i=2
375 IF J$="." AND k$(h+1,i)<>"
" THEN LET h=h+1: IF h>19 THEN L
ET h=2
380 IF J$="D" AND k$(h,i-1)<>"
" THEN LET i=i-1: IF i<2 THEN L
ET i=26
385 IF h<2 THEN LET h=20
390 PRINT AT h,i: INK 0: J$
395 IF k$(h,i)=" " THEN LET a=a
+1: PRINT AT 0,0:"Score ";a: BEE
P .001,50
400 IF k$(h,i)="." THEN LET a=a
+50: PRINT AT 0,0:"Score ";a: GO
SUB 7000
405 PRINT AT b,g:k$(b,g): IF IN
T (RND*2)+(B>H) AND k$(b-1,g)<"
" THEN LET b=b-1

```



RBUNET of Barking, Essex, sent **Jellymen**, which bears some resemblance to a Spacman routine but has a character of its own.

Your monster is controlled by the usual cursor keys and must travel round the maze consuming food pellets, with a bonus of 50 points for the larger pellets. Jellyman ghosts wait to attack you, though occasionally a bold frontal attack on them will enable you to survive.

A running score is kept and the game stops when a monster catches you. (16K Spectrum). Graphics notes:

- 2-Graphic G; graphic A.
- 30-Larger dots should be entered as graphics.
- 315-Graphic B.
- 320-Graphic C
- 325-Graphic D
- 430-Graphic E

```

410 IF INT (RND*2)+(B<H) AND k$
(b+1,g)<" " THEN LET b=b+1
420 IF INT (RND*2)+(G>I) AND k$
(b,g-1)<" " THEN LET g=g-1
425 IF INT (RND*2)+(G<I) AND k$
(b,g+1)<" " THEN LET g=g+1
430 PRINT AT b,g: INK 1:"."
435 PRINT AT h,i: INK 0: J$
440 IF (b=h AND g=i) OR (c=h AN
D e=i) OR (d=h AND f=i) THEN PRI
NT AT h,i: FLASH 1: J$: FOR l=20
TO -40 STEP -1.5: BEEP .1,l: NE
XT l: STOP
445 PRINT AT c,e:k$(c,e): IF IN
T (RND*2)+(C>H) AND k$(c-1,e)<"
" THEN LET c=c-1
450 IF INT (RND*2)+(C<H) AND k$
(c+1,e)<" " THEN LET c=c+1
455 IF INT (RND*2)+(E>I) AND k$

```

EN



```
(c,e-1)<>" THEN LET e=e-1
460 IF INT (RND*2)+(E<1) AND k$
(c,e+1)<>" THEN LET e=e+1
465 PRINT AT c,e; INK 2; "
470 PRINT AT d,f;k$(d,f): IF IN
T (RND*2)+(D>H) AND k$(d-1,f)<>"
 THEN LET d=d-1
475 IF INT (RND*2)+(D<H) AND k$
(d+1,f)<>" THEN LET d=d+1
480 IF INT (RND*2)+(F>1) AND k$
(d,f-1)<>" THEN LET f=f-1
485 IF INT (RND*2)+(F<1) AND k$
(d,f+1)<>" THEN LET f=f+1
490 PRINT AT d,f; INK 0; "
495 GO TO 300
7000 BEEP .1,-8
7001 RETURN
5999 GO TO 1
9000 DATA 0,BIN 01000010,BIN 111
0011,BIN 11111111,BIN 11111111,
BIN 11111111.BIN 01111110.BIN 00
111100
9010 DATA BIN 00111100,BIN 0111
110,BIN 1111100,BIN 1111000,BI
N 1111000,BIN 11111100,BIN 0111
110,BIN 00111100
9020 DATA BIN 00111100,BIN 0111
110,BIN 00111111,BIN 0001111,BI
N 00011111,BIN 00111111,BIN 0111
110,BIN 00111100
9025 DATA BIN 00111100,BIN 0111
110,BIN 11111111,BIN 11111111,BI
```

```
N 11111111,BIN 11000111,BIN 0100
0010,0
9030 DATA BIN 01111100,BIN 11111
110,BIN 10010010,BIN 10010010,BI
N 11111110,BIN 11111110,BIN 1111
1110,BIN 10101010
9032 DATA 0,0,BIN 00011000,BIN 0
011100,BIN 00111100,BIN 0001100
0,0,0
9034 DATA BIN 00111100,BIN 0111
110,BIN 11111111,BIN 11111111,BI
N 11111111,BIN 11111111,BIN 0111
1110,BIN 00111100
9035 DATA 24,60,126,219,219,255,
219,145
9040 RESTORE 9000
9045 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9050 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9060 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9065 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9070 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9075 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9078 FOR f=0 TO 7: READ a: POKE
USR "M"+f,a: NEXT f
9080 RETURN
```

V.A.T

VAT CALCULATOR should be an ideal aid for all small businesses. It allows you to input the name of the item, its cost and the VAT payable. The program will then give you the total and the running total.

Options available are copy to printer and continue, i.e., for customer copy or shop copy; copy to printer and stop; keep running total and continue, e.g., copy not required but total kept; keep running total and stop, i.e., end of particular transaction; start again.

Line 2000 saves the program and runs its automatically on loading. This very useful program was submitted by D G Price of Caerphilly, Glamorgan. (16K Spectrum). Graphics note: 130—extended.



```

ITEM      COST      VAT%:  TOTAL
-----
100 SPIC:  120.15  15  138.18
101 SKE:   199.95  15  229.94
102 JED:   110.45  15  126.51
103 GEE:   15.75  15  18.11
104 TEE:   15.55  15  17.85
105 PET:   15.70  15  18.03
106 PETROL: 115.35  15  131.94
107 DOOR:   67.75  15  78.23
108 NAILS:  14.15  15  16.27
109 PUTTY:  14.15  15  16.27
110 SRA:    15.95  15  18.34
111 SWEETS: 11.62  15  13.36
112 PAPERS: 20.36  10  22.40
113 PRINT:  19.99  15  22.99
114 HANGS:  16.23  15  18.66
115 FIBES:  19.99  15  22.99
116 CARPET: 189.56  15  218.28
-----
TOTAL = 518.68

5 BORDER 2; CLS
6 POKE 23899,100
7 PRINT AT 2,0; INK 2; "VAT CA
8 LULATOR: PRINT AT 2,0; "Full in
9 SITUATIONS: PRINT AT 2,0; "Full in
10 "with in the programme: AT 6,6;
11 INK 4; "D: DRUM: AT 6,6;
12 "D: DRUM: AT 6,6;
13 "D: DRUM: AT 6,6;
14 "D: DRUM: AT 6,6;
15 "D: DRUM: AT 6,6;
16 "D: DRUM: AT 6,6;
17 "D: DRUM: AT 6,6;
18 "D: DRUM: AT 6,6;
19 "D: DRUM: AT 6,6;
20 PRINT AT 18,4; INK 1; FLASH
21 "PRESS ANY KEY TO BEGIN"
22 PRASE 50; BORDER 6; CLS
40 LET C#=0
50 LET L=1
100 PRINT AT 0,0; INK 1; "ITEM"
AT 0,0; INK 2; "COST"; AT 0,0; INK 3; "VAT%"; AT 0,0; INK 4; "TOTAL"
120 PRINT INK 2; AT 1,0; "-----"
125 PRINT INK 2; AT 2,0; "-----"

130 FOR I=2 TO 20: PRINT AT I,0;
131 PRINT AT I,1; "I"; PRINT AT
132 "I";
133 LET L=L+1
134 INPUT I;E;T; "I";E;
135 LET LEN=LEN E
136 IF LEN=0 THEN GO TO 200
137 INPUT AT I,0; INK 1;E;
138 INPUT AT I,1;E;
139 INPUT AT I,2; INK 2;E;E;
140 INPUT AT I,3; INK 3;E;
141 PRINT AT I,3; INK 3;E;
142 LET total=INT (E*V+5); (100
143 "I";
144 PRINT AT I,2; INK 2;E; "to
145 "I";
146 IF I=19 THEN GO TO 1000
147 IF I=20 THEN LET total=total
148 IF I=2 THEN LET total=total
149 IF I=2 THEN LET total=total
150 PRINT AT 21,5; INK 2; "TOTAL
151 "SUB#C"
152 KEEP 5,10; INPUT FLASH 1;
153 BRIGHT 1; "any key to cont
154 "to stop";
155 IF E=0; OR E=1; THEN GO
156 TO 1000
157 GO TO 150
158 INPUT BRIGHT 1; INK 1; PAPE
159 R 7; "copy to print and cont.Y=N?
160 IF E=0; OR E=1; THEN GO
161 TO 1000
162 IF E=0; OR E=1; THEN GO
163 TO 1000
164 INPUT BRIGHT 1; INK 3; PAPE
165 R 7; "keep total and cont.Y=N?";
166 IF E=0; OR E=1; THEN GO
167 TO 1000
168 INPUT "start again Y=N?";
169 IF E=0; OR E=1; THEN LET
170 C#=C#+E; CLS; LET L=L+1; CLS
171 PRINT AT 18,4; INK INT (E*
172 "TOTAL =";C#;
173 GO TO 100
174 INPUT BRIGHT 1; INK 1; PAPE
175 R 7; "keep total and stop.Y=N?";
176 IF E=0; OR E=1; THEN ST
177 IF E=0; OR E=1; THEN ST
178 INPUT "start again Y=N?";
179 IF E=0; OR E=1; THEN CL
180 PRASE 50; RUN
181 STOP
182 STOP
2000 SAVE "vat" LINE 5
    
```




The Sight of Music

THE SIGHT OF MUSIC was written for beginners studying music who want to know what a tune will look like on paper or who want to learn the note positions on a staff.

When a string is entered, the program prints, one at a time, up to 16 notes along the staff as black squares in the correct places. The program is set up to cover the open bass strings on a guitar and up to G on the top E string. Lower octaves may be entered according to the pattern "GI" or "A2".

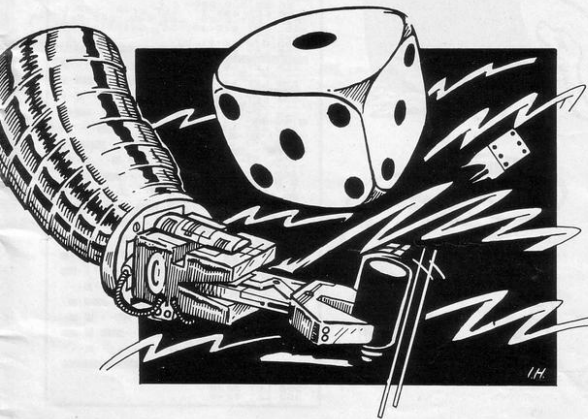
The authors of the program, David and Peter Fox, of Gosport, Hampshire, say that the routine could be adapted, with an expanded machine, to read whole strings of notes. (1K ZX-81).

```

10 FOR X=1 TO 5
20 COSUB 500
30 NEXT X
40 FOR Z=1 TO 31 STEP 2
50 INPUT A#
60 IF A#="I" THEN GOTO 110
70 IF A#="S" THEN STOP
80 IF A#="G AND " OR A#<"A" TH
EN GOTO 600
90 GOSUB 700
100 PRINT AT N,Z;"(inverse SPAC
E)"
110 NEXT Z
120 FOR X=1 TO 200
130 NEXT X
140 CLS
150 RUN
500 PRINT
510 PRINT "(thirty two graphic
As)"
520 RETURN
600 FOR P=1 TO 10
610 PRINT AT 10,0;"CANNOT USE"
620 NEXT P
630 PRINT AT 10,0;" "
640 GOTO 50
700 IF LEN A#=1 THEN LET N=44-C
ODE A#
710 IF LEN A#>2 AND A#(2 TO >)"
1" THEN LET N=51-CODE A#
720 IF LEN A#>2 AND A#(2 TO >)"
2" THEN LET N=58-CODE A#
730 RETURN

```

81 DICE ROLLER



AS PART of our useful subroutines service, we present a dice-shuffling routine for the ZX-81.

It was submitted by C Stitch of Sutton Coldfield, who says that many of his friends have found the sub-routine useful while writing programs of their own. (1K ZX-81).

```

5 REM "DICE"
10 PRINT AT 7,12;"(5XIS;27X;I
S;3X;IS;27X;IS;3X;IS;27X;IS;
27X;IS;3X;IS;27X;5X;IS)"
20 LET X=INT (RND*6)+1
30 IF X=1 THEN PRINT AT 9,14;"
0"
40 IF X=2 THEN PRINT AT 8,15;"
0";AT 10,13;"0"
50 IF X=3 THEN PRINT AT 8,15;"
0";AT 9,14;"0";AT 10,13;"0"
60 IF X=4 THEN PRINT AT 8,13;"
0";AT 10,13;"0"0"
70 IF X=5 THEN PRINT AT 8,13;"
0";AT 10,13;"0"0";AT 9,14;"0"
80 IF X=6 THEN PRINT AT 8,13;"
0";AT 9,13;"0"0";AT 10,13;"0"0"

```



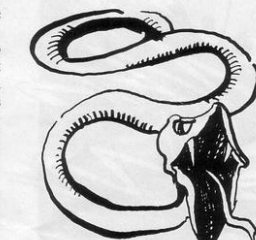
WE FEEL as if we are lost in a trackless maze, pursued by vengeful ghosts and forced to consume endless quantities of your Spacman programs — but we like it.

The latest breakthrough is from Duncan Anderson of Bishops Frome, Worcester, who has managed to incorporate power pills and intelligent ghosts, which pursue you alternately with carnivorous cunning or flee from you with the agility born of terror. The maze is suitably spaghetti-like, Mr Pacman's jaws face forward, there are exits, and a novel feature is the bomb you can leave behind you if the ghost's icy breath is too close on your collar.

You have only one life in **Spacman III** and there are only two ghosts which do not return to the centre when killed. An additional problem is that the ghost's direction finder becomes confused by corners. A possible way round the problem is to use only straight lines to form the walls of the maze, as do some of the commercial versions of the game.

We would say this listing is a big leap forward and we feel sure that there must be some Clive Sinclair clone who can put all the pieces together and supply us with the real thing (48K Spectrum). Graphics notes:

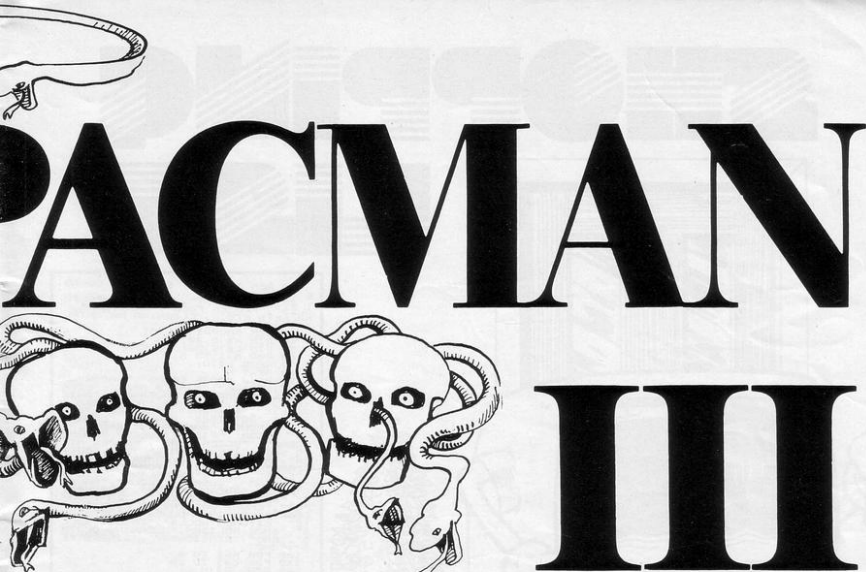
- 88,540 etc—Graphic R.
- 110—Dots are graphic.
- 420, etc—Graphic P.
- 510, etc—Graphic L.
- 520, etc—Graphic D.
- 530, etc—Graphic U.
- 2740, etc—Graphic G.



```

S LET 1090=0
10 RESTORE DATA 0,0,0,BIN 00
011000 BIN 00011000,0,0,0,0,BIN
1000010 BIN 11100111,255,255,BIN
1111110,BIN 111000,BIN 10000,51
N 000011100,BIN 111110,BIN 11111
00,BIN 111000,BIN 111000,BIN 1
11100,BIN 111110,BIN 11100
12 DATA 0,574,00010000,BIN 001
11100,BIN 01111110,255,255,BIN 1
100111,BIN 01000000
14 DATA BIN 00111000,BIN 01111
100,BIN 00111110,BIN 00011110,BI
1100,BIN 00110000
16 DATA BIN 00011110,BIN 00111
100,BIN 01111110,BIN 1001001,51
N 1001001,255,255,BIN 1010101
18 DATA 0,BIN 01111110,BIN 010
00010,BIN 0101000,BIN 0101010,010
BIN 01000010,BIN 01111110,8
20 FOR 0=0 TO 7: READ X: POKE
USR "0"+X,X: NEXT 0
30 FOR 0=0 TO 7: READ X: POKE
USR "U"+X,X: NEXT 0
40 FOR 0=0 TO 7: READ X: POKE
USR "4"+X,X: NEXT 0
50 FOR 0=0 TO 7: READ X: POKE
USR "5"+X,X: NEXT 0
60 FOR 0=0 TO 7: READ X: POKE
USR "6"+X,X: NEXT 0
70 FOR 0=0 TO 7: READ X: POKE
USR "7"+X,X: NEXT 0
80 FOR 0=0 TO 7: READ X: POKE
USR "8"+X,X: NEXT 0
85 GO SUB 0000
88 LET 88=0: LET SC=0: LET B
0=0: LET X=20: LET Y=2: LET 91
=10: LET 92=10: LET 93=11: LET
94=21
100 LET 95(21,31)
=0
110 LET 95(21)= "....."
120 "....."
130 "....."
140 "....."
150 "....."
160 "....."
170 "....."
180 "....."
190 "....."
200 "....."
210 LET 95(12)= "....."
220 LET 95(13)= "....."
230 LET 95(14)= "....."
240 LET 95(15)= "....."
250 "....."
260 "....."
270 "....."
280 "....."
290 LET 95(20)= "....."
300 LET 95(21)= "....."
340 LET 95=099: LET 6y=090
350 LET 6P=0
355 LET 6X=0

```



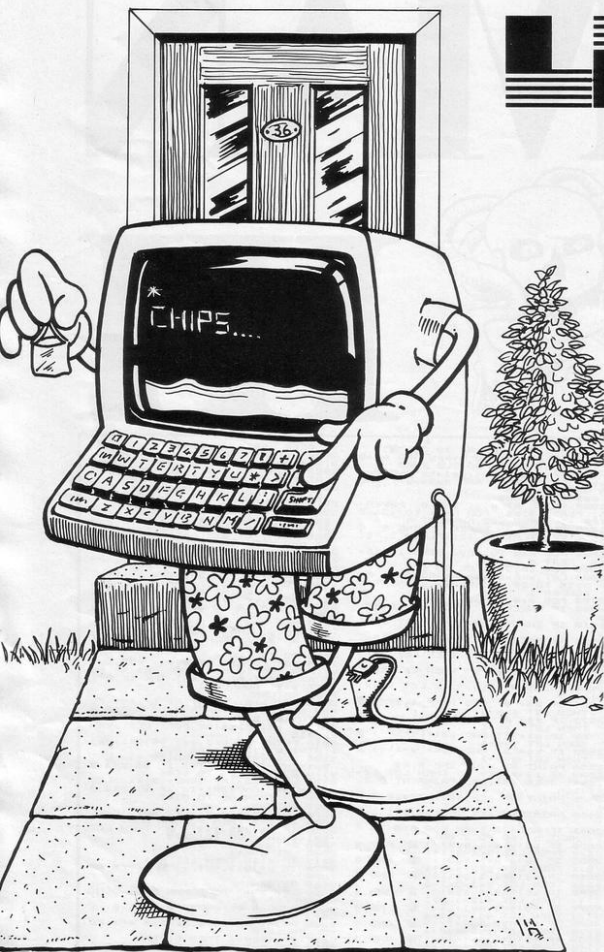
ACQUAINTANCE

```
360 LET b=0
370 LET PR:INT (RND*20+1): LET
500 IF b*(PPX,PPY)= THEN GO
400 BORDER 1: PAPER 7: INK 1: C
410 PRINT " " FOR n=1 TO 21: PR
INT " " b;n): NEXT n
420 PRINT AT PPX,PPY: INK 2:"B":
AT 10,1: INK 6: PAPER 1:"B":AT
10,31: INK 6: PAPER 1:"B"
500 IF INKEYS="" THEN GO TO S50
510 IF INKEYS="B" THEN LET b=b+
520 IF INKEYS="6" THEN LET b=b-
530 IF INKEYS="7" THEN LET b=b+
540 IF INKEYS="8" THEN LET b=b-
545 IF b=0 AND INKEYS="0" THEN GO
SUB 7000
550 PRINT AT X,Y: " ": LET b$(X,
Y)=" "
555 IF b$="" AND b$(X-1,Y)=""
THEN LET X=X-1
560 IF b$="" AND b$(X+1,Y)=""
THEN LET X=X+1
565 IF b$="" AND b$(X,Y-1)=""
THEN LET Y=Y-1
570 IF b$="" AND b$(X,Y+1)=""
THEN LET Y=Y+1
580 IF b$(X,Y)="" THEN LET SC=
SCL+1: BEEP .015,S: PRINT AT 0,2:
SCL=0
590 IF SC=342 OR SC=704 OR SC=1
200 OR SC=1800 THEN GO TO 4000
610 IF 9X1=9X2 AND 9Y1=9Y2 THEN
GO SUB 8000
635 PRINT AT 9X2,9Y2: b$(9X2,9Y2)
640 PRINT AT 9X1,9Y1: b$(9X1,9Y1)
641 IF RND<.2 THEN FOR n=0 TO 0
NEXT n: GO TO 700
650 IF b$(9X1,9Y1)="" AND 9
X1<X THEN LET 9X1=9X1+1
655 IF b$(9X1,9Y1)="" AND 9
X2<X THEN LET 9X2=9X2+1
660 IF b$(9X1,9Y1)="" AND 9
X3<X THEN LET 9X3=9X3+1
665 IF b$(9X2,9Y2-1)="" AND 9
X4<X THEN LET 9X4=9X4-1
670 IF b$(9X1,9Y1+1)="" AND 9
X5<X THEN LET 9X5=9X5+1
675 IF b$(9X2,9Y2+1)="" AND 9
X6<X THEN LET 9X6=9X6+1
680 IF b$(9X1,9Y1-1)="" AND 9
X7<X THEN LET 9X7=9X7-1
685 IF b$(9X2,9Y2-1)="" AND 9
X8<X THEN LET 9X8=9X8-1
690 PRINT AT 9X1,9Y1: INK 3:"0"
745 PRINT AT 9X1,9Y2: INK 3:"0"
740 IF 9D=9 THEN PRINT AT PPX,PP
Y: INK 2:" "
745 IF 9X1=9X2 AND 9Y1=Y2 OR 9X
2=X AND 9Y2=Y2 THEN GO TO 1000
750 PRINT AT 1,1: SC=4000
765 IF 9X=9 THEN GO TO 780
770 IF 9X=10 AND 9Y= AND 9X=9
THEN PRINT AT X,Y: " ": BORDER 6:
BEEP .1,24: LET Y=30: BORDER 1:
GO TO 770
775 IF 9X=10 AND 9Y=30 AND 9X=9
BEEP .1,24: LET Y=20: BORDER 1:
GO TO 770
779 GO TO 780
780 LET 9X=9X+1: IF 9X=5 THEN P
```

```
PRINT AT 10,1: " " AT 10,31: " "
785 IF 9X=9 AND 9Y=30 AND 9D=0
THEN LET PP1: GO SUB 2000
790 IF 9X=9 AND 9Y=10 AND 9Y1=
9Y2 OR 9X2=9X AND 9Y2=9Y1) THE
N GO SUB 3000
800 GO TO 500
1000 PRINT AT X,Y: INK 0: PAPER
0: NEXT n: FOR n=2 TO -24: S
LEP -1: BEEP .05,n: NEXT n
1002 BORDER 0: PAPER 0: INK 6: C
L3: PRINT AT 10,11: FLASH 1:"SC
ORE:" SC=0
1004 FOR n=0 TO 100: BEEP .01,n:
NEXT n
1005 LET 1090=1: GO TO 6
2000 LET bon=b0+5: BORDER 2: F
OR n=0 TO 20: BEEP .05,n: NEXT n
1: BORDER 1
2100 FOR n=0 TO 200
2500 IF INKEYS="" THEN GO TO 255
2510 IF INKEYS="B" THEN LET b$="
"
2520 IF INKEYS="6" THEN LET b$="
"
2530 IF INKEYS="7" THEN LET b$="
"
2540 IF INKEYS="8" THEN LET b$="
"
2550 PRINT AT X,Y: " ": LET b$(X,
Y)=" "
2555 IF b$="" AND b$(X-1,Y)=""
THEN LET X=X-1
2570 IF b$="" AND b$(X+1,Y)=""
THEN LET X=X+1
2580 IF b$="" AND b$(X,Y-1)=""
THEN LET Y=Y-1
2585 IF b$="" AND b$(X,Y+1)=""
THEN LET Y=Y+1
2590 PRINT AT X,Y: INK 2:"B"
2600 IF b$(X,Y)="" THEN LET SC=
SCL+1: BEEP .01,20: PRINT AT 0,2:
SCL=0
2635 PRINT AT 9X2,9Y2: b$(9X2,9Y2)
2640 PRINT AT 9X1,9Y1: b$(9X1,9Y1)
2641 IF RND<.3 THEN FOR n=0 TO 1
0: NEXT n: GO TO 2700
2650 IF b$(9X1,9Y1)="" AND 9
X1<X THEN LET 9X1=9X1+1
2655 IF b$(9X1,9Y1)="" AND 9
X2<X THEN LET 9X2=9X2+1
2660 IF b$(9X1,9Y1)="" AND 9
X3<X THEN LET 9X3=9X3+1
2665 IF b$(9X2,9Y2-1)="" AND 9
X4<X THEN LET 9X4=9X4-1
2670 IF b$(9X1,9Y1+1)="" AND 9
X5<X THEN LET 9X5=9X5+1
2675 IF b$(9X2,9Y2+1)="" AND 9
X6<X THEN LET 9X6=9X6+1
2680 IF b$(9X1,9Y1-1)="" AND 9
X7<X THEN LET 9X7=9X7-1
2685 IF b$(9X2,9Y2-1)="" AND 9
X8<X THEN LET 9X8=9X8-1
2690 PRINT AT 9X1,9Y1: INK 3:"0"
2745 PRINT AT 9X1,9Y2: INK 3:"0"
2740 IF 9D=9 THEN PRINT AT PPX,PP
Y: INK 2:" "
2745 IF 9X1=9X2 AND 9Y1=Y2 OR 9X
2=X AND 9Y2=Y2 THEN GO TO 3000
2750 IF 9X=10 AND 9Y= AND 9X=9
2770 IF 9X=10 AND 9Y=30 AND 9X=9
2775 IF 9X=10 AND 9Y=30 AND 9X=9
2780 PRINT AT X,Y: " ": BEEP .01,
24: LET Y=30
2785 IF 9X=10 AND 9Y=30 AND 9X=9
2790 BORDER 0: FOR n=0 TO 3: BEE
P .1,24: BEEP .1,1: NEXT n: BORDE
R 1
2810 RETURN
3000 PRINT AT X,Y: BRIGHT 1: FLA
SH 1: INK 2: PAPER 0:" "
3010 FOR n=1 TO 3: FOR n=12 TO 2
```

```
4: BEEP .05,n: NEXT n: NEXT 3
3020 LET bon=b0+25: PRINT AT 0,
2: SC=400
3021 PRINT AT 9X1,9Y1: b$(9X1,9Y1)
3022 LET 9X1=9X1+1: PRINT AT 9X2,9Y2:
b$(9X2,9Y2)
3023 LET 9X1=9X1+1: IF b$(9X1,9
Y1)="" THEN GO TO 3020
3025 LET 9X2=9X2+1: IF b$(9X2,9
Y2)="" THEN GO TO 3020
3028 PRINT AT 9X1,9Y1: INK 3:"0"
3030 RETURN
2000 LET SC=SC+100: BORDER 6: PA
PER 6: INK 0: CL3
4010 PRINT AT 10,30: INK 2:"B"
4020 PRINT AT 10,31: INK 2:"B"
4030 PRINT AT 9X1,9Y1: INK 3:"0"
4030 RETURN
2000 LET SC=SC+100: BORDER 6: PA
PER 6: INK 0: CL3
4010 PRINT AT 10,30: INK 2:"B"
4020 PRINT AT 10,31: INK 2:"B"
4030 PRINT AT 9X1,9Y1: INK 3:"0"
4030 RETURN
4040 FOR n=27 TO 1 STEP -1: PRIN
T AT 10: INK 0:" " AT 10,31:
INK 2:" " BEEP .05,30-3: NEXT
n
4050 GO TO 100
7000 BORDER 4: LET b$X: LET b$Y
FOR n=0 TO 20: BEEP .01,n: NE
X 2:" " BEEP .05,30-3: NEXT
n
7100 RETURN
9000 LET b$= " ": PRINT AT X,Y: FL
ASH 1: INK 4: PAPER 0:" " FOR n
=0 TO 10: BEEP .01,n: NEXT n: PR
INT AT X,Y: b$(X,Y): LET bon=
bon+15
9010 PRINT AT 9X1,9Y1: b$(9X1,9Y1)
9011 AT 9X2,9Y2: b$(9X2,9Y2)
9012 LET 9X1=9X1+1: PRINT AT 9X2,9Y2:
b$(9X2,9Y2)
9013 LET 9X1=9X1+1: IF b$(9X1,9
Y1)="" THEN GO TO 9010
9014 LET 9X2=9X2+1: PRINT AT 9X2,9Y2:
b$(9X2,9Y2)
9015 LET 9X2=9X2+1: IF b$(9X2,9
Y2)="" THEN GO TO 9010
9016 RETURN
9020 PRINT AT 10,8: "PAPER 3 BY DUNC
AN ANDERSON"
9030 BORDER 0: PAPER 3: INK 6: C
9032 PRINT AT 10,8: "PAPER ANY KE
Y PAUSE 0 TO 31: BEEP .01,n:
LET b$=b$(1 TO 10): PRINT AT 10,3
1: BEEP .01,n: NEXT n
9015 FOR n=0 TO 100: NEXT n
9020 FOR n=0 TO 31: PRINT AT 10,
32: " " AT n+1: INK 3: BRIGHT 1:
BEEP .1,30,n: NEXT n
9040 PRINT AT 2,2: INSTRUCTIONS:
AT 5,5: INK 2:"B": AT 7,5: INK 3:
"0": AT 9,5: INK 2:"B": AT 11,6:
INK 2:"B": NEXT n
9050 FOR n=0 TO 10: PRINT AT 5+2:
n: BEEP .01,n: NEXT n
9060 PRINT AT 5,14: YOU: AT 7,14:
GHOST: AT 9,14: PAUSE: AT 11,14:
EXIT: AT 13,14: BOMB: BOMB (PR
INT AT n=-10 TO 40: BEEP .1,n):
NEXT n
9900 RETURN
```


SHOPPING LIST



```

10 REM SHOPLIST © 1982 N COPAG
E
20 DATA "MEAT", "FRUIT & VEGETA
25 "SALES", "CLEANING MATERIAL
30 "SUNDAY ITEMS"
35 REM SHOPPING LIST
40 DIM A$(5,20)
50 FOR N=1 TO 5
60 READ L$(N)
80 NEXT N
90 DATA "PORK CHOPS", "BACON", "
95 "STEAK", "FRIED MEAT", "LIVE
100 "LAMB CHOPS", "SAUSAGES", "CHIC
105 "END", "ONIONS", "TOMATOES",
110 "PARSNIPS", "CABBAGE", "CAR
115 "ROTS", "POTATOES", "SALAD", "ORANGE
120 "LEMONS", "BANANAS", "PEARS", "E
125 "FISH", "FISH FINGERS", "HAMBU
130 "FISHER", "FROZEN EGGS", "FROZEN FIX
135 "CANNED TOMATOES", "TOMATO PUREE",
140 "SOUP", "JAM", "MARMALADE", "OIL",
145 "VINEGAR", "SUGAR", "FLOUR", "SALT",
150 "RICE", "BREAD", "RICE", "SAGEETT
155 "BREAKFAST CEREAL", "TEA", "COF
160 "FEE", "END", "WASHING UP LIQUID",
165 "SOAP", "WASHING POWDER", "TOOTHBR
170 "KITOEN ROLLS", "TOILET ROLL
175 "SHOE POLISH", "CLEANING CLOTH
180 "END", "STATIONERY", "CIGARETTE
185 "
190 FOR N=1 TO 5
200 READ A$(N,C)
210 IF A$(N,C) (" TO 3)=""END" AND
215 N=5 THEN GOTO 730
220 IF A$(N,C) (" TO 3)=""END" AND
225 N=5 THEN GOTO 400
230 NEXT C
240 SUB 570: REM BORDER/INTR
250
260 FOR C=1 TO 20
270 IF A$(N,C) (" TO 3)=""END" AND
275 N=5 THEN GOTO 730
280 IF A$(N,C) (" TO 3)=""END" AND
285 N=5 THEN GOTO 400
290 PRINT AT C,5;A$(N,C)
300 NEXT C
310 FLASH 0
320 IF X$="" THEN X$=INKEY$
330 IF X$<>"Y" AND X$<>"N" THEN
335 "END"
340 IF X$="Y" THEN LET A$(N,C)=""
350 IF X$="N" THEN GO SUB 700
360 NEXT C
370 NEXT N
380 PRINT INVERSE 1;"S H O P P
385 I S T"
390 FOR N=1 TO 6
400 PRINT OVER 0;L$(N)
410 FOR C=1 TO 20
420 IF A$(N,C) (" TO 3)=""END" AND
425 N=5 THEN GOTO 730
430 IF A$(N,C) (" TO 3)=""END" AND
435 N=5 THEN GOTO 400
440 PRINT AT 12,5;"TYPE IN &
445 "PRINT AT 14,5;"OR PRESS N
450 STOP
460 INPUT US;"
470 IF US<>" " AND US<>"N" THEN
475 INPUT US;"
480 IF US="" THEN GO TO 500
490 GO TO 400
500 FOR K=1 TO 4
510 LPRINT
520 NEXT K
530 CLS
540 STOP
550 SAVE "SHOPLIST"
560 RUN
570 REM BORDER ETC
580 BORDER 1: PAPER 6: INK 0: C
590 PRINT AT 0,9;"SHOPPING LIST
600 OVER 1: PRINT AT 0,9;"
610 PRINT : PRINT TAB 1;"I WILL
615 TRY TO REMEMBER YOU WHAT?"
620 PRINT TAB 1;"YOU NEED, PRES
625 S Y (FOR YES) OR N (FOR NO)."
630 PRINT
640 PRINT
650 PRINT TAB 1;"PRESS [ ] TO
655 START
660 INPUT X$
670 FOR N=-30 TO 05: BEEP .03,N
680 NEXT N
690 CLS
700 REM SOUND EFFECTS
710 BEEP .1,17: BEEP .2,14
720 BEEP .1,10
730 FOR J=1 TO 3: BEEP .1,-30:
740 NEXT J
750 RETURN
760 REM END
770 PRINT USR 64000
    
```

SHOPPING LIST is a program for the 16K Spectrum with printer which enables the user quickly and efficiently to compile a list of items to be purchased.

The possible items are displayed one by one and you must hit the Y or N key as appropriate. At the end of the routine

the chosen goods are listed through the printer, with the option of adding extra requirements.

It is a genuinely-useful memory aid and provides a rare practical use for the printout. The listing was supplied by Nigel Copage of Abu Dhabi. (16K Spectrum).

YOU ARE required to enter a word of nine letters or fewer.

That will be displayed. Then think of a word of the same length and ending in the same letter and enter all the letters of the word except the last.

Repeat the operation, reducing your entry each time, until you are at nought. If your first word is "fort", you could then enter "las", then "te", then "b".

Think of a word becomes clearer as you play, we promise. It was submitted by Clive Tietjen of Horsham, West Sussex. (1K ZX-81).

THINK OF A WORD



```
3 PRINT "FIRST WORD? (<=9 LET
TERS)"
4 INPUT A#
5 LET A=LEN A#
6 IF A#9 THEN GOTO 4
7 CLS
10 PRINT AT 5,0;"PREVIOUS GOES
"
```

```
13 FOR K=A TO 1 STEP -1
15 IF K=A THEN GOTO 40
17 PRINT AT 19,0;"NEXT ";K;" L
ETTERS?"
20 INPUT A#
30 IF LEN A#<K THEN GOTO 20
35 PRINT AT 19,0;"
"
```

```
40 LET N=VAL "0"
50 FOR J=1 TO 20
60 PRINT AT VAL "2",N;" ";A#
70 LET N=N+1
80 NEXT J
90 PRINT AT 16-K,VAL "0";A#
```



HIGHER



LOWER

PHILIP DOBSON of Crawley, Sussex has sent a 1K ZX-81 version of **Higher Lower**, the game hosted by Bruce Forsyth under a different title. You start with a stake of 200 and are told your first card. You must then bet at least 50 on whether the next card will be higher or lower than the first.

If you reach 4,000, you win the car and the game ends. Cards are represented by the numbers 1 to 13.

If your score drops below 50 you have lost

```
5 LET S=VAL "200"
10 PRINT "PLAY YOUR CARDS RIGH
T"
20 LET A=INT (RND*VAL "13")
30 LET B=INT (RND*VAL "13")
32 PRINT
33 IF S<VAL "50" THEN PRINT "Y
OU HAVE LESS THAN 50 POINTS.YOU
LOSE"
34 IF S<VAL "50" THEN STOP
35 PRINT "SCORE";S
36 PRINT
37 IF S>VAL "4000" THEN PRINT
"YOU WIN THE CAR"
38 IF S>VAL "4000" THEN STOP
40 PRINT "FIRST CARD ";A
41 PRINT
42 PRINT "BET?";
43 INPUT BET
44 IF BET>S OR BET<VAL "50" TH
EN GOTO VAL "42"
45 PRINT BET
```

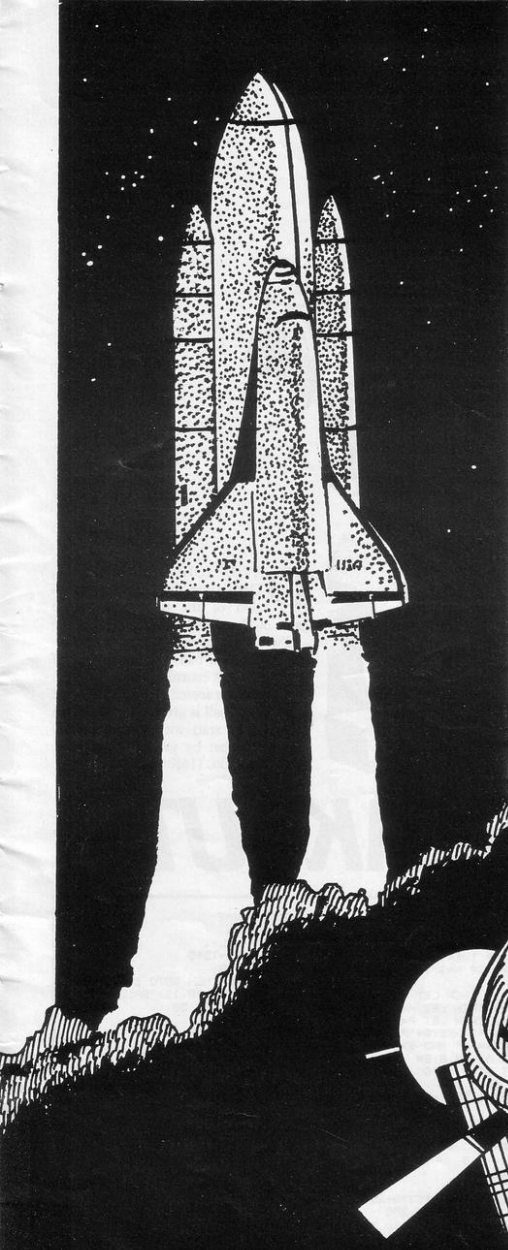
```
46 PRINT
50 PRINT "HIGHER OR LOWER? (HI
/LO)"
60 INPUT A#
62 PRINT
65 PRINT "FIRST CARD ";A;"SECO
ND CARD ";B
70 IF A#="HI" AND B>A OR A#="L
O" AND B<A THEN GOTO 1000
80 IF A#="HI" AND B<A OR A#="
LO" AND B>A THEN GOTO 2000
1000 PRINT "RIGHT"
1010 LET S=S+BET
1014 PAUSE VAL "200"
1015 CLS
1020 GOTO VAL "20"
2000 PRINT "WRONG"
2020 LET S=S-BET
2030 PAUSE VAL "200"
2035 CLS
2040 GOTO VAL "20"
```

SHUTTLE MASTER

```

1 REM © M.J.Rapps 1982
10 LET h=0
20 FOR J=1 TO 2: READ a$: FOR
k=0 TO 7: READ a: POKE USA a$+k,
a: NEXT k: NEXT J
30 DATA "e" BIN 00011000,BIN 0
001100,BIN 0011110,BIN 0011111
0,BIN 01111100,BIN 00011110,BIN
20011000,BIN 00001000
40 DATA "f" BIN 00011000,BIN 0
011100,BIN 01111110,BIN 1111111
1,BIN 11111111,BIN 11111111,BIN
11111111,BIN 00111100
50 BORDER 6: PAPER 6: INK 2
55 FOR p=7 TO 23: PRINT ; FLAS
H 1; AT 4,p; "*" : NEXT p
60 FOR p=5 TO 3: PRINT ; FLASH
1; AT p,7; "*" : AT p,23; "*" : NEXT
p
65 FOR p=7 TO 23: PRINT ; FLAS
H 1; AT 10,p; " " : NEXT p
70 PRINT INK 2; AT 6,11; "S P A
C E"; AT 8,9; "S H U T T L E"
75 PRINT INK 0; AT 15,0; "Do you
want instructions? (y/n) " : INP
UT b$
80 IF b$="y" THEN GO SUB 5000
100 LET s=0
105 LET c=0: LET r=0
110 PAPER 0: INK 7: BORDER 1: C
L S
120 FOR f=1 TO 50: PLOT INK 7,2
55.5*AND,159.5*AND: NEXT f
130 LET m=10: LET w=5: PRINT PA
PER 6; INK 2; AT 20,14; "NASA"
140 FOR a=5 TO 25 STEP 5: PRINT
INK INT (AND*3)+2; AT 1,a; "*" : N
EXT a
150 PRINT AT 21,0; "SCORE="; s; TA
B 21; "MISSIONS="; m; AT 0,0; "HI-SC
ORE="; h
200 LET x=19: LET y=15
210 PRINT AT x,y; "*"
220 IF INKEY$<>CHR$ 13 THEN GO
TO 220
230 LET v=y: IF INKEY$="5" AND
y>0 THEN LET y=y-1
2400 IF INKEY$="8" AND y<31 THEN
LET y=y+1
250 LET z=x: LET x=x+1
260 PRINT AT x,y; "*" : AT z,v; " "
2630 IF x=19 THEN LET m=m-1: PRI
NT AT 21,30; m; IF m<10 THEN PRIN
T AT 21,31; " "
2640 IF x=19 AND ATTR (x+1,y)<5
0 THEN LET c=2: GO TO 3000
2643 IF m=0 AND w>0 THEN LET c=1
: GO TO 3000
2646 IF x=19 AND w=0 THEN GO TO
4000
2648 IF x=19 THEN BEEP .5,30: PA
USE 50: GO TO 1000
2650 GO TO 2000
3000 IF c=1 THEN PRINT INK 2: FL
ASH 1; AT 0,16; "MISSIONS EXPIRED"
3010 IF c=2 THEN PRINT INK 2: FL
ASH 1; AT 0,17; "SHUTTLE CRASHED":
PRINT PAPER 6; INK 2; FLASH 1; A
T x,y-1; "*" : BEEP 2,-25*AND
3020 IF c=3 THEN PRINT INK 2: FL
ASH 1; AT 0,23; "RADIATION": PRINT
PAPER 6; INK 2; FLASH 1; AT x,y;
*" : AT x+1,y; "*" : BEEP 2,-25*AND
3030 PRINT AT 10,6; "ANOTHER GAME
7 (y/n) " : INPUT a$
3040 IF a$="y" THEN CLS : GO TO
50
3050 STOP
4000 PRINT FLASH 1; AT 10,9; "CONG
RATULATIONS"; AT 11,1; "PLEASE RUA
IT NEXT TOUR OF DUTY."
4010 LET s=s+(50*m)+50: IF h<s T
HEN LET h=s
4020 FOR j=1 TO 500: NEXT j
4030 GO TO 105
5000 CLS : INK 0
5010 PRINT INK 0; AT 0,0; "press E
NTER to blast off""Steer shuttl
e using keys:" " " 5-left 8-ri
ght"
5020 PRINT AT 4,0; "To score coll
ect satellites""These have diff
erent values:" " " Red =30"
Magenta=20"" Green =30"
5030 PRINT AT 9,0; "You also get
a bonus for""completing a tour
of duty""A tour means collectin
g all""satellites within 10 mis
sions"
5040 PRINT AT 13,0; "After each m
ission you must""return to NASA
base or you will""crash"" Bew
are the radiation!"
5050 PRINT AT 21,0; "Press ENTER
to continue"
5060 IF INKEY$<>CHR$ 13 THEN GO
TO 5060
5070 CLS : RETURN

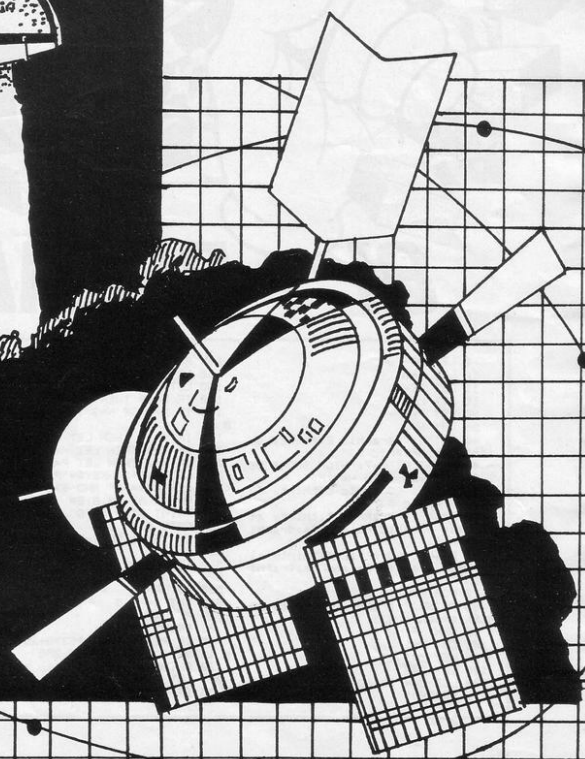
```

YOUR TASK with **Shuttle Master** is to blast off from NASA and rendezvous with one of the space stations in geostationary orbit over Houston. Quick work on the 5 and 8 keys is required as your craft heads starwards.

Collect the stations, of differing value, according to colour, and return with them to earth. Within 10 missions you must pick up all the space stations without crashing on return to earth. There is also a random radiation hazard to contend with. The listing was submitted by M J Rapps of Yate, Bristol. (16K Spectrum).

Graphics notes:
210—Graphic F.
1025—Graphic E.





81 BREAKOUT

DAVID JOHNSON of Belper, Derbyshire, has sent a new version of the traditional arcade game of **Breakout**.

Two layers of bricks have to be pulverised using a ball which bounces off walls and a bat controlled by the player. Ten points are scored for every brick hit and a bonus ball is given for each screen cleared. You start with three balls and control the bat by pressing Q for left and P for right. (16K ZX-81).

```

5 LET H#="0"
10 LET S#0
11 LET TS#0
15 LET L#3
20 LET P#2
30 LET N#2
40 PRINT "(Graphic 5;thirty gr
aphic 7s;graphic R)"
41 PRINT AT 0,7;"HIGH SCORE 00
000";AT 0,23-(LEN H#);H#
45 PRINT "(Graphic 5;thirty SP
ACES;graphic 0)"
50 PRINT "(Graphic 5;thirty al
ternate graphic Fs and Gs;graphi
c 0)"
60 PRINT "(Graphic 5;thirty al
ternate graphic Gs and Fs;graphi
c 0)"
70 FOR F#4 TO 20
80 PRINT "(Graphic 5;thirty SP
ACES;graphic 0)"
90 NEXT F
100 LET X#1
110 LET Y#1
120 LET B#0
130 LET B##="(SPACE);three graphi
c 7s;SPACE)"
140 PRINT AT X,Y;" "
150 LET X#X+N-1
160 LET Y#Y+P-1
170 IF X#19 THEN GOSUB 500
180 IF X#2 OR X#3 THEN GOSUB 70
0
190 IF Y#30 THEN LET P#0
200 IF X#1 THEN LET N#2
210 IF Y#1 THEN LET P#2
220 LET B#B+(INKEY#="P" AND B#4
<31)-(INKEY#="Q" AND B#0)
230 PRINT AT 20,B;B#
240 GOTO 140
250 IF Y#B+1 OR Y#B+3 THEN GOTO
600
510 IF Y<B+2 THEN GOTO 1000
520 LET N#0
530 RETURN
610 LET N#-.5
620 RETURN
700 PRINT AT X,Y;
710 IF PEEK(PEEK(16398+256*PEEK
K(16399)>0 THEN GOTO 750
720 RETURN
750 LET S#S+10
755 IF S>590 THEN GOTO 2000
760 LET N#2
770 RETURN
1000 LET L#L-1
1001 LET TS#TS+S
1002 LET S#0
1010 IF L#0 THEN GOTO 1100
1020 PRINT AT 10,11;"BALL LOST"
1030 FOR F#1 TO 50
1040 NEXT F
1050 PRINT AT 10,11;" "
1060 LET X#1+L
1070 LET Y#1+L
1080 GOTO 140
1110 PRINT AT 10,11;"GAME OVER "
;AT 11,11;"SCORE ";TS
1120 IF TS>VAL H# THEN LET H#=#ST
R# TS
1130 PAUSE 4E4
1135 CLS
1140 GOTO 10
2000 PRINT AT 11,10;"BONUS BALL"
2010 LET TS#TS+S
2020 LET S#0
2030 FOR F#1 TO 50
2040 NEXT F
2050 LET L#L+1
2060 GOTO 20

```



HEX BIN CONVERTER is a program for conversions between the hexadecimal, decimal and binary number systems. Conversions can be made for numbers between the equivalents of 0 and 65535 decimal from hex or decimal into the other two systems or from binary into hex.

When RUN, the program will ask the user for his choice of number system input; enter "\$" for decimal, "*" for hex or "X" for binary. Then enter the number and its conversions will be printed on the screen. Another number in the same system may then be entered, or a switch to another system be effected by entering the appropriate symbol. The display scrolls after every conversion.

This excellent routine was sent by Dr B Thornton of Salisbury, Wiltshire. (16K ZX-81).

Hex Bin Converter

```
20 PRINT AT 1,3;"DECIMAL-HEXAD
ECIMAL-BINARY";AT 3,8;"INTERCON
VERSION"
```

```
30 PRINT AT 6,9;"SELECT INPUT"
40 PRINT AT 3,6;"(X)= DECIMAL"
AT 11,6;"(*)= HEXADECIMAL";AT
13,6;"(X)= BINARY"
```

```
50 REM initialise
60 DIM Y$(15)
70 LET Z$="0000000000000000"
```

```
80 LET Q$=""
90 LET C$="1248"
```

```
100 LET C=19
110 DIM B(4)
```

```
120 LET B(1)=4096
130 LET B(2)=256
140 LET B(3)=16
```

```
150 LET B(4)=1
160 REM select
170 INPUT A$
```

```
180 CLS
190 LET Q$=A$
200 IF Q$="X" THEN GOTO 230
```

```
210 IF Q$="*" THEN GOTO 440
220 IF Q$="X" THEN GOTO 630
230 REM dec-bin
```

```
240 PRINT AT 21,0;"DEC"
250 SLOW
```

```
260 INPUT A$
270 FAST
280 IF LEN A$>5 THEN GOTO 250
```

```
290 IF A$="X" OR A$="*" OR A$="
" THEN LIST 190
300 PRINT AT 21,0; " "
310 SCROLL
320 PRINT AT C,5-LEN A$,A$
```

```
330 LET X=VAL A$
340 FOR N=1 TO 16
350 LET Y$(17-N)=STR$(X/2)<INT
```

```
(X/2)
360 LET X=INT (X/2)
370 IF X=0 THEN GOTO 390
380 NEXT N
```

```
390 IF X=0 THEN LET Y$=Z$( TO 1
6-N)+Y$(17-N) TO )
400 LET A$=Y$
```

```
410 PRINT AT C,15;A$( TO 8);" "
;A$(9 TO )
420 IF Q$="*" THEN GOTO 440
```

```
430 IF Q$="X" THEN GOTO 740
440 REM hex-dec
450 PRINT AT 21,0;"HEX"
```

```
460 SLOW
470 INPUT A$
480 FAST
```

```
490 IF LEN A$>4 THEN GOTO 460
500 IF A$="X" OR A$="*" OR A$="
" THEN GOTO 190
```

```
510 PRINT AT 21,0;" "
520 SCROLL
530 IF LEN A$<4 THEN LET A$=Z$(
TO 4-LEN A$)+A$
```

```
540 PRINT AT C,8;A$
550 LET S=0
560 FOR N=1 TO LEN A$
```

```
570 IF A$(N)<"0" THEN LET S=S+
(CODE A$(N)-28)*B(N)
580 NEXT N
```

```
590 LET A$=STR$( S
600 PRINT AT C,5-LEN A$,A$
610 IF Q$="X" THEN GOTO 630
```

```
620 IF Q$="*" THEN GOTO 330
```

```
630 REM bin-hex
640 PRINT AT 21,0;"BIN"
```

```
650 SLOW
660 INPUT A$
670 FAST
```

```
680 IF LEN A$>16 THEN GOTO 650
690 IF A$="X" OR A$="*" OR A$="
" THEN GOTO 190
```

```
700 PRINT AT 21,0;" "
710 SCROLL
```

```
720 IF LEN A$<16 THEN LET A$=Z$
( TO 16-LEN A$)+A$
730 PRINT AT C,15;A$( TO 8);" "
```

```
;A$(9 TO )
740 LET D$=""
750 FOR M=4 TO 1 STEP -1
```

```
760 LET L=M*4
770 IF VAL A$( TO L)=0 THEN GOT
O 850
```

```
780 LET S=0
790 FOR N=1 TO 4
800 IF A$(L-N+1)="1" THEN LET S
=S+VAL C$(N)
```

```
810 NEXT N
820 LET D$=CHR$( (S+28)+D$)
830 LET A$=A$( TO L-4)
```

```
840 NEXT M
850 IF LEN D$<4 THEN LET D$=Z$(
TO 4-LEN D$)+D$
```

```
860 PRINT AT C,8;D$
880 IF D$="X" THEN GOTO 230
890 IF D$="*" THEN GOTO 550
```

```
900 SAVE "CONVERT"
910 GOTO 10
```

POT BLACK

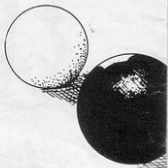


THEY SAID that anything could be done on the 16K Spectrum and they were correct. This is a game of **Pool** which you can play without a table. You move the flashing ball up and down by using the U and D keys. The ball can be speeded in its movement by holding down the shift key. When you are satisfied that you will hit the blue ball with your cueball,

press the H key.

The cueball will travel towards the blue ball and will probably hit it at such an angle that it will finish in one of the pockets at the side. Beware when shooting as the ball will not bounce off the side of the table.

This game was sent by Jonathon Yeomans, of Solihull, West Midlands.



```

5 GO TO 590
10 BORDER 4: PAPER 4: CLS : IN
K 7
20 PLOT 0,0: DRAW 240,0: PLOT
S 240,175: DRAW -240,0: DRAW 0,-17
5
30 FOR n=140 TO 142: PLOT 247,
n: DRAW -20,30,PI: NEXT n
40 FOR n=5 TO 3 STEP -1: PLOT
223,n: DRAW 21,36,PI: NEXT n
50 PLOT 245,40: DRAW 0,100
90 LET a2=AND*70+100: LET b2=R
ND+10+50: CIRCLE INK 0;a2,b2,10
100 LET a1=24: LET b1=87
110 CIRCLE INK 7;a1,b1,10
120 BEEP .01,25: CIRCLE INVERSE
1;a1,b1,10
130 IF INKEY$="u" AND b1<155 TH
EN LET b1=b1+3
135 IF INKEY$="U" AND b1<150 TH
EN LET b1=b1+10
140 IF INKEY$="d" AND b1>20 TH
N LET b1=b1-3
145 IF INKEY$="D" AND b1>25 TH
N LET b1=b1-10
150 IF INKEY$="h" THEN GO TO 17
3
160 GO TO 110
170 CIRCLE a1,b1,10: LET s=0: C
IRCLE INVERSE 1;a1,b1,10
175 IF s>15 OR s<1 THEN GO TO 1
70
180 LET a1=(a1+s)
190 CIRCLE INK 7;a1,b1,10
200 IF a1>=(a2-25) AND b2<b1 TH
EN GO TO 250
210 IF a1>=(a2-25) AND b2>b1 TH
N GO TO 350
220 GO TO 180
230 LET c1=a2-a1: LET c2=b2-b1
240 CIRCLE INVERSE 1;a2,b2,10
250 CIRCLE INK 7;a1,b1,10
256 INK 7
260 LET a2=a2+(c1/2): LET b2=b2
+(c2/2)
270 CIRCLE INK 0;a2,b2,10
275 IF ATTR (19,29) <>39 THEN GO
TO 500
280 CIRCLE INK 0;a2,b2,10
290 IF a2>230 THEN GO TO 550
300 IF b2<20 THEN GO TO 550
310 GO TO 250
320 IF b2-b1>12 THEN GO TO 550
330 LET c1=a2-a1: LET c2=b2-b1
370 CIRCLE INVERSE 1;a2,b2,10
380 INK 7
390 LET a2=a2+(c1/2): LET b2=b2
+(c2/2)
400 CIRCLE INK 0;a2,b2,10: BEEP
.01,26
410 IF ATTR (2,29) <>39 THEN GO
TO 500: CIRCLE INK 0: OVER 1;a2,
b2,10
420 IF a2>230 THEN GO TO 550: I
F b2>155 THEN GO TO 550
430 GO TO 390
435 STOP
440 PRINT AT 10,5: INK 7: PAPER
0: " A perfect pot "
450 GO TO 560
460 STOP
470 PRINT AT 10,4: " Missed com
pletely "
500 FOR n=0 TO 3: FOR m=0 TO 25
: BEEP .01,m: NEXT m: NEXT n
570 INPUT "Again?";g$: IF g$="
y" THEN GO TO 5
580 GO TO 580
590 BORDER 1: PAPER 1: INK 7: C
LS
600 PRINT AT 0,4: "Pot Black"
610 PRINT AT 3,0: "You are now a
bot to play Pot";AT 5,0: "Black"
;AT 10,0: "Control the cue ball w
ith ";AT 12,0: "U for up and D fo
r down";AT 14,0: "When you are re
ady to press the ";AT 16,0: "H ke
y and watch the balls move.";
620 FOR n=0 TO 7: FOR m=0 TO 50
: BEEP 0.006,m: NEXT m
630 NEXT n: CLS : GO TO 6

```


REM CHANGE

REM CHANGE converts any worded REM statements in a listing to inverse video. Therefore it can be used to highlight program divisions during or after development. It is best run in FAST mode.

Ian Turtly of Scunthorpe, South Humberside, who submitted the program, reports that in a trial run it took just over a minute to invert 17 REM statements in a 4K program.

If the first line of the listing is a REM statement containing machine code, change line 9000 to "For I=16514 to ..." (ZX-81).

```

9000 FOR I=16513 TO PEEK 16396+2
56*PEEK 16397
9010 IF PEEK I<>234 THEN GOTO 90
80
9020 LET I=I+1
9030 IF PEEK I=118 THEN GOTO 900
0
9040 LET P=PEEK I
9050 IF P>63 THEN GOTO 9020
9060 POKE I,P+128
9070 GOTO 9020
9080 NEXT I
9090 LIST
    
```

ARE YOU worried about love? Or money? Or the meaning of life? Or about how to impress your friends with the deathless wisdom of your new ZX-81?

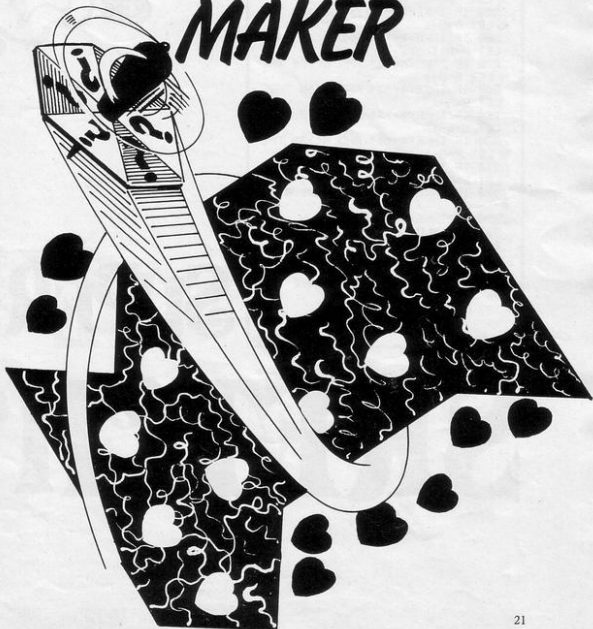
Help with those problems and many others is available from **Decision Maker** from Christopher Kent, of Daventry, Northamptonshire.

The advice is incisive, oracular and is dispensed with the rich randomness of life itself. (1K ZX-81).

```

10 PRINT "WHATS YOUR PROBLEM"
11 PRINT "ONLY USE LETTERS"
20 INPUT A$
30 CLS
40 IF A$<CHR# 38 THEN RUN
45 IF A$>CHR# 63 THEN RUN
50 LET A=INT (RND*10)+1
60 IF A=1 THEN PRINT A$;" NO"
70 IF A=2 THEN PRINT A$;" YES"
80 IF A=3 THEN PRINT A$;" MAY
BE"
90 IF A=4 THEN PRINT A$;" WELL
IT DOESNT SOUND TO GOOD"
100 IF A=5 THEN PRINT A$;" OK T
HEN BUT ITS A BIT RISKY"
102 IF A=6 THEN PRINT A$;" DEFI
NITELY NOT"
120 IF A=7 THEN PRINT A$;" BRIL
LIANT IDEA"
130 IF A=8 THEN PRINT A$;" NO W
AY WHAT SO EVER"
140 IF A=9 THEN PRINT A$;" NOT
140"IF A=9 THEN PRINT A$;" NOT
VERY ADVISABLE"
150 IF A=10 THEN PRINT A$;" FOR
GET IT MATE"
160 PR#SE 9999
170 CLS
180 GOTO 10
    
```

DECISION MAKER



```

5 REM DIRECTION
8 CLS
10 PRINT AT 0,0;"SUPER SKETCHP
AD"
20 PRINT AT 3,3;" KEYS 1 TO 4
AS SHOWN BY ARROW HEAD ON KEY (<
.E KEY I=S.E. DIRECTION)"
30 PRINT AT 7,3;"KEYS 5 TO 8 D
IRECTION AS SHOWN ON KEY"
40 PRINT AT 10,3;"KEY""4"" TO
INCREMENT -->"
50 PRINT AT 12,3;"KEY""-"" TO
INCREMENT <--"
60 PRINT AT 14,3;"KEY""W"" TO
CHANGE SYMBOL/WORD"
70 PRINT AT 16,3;"KEY""R"" TO
RUN"
80 PAUSE 800
90 CLS
95 REM
100 INPUT A#
110 LET A=0
120 LET B=0
130 LET L=0
140 GOTO 100
150 INPUT A#
160 RETURN
170 LET L=LEN A#
175 REM DRAW DIRECTIONS
180 IF INKEY$="0" AND A<=(32-2*
L) THEN LET A=A+L
190 IF INKEY$="K" AND A<=(32-L)
THEN LET A=A+L
200 IF INKEY$="J" AND A<>0 THEN
LET A=A-L
210 IF INKEY$="5" AND A>=L THEN
LET A=A-L
220 IF INKEY$="7" AND B<>0 THEN
LET B=B-1
230 IF INKEY$="6" AND B<>20 THE
N LET B=B+1
240 IF INKEY$="1" AND A<>30 THE
N LET A=A+1
250 IF INKEY$="1" AND B<>20 THE
N LET B=B+1
260 IF INKEY$="2" AND A<>0 THEN
LET A=A-1
270 IF INKEY$="2" AND B<>20 THE
N LET B=B+1
280 IF INKEY$="3" AND A<>0 THEN
LET A=A-1
290 IF INKEY$="3" AND B<>0 THEN
LET B=B-1
300 IF INKEY$="4" AND A<>30 THE
N LET A=A+1
310 IF INKEY$="4" AND B<>0 THEN
LET B=B-1
320 IF INKEY$="W" THEN GOSUB 15
0
330 IF INKEY$="R" THEN RUN
335 REM PLOT
340 PRINT AT B,A;A#
350 PRINT AT B,A;". "
360 PRINT AT B,A;A#
370 IF INKEY$="Q" THEN SAVE INK
EY#
380 GOTO 170

```



RO BRADFIELD of Cambridge sent a program enabling the user quickly and easily to construct the kind of word patterns shown in our listing.

When the word is displaced, the computer shifts the next print position the length of the word so that there is no overlap. The listing can also be used with symbols.

(Expanded ZX-81).

SUPER

SKETCH PAD



Bills!

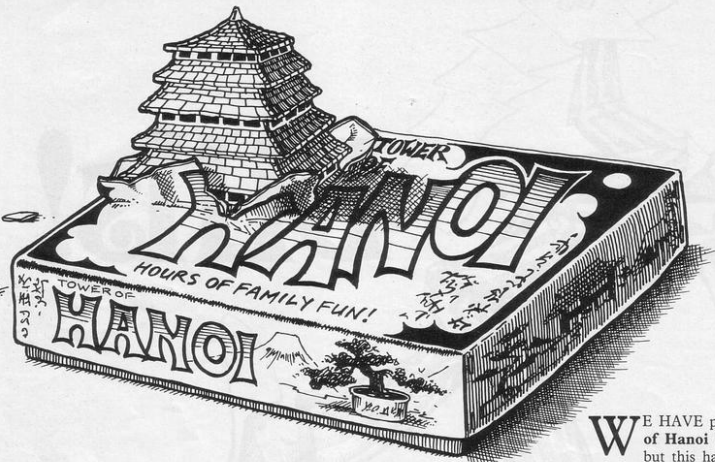
MLEAVER of Halifax thinks that the magazine lacks utility programs, so he has sent his method of calculating quarterly electricity and gas bills.

The program is very user-friendly, posing a series of questions to be answered, and is self-explanatory as it runs. (16K Spectrum).

```

0)REM @ M.Leaver 1982
10 REM Gas & electric
20 PRINT AT 3,0;" This progra
is designed to ""calculate yo
quarterly gas & ""electricit
y bills."
30 PRINT "" Please follow th
instructions ""carefully, and
bring figures as ""they are sho
wn on the meter and ""the previ
ous bill."
40 FLASH 1: PRINT "" Press
"ENTER"" to continue ""
50 IF INKEY(<)CHR$ 13 THEN BEE
P .05 AND#6: GO TO 50
60 FLASH 0: CLS
70 PRINT AT 10,0;" Do you req
uire gas or ""electricity?"";If
GAS is required, press ""G"";
""If ELECTRICITY, then press ""E""
80 IF IN 65022=239 THEN GO TO
200
90 IF IN 64510=251 THEN GO TO
300
100 GO TO 70
200 REM Gas calculation
205 CLS : PRINT "GAS CALCULATIO
N"
210 INPUT "Enter PRESENT meter
reading; e.g. ""4321""";a
220 INPUT "Enter PREVIOUS meter
reading; e.g. ""1234""";b
230 CLS : LET c=a-b: PRINT "Cub
ic feet used=";c
240 INPUT "Enter B.t.U.'s per c
u ft. e.g. ""1021""";d: LET
e=d/1000
250 INPUT "Enter PENCE PER THER
M;e.g. ""30.5""";f: LET h=f/100
260 INPUT "Enter STANDING CHARG
E;e.g. ""8.40""";g
270 LET isc#e: PRINT "Therms us
ed =";i
280 LET j=(ish)+g: LET j=(j#100
)+0.5: LET j=INT j: LET j=(j/100
)
290 PRINT AT 10,0;"The total am
ount of this gas""bill is f";j:
STOP
300 REM Electricity calculation
305 CLS : PRINT "ELECTRICITY CA
LCULATION"
310 INPUT "Enter PRESENT meter
reading;e.g. ""4321""";a
320 INPUT "Enter PREVIOUS meter
reading;e.g. ""1234""";b
330 CLS : LET c=a-b: PRINT "Tot
al units=";c
340 INPUT "Enter PENCE PER UNIT
;e.g. ""5.10""";d: LET e=d/100
350 INPUT "Enter FIXED CHARGE;e
.g. ""6.35""";f
360 LET g=(c#e)+f: LET g=(g#100
)+0.5: LET g=INT g: LET g=(g/100
)
370 PRINT AT 10,0;"The total am
ount of this ""electricity bill
is f";g: STOP

```



TOWERS OF HANOI

```

3 LET Y=SIN PI
4 LET Z=SGN PI
5 DIM A(3,6)
6 FOR I=2 TO 5
7 LET A(Z,I)=6-I
10 NEXT I
11 LET A(2,6)=5
12 LET A(2,6)=Y
13 LET A(3,6)=Y
14 PRINT AT Z,Y;"154321";AT 2,
Y;"2";AT 3,Y;"3"
20 INPUT AB
21 IF LEN AB<2 THEN GOTO 20
22 LET F=VAL AB(2)
23 LET T=VAL AB(2)
24 IF A(T,6)=Y THEN GOTO 30
25 IF A(F,A(F,6))>A(T,A(T,6))
THEN GOTO 20
30 LET A(T,A(T,6)+2)=A(F,A(F,6)
))
32 LET K=A(F,A(F,6))
35 LET A(F,A(F,6))=Y
40 LET A(T,6)=A(T,6)+Z
45 LET A(F,6)=A(F,6)-Z
50 PRINT AT F,A(F,6)+Z;" ";AT
T,A(T,6);K
100 GOTO 20

```

WE HAVE published a **Towers of Hanoi** program previously but this has the distinction of fitting into 1K. The display, as you can imagine, is very skeletal but it conveys the essentials of the game.

Three lines, numbered one to three, appear on screen. The first line contains the numbers 5 to 1 and those numbers must be re-assembled in the correct order on one of the other two lines. The numbers can be moved only one at a time and the listing will prevent you placing a higher one to a lower number. Enter your move in the form of "xy", where "x" is the line from which you are moving and "y" the line to which you are adding.

The program was submitted by J J Zealley of Levenshulme, Manchester. (1K ZX-81).

ALIENS

ALIENS is a quick 1K game for the ZX-81. The monsters balloon down towards you and you must manoeuvre yourself left and right with keys 1 and 3 until you are directly beneath them and then zap them with 0.

If you are on target, the aliens will become frozen ghosts and a new monster will appear. The earlier you can nab the creatures, the higher will be your score. **Aliens** was submitted by D M Brett of Cambridge.

```

1 PAUSE CODE " FAST "
2 RAND
3 CLS
4 GOTO CODE "5"
5 IF Y+1<>R THEN RETURN
6 PRINT AT B,A;"(Graphic A)"
7 LET S=CODE "(Graphic D)";
B
10 GOTO 30
33 LET Y=CODE "(Graphic A)"
35 LET Y=CODE "(Graphic 4)"
37 LET S=CODE " "
38 LET A=INT (RND*CODE "(Graph
ic A)")+CODE "(Graphic 1)"
40 FOR B=1 TO 9
41 PRINT AT X,Y;" I ";AT B,A;"
(inverse quotation mark)";AT B-1
,A;" "
50 LET Y=Y+INKEY#="3")-(INKEY
#="1")
51 IF INKEY#="0" THEN GOSUB 5
52 LET Y=Y+(Y<0)-(Y>7)
60 NEXT B
70 PRINT "SCORE=";S
75 GOTO 1

```



JK LASKOWSKI of London SE6 has submitted another excellent listing to follow his highly original London Bridge routine in the December issue of *Sinclair User*.

The display shows a neutron bomb, nose buried in the ground, with part of its casing removed to reveal its internal elements. Those elements comprise a random array of the numbers 1 to 9, plus one space. The space enables the elements to be moved around; press the appropriate cursor key, followed by **NEWLINE**, to move one of the adjacent elements into the space. An invalid move will detonate the bomb.

Your aim, as a bomb disposal expert, is to re-arrange the elements to form the deactivating combination shown on the right. The bomb can then be defused by entering **O**. The deactivating combination is valid in any one of the nine possible positions in the bomb but entering **O** too soon will trigger an anti-tampering device and thus the bomb.

There is another anti-tampering trigger, a secret three-figure number which is not displayed. If you move three elements, one after the other, which make up that number, the bomb will detonate. You can do nothing against that threat except cross your fingers.

The most dangerous triggering device, however, is the tamper register displayed on the left of the screen. Every time you move an element the register drops by an equivalent amount. The bomb will explode if the register drops below zero. As your skill improves, lower the values in lines 25 and 40.

Neutron Bomb is another well-thought-out routine requiring caution and tactical thinking. In our listing, the numbers and single letters in brackets should be entered in graphics mode. (16K ZX-81).



NEUTRON BOMB

```

5 FAST
10 RAND 0
20 DIM A(36)
25 LET TAMPER=10
30 PRINT AT 2,1;"NEUTRINO";TAB
1;"BOMB"
40 PRINT AT 17,1;"TAMPER 10"
50 PRINT AT 20,18;"(0);three in
verse SPACES;5";TAB 15;"(four*H;
threeG;four*H)"
55 LET S=INT (RND*1000)
60 FOR I=1 TO 17
70 PRINT AT 1+I,17;"(9)";TAB 2
3;"(5)";TAB 18;"(five inverse SP
ACES)"
80 FOR J=1 TO 10
90 PLOT 33+I,27+1-J
100 PLOT 48-I,27+1-J
110 NEXT J
120 NEXT I
130 PRINT AT 13,1;"MOVE 0";TAB
18;"( ";TAB 26;"DEACT.";TAB 26;"C
OMB."
140 FOR N=2 TO 25
150 LET A(N)=INT (RND*10+1)
160 GOSUB 500
170 NEXT N
180 FOR I=1 TO 9
190 LET N=INT (RND*24+2)

```

```

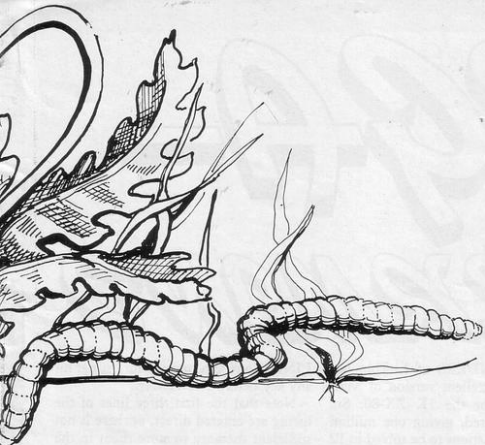
200 IF A(N)<0 THEN GOTO 190
210 LET M=(I-1)/3
220 LET A(I+25)=A(N)
230 PRINT AT 15+INT M,27+3*K(M-I
NT M)/A(1+25)+1
240 LET A(N)=-A(N)
250 NEXT I
260 LET N=1
270 SLOW
280 LET M=0
290 INPUT DIR
300 IF DIR=0 THEN GOTO 600
310 LET PSTN=M+INT ((ABS (DIR-6
.5)+0.5)*K-4+5.5)*SGN (DIR/2-INT
(DIR/2)-0.25)
320 IF DIR<5 OR DIR>8 OR PSTN<1
OR PSTN>25 OR DIR-1.5<5*K(M-INT
M) OR DIR-7.5>5*K(M-INT M) THEN G
OTO 800
330 LET A(N)=ABS (A(PSTN))
335 LET A(36)=10*(A(36)+A(N)-1
340 LET A(36)=INT (1000*(A(36)/
1000-INT (A(36)/1000))+0.5)
345 GOSUB 500
350 LET TAMPER=TAMPER-A(N)+1
360 LET A(PSTN)=-27
370 LET N=PSTN
380 GOSUB 500
390 LET A(35)=A(35)+1

```

```

400 PRINT AT 13,6;A(35);AT 17,8
;TAMPER;" "
410 IF A(36)=S OR TAMPER<0 THEN
GOTO 800
420 GOTO 290
500 LET M=(N-1)/5
510 PRINT AT 13+INT M,18+5*K(M-I
NT M);CHR# (27+A(N))
520 RETURN
600 FOR I=1 TO 3
610 FOR J=1 TO 3
620 IF A(J+5*(I-1))>A(25) THEN
GOTO 700
630 FOR K=1 TO 3
640 FOR L=1 TO 3
650 IF A(J+5*(I-1)+L-1+5*(K-1))
<A(25+L+3*(K-1)) THEN GOTO 700
660 NEXT L
670 NEXT K
680 PRINT AT 21,1;"BOMB SAFE"
690 STOP
700 NEXT J
710 NEXT I
800 FAST
810 CLS
820 SLOW
830 STOP

```

THE WORM GAME for the 16K Spectrum was just too difficult for your thick-fingered reviewer, who could reach only the sixth of its seven stages. The game is of the Surround type but there is only one player and you must avoid not only your own tail but also aim to hit certain objects in the field of play.

In the first section, for example, your targets are contained in the tail you leave; in the second they are the dandelions among the deadly rocks. In the third, fourth, fifth, sixth and—we suppose—seventh, they are different again.

This listing represents an original concept in computer games, brilliantly executed. Michael Andreason, of Alloway, Ayr, who wrote the program, reports a staggering best score of 150,490. We wonder if he has considered marketing the game commercially?

Control is by the usual cursor keys; there is a high score facility and list of instructions.

Graphics notes:

- 1—Graphic D, graphic C, graphic E, graphic B
- 2—Graphic A
- 5—Graphic A, graphic H, graphic F
- 1000—Graphic I
- 1002—Graphic G
- 2000—Graphic J.

22M Game

```
3005 IF Y=31 THEN LET B=10000: G
TO 4000
3007 GO TO 3004
3010 LET X=X+(RND(.5 AND X<20)-
(RND(.5 AND X>21): PRINT AT X,Y,
PAPER 4: IF RND(.5 THEN GO
TO 3005
3011 GO TO 3010
4000 LET S=4000: BORDER 1: PAPER
3: INK 7: GO SUB 100: PULSE 200
FOR N=21 TO 0 STEP -1: PRINT A
T N: PAPER 1: NEXT N
3: CLS: FOR N=1 TO 30: PRINT
(RND(.5 AND N<10)+RND(.5 AND
N>10): LET B=3: LET X=11: LET Y
=15: GO SUB 300
4001 GO SUB 400: PRINT AT X,Y,1
(RND(.5 AND X<10)+RND(.5 AND
X>10): INK 8: OVER 1: AT B,B:
INK 5: OVER 1: BEEP .01,3
BEEP .04,-3: IF A=X AND Y=B THEN
LET B=10000: GO TO 3000
4002 PRINT AT B,B: OVER 1: INK 7
BEEP .03,2: NEXT N: PRINT AT 10,
(RND(.5 AND N<10)+RND(.5 AND
N>10): (RND(.5 AND B))): IF
B=10000 THEN GO TO 3000
4003 LET S=S+50: GO TO 4001
4004 LET X=0: BORDER 0: PAPER 0:
INK 7: GO SUB 100: FOR S=3 TO
A STEP -.05: BEEP N,0: BEEP N,-2
BEEP N,0: BEEP N,-5: NEXT N: F
OR N=1 TO 5: BEEP .02,0: BEEP 10
BEEP .02,0: BEEP .05,-5: N
EXT N: CLS: PAPER 2: INK 2: FOR
N=0 TO 21: PRINT AT N,0: NEXT N
4005 LET B=0: LET S=5000
5000 LET Y=INT (RND*4) + 1
5002 LET X=X+(INKEY*5)- (INKEY
*5): LET B=B+2: LET S=S+RND*
5 (S,X): PRINT AT 21,0: IF B=5
OR X=21: INK 7: BORDER 0: B
EEP .05,0: BEEP .05,2: IF S=0
THEN LET W=X: LET X=S: GO TO 900
9
9004 PRINT AT S,X: INK 4: PO
KE 23592,-1: PAPER 0: PRINT AT 2
1,0: PRINT PAPER 2: IF RND(.7
THEN GO TO 9003
9005 FOR N=1 TO 4: LET X=X+(INKE
Y*5)- (INKEY*5): LET S=S+RND
*5 (S,X): INK 7: PRINT AT 21,0:
IF S=0 THEN LET X=X: AT 21,RND*5
+ 1: INK 0: AT 21,RND*5
+ 1: INK 0 AND RND(.1): BEEP .04,-2
: BEEP .04,0: IF S=0 THEN LET
S=0: BEEP .04,0: INK 4: PO KE
23592,-1: PAPER 0: PRINT AT 2
1,0: PRINT PAPER 2: LET B=B+5
NEXT N: IF B=1000 THEN LET S=S+
25000: GO TO 5002
5007 GO TO 5002
5008 PAPER 2: INK 7: LET S=5000:
FOR N=5 TO 21: PRINT AT N,0:
NEXT N: POKE 20000: PR
INT *****
5009 FOR N=1 TO 13: BEEP .07,
BEEP .07,-2: PRINT AT 21,0:
PRINT *****
5010 AT S,X: AT 4,X:
NEXT N: LET B=INT (RND*10)+18:
OR B=14 TO 21: BEEP .07,-5: BEEP
.07,0: PRINT AT S,X: TAB 4: F
OR N=1 TO 10: TAB 31: NEXT N
6003 FOR N=5 TO 13: PRINT AT N-1
,X: AT N,X: AT 1: BEEP .03,0: B
EEP .03,2: NEXT N: PRINT AT 13,X
: FOR N=0 TO 21: PRINT AT N,
0: INVERSE 1: OVER 1: NEXT N
BORDER 4 *****
6004 INPUT *****: PAPER 7: LET X=10
: LET Y=INT (INK 0: PRINT AT X,Y:
CLS: PULSE 0
6005 LET Y=Y+1: PRINT AT X,Y,INK
7: AT X,Y-1: INK 1: BEEP 1,-1
0: BEEP 1,-5: IF SCORES (14,Y)
= 0 THEN GO TO 6050
6006 IF INKEY*5<7 THEN GO TO 60
10
6007 GO TO 6005
6010 LET X=X-1: LET Y=Y+1: PRINT
AT X,Y: AT X+1,Y-1: INK 1:
BEEP 1,-5: BEEP 1,-10: IF
X=0 THEN GO TO 6050
6011 IF INKEY*5<7 THEN GO TO 60
10
6012 LET X=X+1: LET Y=Y+1: PRINT
AT X,Y: AT X-1,Y-1: INK 1:
Y=3: THEN GO TO 6050
6013 IF X=13 THEN GO TO 7000
6014 GO TO 6012
6050 FOR X=X+1 TO 21: PRINT AT X
,Y: AT X-1,Y: INK 1: BEEP
5
9009 GO TO 3
```

MEGA- MASTERMIND

```

DIM A(5)
DIM B(5)
DIM C(5)
9 CLS
10 PRINT "MEGAMASTERMIND"
11 PRINT
12 PRINT "sss?????"
14 FOR B=1 TO 12
16 LET A=13-B
18 IF A<10 THEN PRINT "s";
20 PRINT A; " - ";
22 PRINT "++++++ +++++"
24 NEXT B
30 FOR I=0 TO 5
31 LET A(I)=RND(10)+27
32 NEXT I
33 LET G=218
35 FOR J=1 TO 12
36 LET E=0
37 INPUT DS
38 IF DS=" " THEN GO TO 78
40 FOR I=0 TO 5
41 LET B(I)=A(I)
42 LET B=CODE(DS)
43 IF B<2 THEN LET B=19
45 LET C(I)=B
46 GO SUB 98
47 POKE B+1, C(I)
48 LET DS=TL$(DS)
50 IF C(I)=B(I) THEN GO TO 58
52 LET E=E+1
53 LET C(I)=-1
54 LET B(I)=-2
56 GO SUB 98
57 POKE B+6+E, 20
58 NEXT I
60 IF E=6 THEN GO TO 78
62 FOR I=0 TO 5
63 FOR K=0 TO 5
64 IF C(K)=B(I) THEN GO TO 72
66 LET E=E+1
67 LET C(K)=-1
68 LET B(I)=-2
70 GO SUB 98
71 POKE B+6+E, 28
72 NEXT K
74 NEXT I
75 LET G=G-17
76 NEXT J
78 FOR I=0 TO 5
80 GO SUB 98
81 POKE B-G+21+I, A(I)
82 NEXT I
85 PRINT "NEWLINE TO REPLAY"
86 INPUT DS
88 IF DS=" " THEN GO TO 9
90 LIST
98 LET B=PEEK(16396)+256*
PEEK(6397)+G
99 RETURN
  
```

FW MANDERS of Lincoln has sent an excellent version of Mastermind for the 1K ZX-80. Six digits are required, giving one million possible combinations to be solved in 12 moves.

To run **Megamastermind**, enter "GOTO 9". When the game board appears, key-in your six numbers (0 to 9) and press NEWLINE. To give in or to call for a new game, enter NEW-

LINE. To return to program listing, hit any key before NEWLINE.

Note that the first three lines of the listing are entered direct, as there is not sufficient memory to store them in the program. If the arrays are lost due to RUN being entered, they can be re-entered.

Megamastermind is one of the best routines we have had for this machine. (1K ZX-80).




```

9700 REM Spectrum Colour Mixer
      M.D.Wornham
9710 FOR n=0 TO 7
9720 READ n: POKE USR "A"+n,n
9730 NEXT n
9740 DATA BIN 11111111,BIN 000000
000,BIN 11111111,BIN 00000000,BI
N 11111111,BIN 00000000,BIN 1111
1111,BIN 00000000
9745 REM RUN BEFORE TYPING MORE
9750 POKE 23609,40: BORDER 0: PA
PER 0: INK 7: CLS
9760 PRINT "Spectrum 64 Shade C
olour Mixer"
-----
9770 PRINT "This program will
give a display of 64 shades of
n their codes." "The code requi
red will be requested for
a whole page of that colour."
9780 PRINT "The simple method
to obtain that colour will then
be given."
9790 PRINT "This program can b
e used as a sub routine in, fo
r example, drawing programs."
9800 INPUT "Press ENTER ";Z$: CL
S
9805 PRINT "Spectrum 64 Shade C
olour Chart"
9808 PRINT "
-----
9810 GO SUB 9950
9820 PRINT a; b; " "; FOR c=0 TO
4: PRINT PAPER a; INK b; " "; NE
XT c
9830 IF y=00 THEN GO TO 9845
9840 GO TO 9810

```

```

9845 PRINT "Adjust television
colour and brightness to clar
ify colours"
9850 INPUT "Code of colour requi
red "; a$
9860 IF LEN a$ < 2 THEN GO TO 985
0
9870 IF CODE a$ < 48 OR CODE a$ > 55
OR CODE a$ < 2 > 48 OR CODE a$ < 2 >
55 THEN GO TO 9850
9880 LET a=VAL a$(1): LET b=VAL
a$(2): CLS
9890 FOR e=1 TO 704: PRINT PAPER
a; INK b; " "; NEXT e
9900 PRINT AT 10,1: "For this co
lour in a program: IF a$(1) < a
$(2) THEN PRINT AT 12,1: "PRINT P
APER ";a;"; INK ";b;"; GRAPHICS A"
9910 IF a$(1)=a$(2) THEN PRINT A
T 12,7: "Use Colour ";a$(1);"!
-----
9920 INPUT "Press ENTER to conti
nue ";Z$: CLS
9930 GO TO 9805
9950 READ y: LET a$=STR$ y: IF y
< 10 THEN LET a$="0"+a$
9960 IF y=00 THEN RESTORE 9960
9970 LET a=VAL a$(1): LET b=VAL
a$(2): RETURN
9980 DATA 22,30,32,14,34,36,26,3
7,04,15,24,35,74,27,66,77,65,67
75,64,71,61,45,25,60,05,44,21,31
,23,20,01,55,47,63,73,51,41,43,5
3,52,42,50,13,40,03,02,11,62,72,
67,56,45,12,17,54,06,16,76,33,10
,07,70,00
4999 SAVE "colours" LINE 9700

```

C OLOUR MIXER enables the user to expand the colours available from the Spectrum to 64 shades. When run, a remarkable display appears like a paint manufacturer's catalogue with 64 numbered boxes and the

option to obtain a screen full of the desired shade by entering the appropriate number.

M D Wornham of Droitwich, Worcestershire, who sent the listing, points out that it would be a useful sub-

routine in longer programs. (16K Spectrum).

Graphics notes:

9745—REM RUN before typing more.
9820—Graphic A.

COLOUR MIXER





BLOB MUNCHER

BLOB MUNCHER is a pleasing, adaptable game for the unexpanded ZX-81. You are the flashing spot on screen controlled by the cursor keys and must munch the other spots in an orgy of cannibalistic fratricide before your time expires.

The routine can be altered by adding more or less static blobs in the FOR/NEXT loop or by changing the time limit by tinkering with the variable T.

Blob Muncher was sent by E Hughes of Southampton.

```

3 LET T=0
5 LET X=20
7 LET Y=22
10 FOR A=1 TO 25
20 PLOT INT (RND*44),INT (RND*
34)
30 NEXT A
60 IF X>=60 THEN LET X=60
70 IF Y>40 THEN LET Y=40
80 IF X<=0 THEN LET X=0
90 IF Y<=0 THEN LET Y=0
100 LET X=X+(INKEY#="B")-(INKEY
#="5")
110 LET Y=Y-(INKEY#="S")+(INKEY
#="7")
120 PLOT X,Y
125 LET T=T+1
130 UNPLOT X,Y
135 IF T>500 THEN GOTO 150
140 GOTO 60
150 PRINT AT 10,10,"GAME OVER"

```

CHARLES LAW

```

10 PRINT TAB 5;"CHARLES LAW"
20 PRINT ,,,," VOLUME TEMP
ERATURE",,,,"
30 LET N=0
40 LET ST=0
50 LET SV=0
60 LET ST2=0
70 LET STV=0
100 INPUT V
110 IF V<0 THEN GOTO 300
120 PRINT TAB 6;V;
130 INPUT T
140 PRINT TAB 17;T;
150 LET N=N+1
160 LET ST=ST+T
170 LET SV=SV+V
180 LET ST2=ST2+T*T
190 LET STV=STV+T*V
200 GOTO 100
300 LET K=(ST*STV-ST2*SV)/(N*ST
V-ST*SV)
310 LET K=INT (K+0.5)
320 PRINT ,,,,"ABSOLUTE ZERO=";K
," C"

```



PR Scott of Godalming, Surrey, has written a very interesting letter about the use of computers in science teaching. He says that despite their good intentions, science teachers have difficulty finding opportunities to back up their formal computer instruction by using computers in their everyday science teaching, because most experiments were designed not to require very extensive calculations. Scott says:

"My programme was designed for use with Charles' Law experiments, an essential part of O-level physics syllabuses, in which the variation in the volume of a gas with temperature is measured. The idea of the experiment is to produce a straight line graph, which is then extrapolated back to find the value of absolute zero.

In practice, the extrapolation is very long and inaccurate and the experiment can seem unconvincing. My program calculates the best straight line by a least-squares method and displays the required value of absolute zero directly, suitably rounded. It fits on an unexpanded ZX-81, is suitable for repeated class use, and uses no memory-saving tricks which make the program incomprehensible to the non-specialist.

```

5 LET h=3: LET a=0: LET l=0:
LET n=0
10 LET m=0: DIM x(2): DIM y(2)
: LET y(1)=1: LET x(1)=15: LET x
(2)=18: LET y(2)=20
15 IF l<=0 THEN GO TO 800
20 CLS : OVER 0: BORDER 3: INK
0: PAPER 0
30 FOR a=0 TO 10
40 FOR b=4 TO 20 STEP 4
50 PRINT INVERSE 1; PAPER 6; I
NK 0; AT 1; b; "a"
60 NEXT b
70 FOR n=0 TO 20 STEP 4
80 PRINT INVERSE 0; INK 1; PAP
ER 7; AT 2; n; "b"
90 NEXT n
95 PRINT AT 0;0; PAPER 3; "": AT
21;0; "
100 LET b=1
101 IF x(b)>=31 THEN LET x(b)=0
102 IF x(b)<=0 THEN LET x(b)=3
103 IF y(b)<1 THEN LET y(b)=1
104 IF y(b)>=20 THEN LET y(b)=2
105 IF y(b)>=20 THEN LET y(b)=2
106 IF y(b)<=0 THEN LET y(b)=0
107 LET b=b+1: IF b<=2 THEN GO
TO 101
108 IF SCREENS (y(2),x(2))="0"
THEN LET s=100: GO SUB 700
109 IF SCREENS (y(1),x(1))="0"
THEN GO TO 330
110 IF SCREENS (y(1),x(1))="."
THEN LET s=5: LET m=m+1
110 PRINT INK 2; AT y(1),x(1); "a"
: AT y(2),x(2): INK 1; "b"
120 IF s>=5 THEN LET s=5
124 IF h=-1 THEN PRINT INK 7; AT
21;0; " YOU RUN OUT OF HOLES
: " : GO TO 600
125 PRINT PAPER 6; INK 3; INVER
SE 1; AT 0;4; SCORE="a"; HI="b"
: LIVES="c"; AT 21;0; " HOLES
-ET="h": ENERGY="j":
130 IF x(2)=x(1) AND y(2)=y(1)
THEN GO TO 600
200 LET j=INKEY$
31266.4; j; INKEY$;" THEN BEEP .00
210 IF a="." THEN GO TO 267
220 IF a="0" THEN GO TO 277
230 IF a="a" THEN GO TO 287
240 IF a="b" THEN GO TO 297
250 IF a="." AND m=20 THEN GO
TO 310
260 GO TO 400
267 PRINT AT y(1),x(1); " "
270 IF SCREENS (y(1),x(1)+1)<"
" THEN LET x(1)=x(1)+1
275 GO TO 400
277 PRINT AT y(1),x(1); " "
280 IF SCREENS (y(1),x(1)-1)<"
" THEN LET x(1)=x(1)-1
285 GO TO 400
290 IF SCREENS (y(1),x(1); "
" THEN LET y(1)=y(1)-1
295 GO TO 400
297 PRINT AT y(1),x(1); " "
300 IF SCREENS (y(2)+1,x(2))<"
" THEN LET y(2)=y(2)+1
305 GO TO 400
310 IF SCREENS (y(1),x(1)+1)<"
" THEN PRINT AT y(1),x(1)+1; "0"
: LET h=h-1: LET m=m-20
320 GO TO 100
330 GO TO 600
340 IF l=0 THEN STOP
345 FOR f=1 TO 100: NEXT f
350 GO TO 10
360 IF x(2)=x(1) THEN GO TO 500
410 IF x(2)=x(1) THEN GO TO 510
420 IF y(2)=y(1) THEN GO TO 520
430 IF y(2)=y(1) THEN GO TO 530
440 GO TO 100
500 PRINT AT y(2),x(2); " "
505 IF SCREENS (y(2),x(2)+1)<"
" THEN LET x(2)=x(2)+1: GO TO 5
505 GO TO 420
507 GO TO 100
510 PRINT AT y(2),x(2); " "
513 IF SCREENS (y(2),x(2)-1)<"
" THEN LET x(2)=x(2)-1: GO TO 5
17
515 GO TO 420
517 GO TO 100
520 PRINT AT y(2),x(2); " "
523 IF SCREENS (y(2)+1,x(2))<"
" THEN LET y(2)=y(2)+1
525 GO TO 430
527 GO TO 400
530 PRINT AT y(2),x(2); " "
533 IF SCREENS (y(2)-1,x(2))<"
" THEN LET y(2)=y(2)-1
535 GO TO 100
540 IF SCREENS (y(2),x(2))<"
" THEN GO TO 100
545 PRINT AT y(1),x(1); "a": LE
T l=l-1: FOR f=-2 TO -5 STEP -1
: NEXT f: LET h=h+3: GO TO 620
550 GO TO 10
530 GO TO 10
700 PRINT AT (2),x(2); "b": FOR
f=10 TO 20 FOR a=5 TO 5: LET h=
-0.1;f: NEXT a: NEXT f: LET b=
000 FOR f=1 TO 100: NEXT f: CLS
PRINT AT 5;5; " SCORE="
: AT 10;0; " PRESS Y TO GO
"
805 IF INKEY$="y" THEN LET l=3:
LET s=0: GO TO 10
810 IF INKEY$="y" THEN GO TO 805
820 IF INKEY$="y" THEN STOP
830 STOP
9000 FOR f=1 TO 4: READ a
9010 FOR d=0 TO 7: READ a: POKE
J0R a;0;a
9020 NEXT a: NEXT f
9030 DATA "a",60,15,60,90,153,24
30,65
9040 DATA "b",46,16,240,46,60,50
51,22
9050 DATA "c",0,60,66,90,90,66,6
3,0
9060 DATA "d",24,24,126,24,24,60
3,0
9999 RUN

```

LURE



LURE is a game in which you, bipedal mammal with the opposable thumb and wrinkled cortex, attempt to prove your evolutionary superiority over a dumb dinosaur.

You are trapped in a maze with the beast, whose minimal intelligence is sufficient to track you down. As you flee the creature you are able to consume power pills; 20 of them give you sufficient energy to dig a trap. Then employ that over-developed fore-brain to lure the muscle-head into the hole.

Q and A send you up and down; O and P manoeuvre you left and right and you dig with M. You have three holes per monster but your supply of holes and pills is renewed if you can trap the beast. If the dinosaur catches you he will erect a little cross and you lose one of your three lives.

The game was sent by A Ward of Aldridge, West Midlands. (16K Spectrum). Graphic notes:

120—Graphic A, graphic B

605—Graphic D.

700—Graphic C.



TIRE D OF the rat race? **Beachcomber** for the 1K ZX-81 enables you to live a carefree life collecting gold sovereigns washed up on to a South Sea island. Most coins are at

the bottom of the beach and therefore your presence will cause your score to increase more rapidly but beware of the turbulent incoming tide.

The beach is replenished after each

high tide until you are caught by the sea and drowned. Can you collect more than 250 coins? **Beachcomber** was submitted by D A Chapman of Worksp, Notts.

BEACHCOMBER

```

5 REM "BEACHCOMB"
10 LET A=CODE "<graphic 1>"
15 LET B=CODE "<graphic 7>"
20 LET D=CODE "="
30 LET E=A+D
40 LET C=A-A
45 CLS
50 FOR N=CODE " " TO E*B
60 PLOT N,N/B
70 NEXT N
80 LET X=B*B
90 FOR Y=D TO CODE "£" STEP -R
NDX=CODE "<graphic 5>"
100 FOR M=E TO Y STEP -A
110 LET A$="*****"
*****"
120 PRINT AT M,CODE " ";A$*A TO
<E+A-M>*2.7)

```

```

130 PRINT AT D-X,X*B;" ";TAB <X
*B>," "
140 IF INKEY$="8" AND X<B*B THE
N LET X=X+A
150 IF INKEY$="5" AND X>A THEN
LET X=X-A
160 PRINT AT D-X,X*B;"0";TAB <X
*B>,"T"
170 IF X+Y<E-B THEN GOTO CODE "
ABS "
180 NEXT M
190 LET C=C+CODE "'-X
195~PRINT AT B,A;C
200 NEXT Y
210 IF X+Y>D-B AND X=9 THEN GO
TO E+E
230 CLS
240 PRINT ,"0<=",C

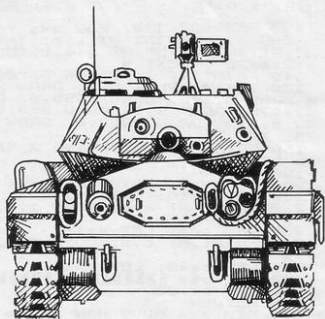
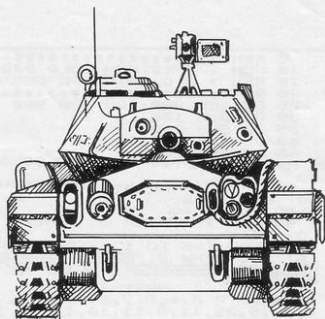
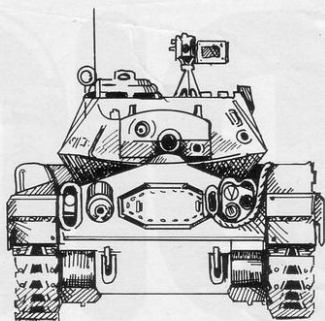
```



```

0*REM TANK ATTACK D.WATTS.
10 LET B=PI-PI
20 LET S=PI-PI
30 LET X=INT (PI*PI)
40 CLS
50 PRINT "(Graphic 8;three Gra
phic 7s;inverse +;three Graphic
7s;Graphic 5)"
60 LET A#="(a mix of SPACES, g
raphic Hs and Graphic Ds, twenty
nine characters long)"
70 LET B#="(Graphic 8;seven Gr
aphic Fs;Graphic 5)"
80 POKE 16437,VAL "255"
90 POKE 16436,VAL "255"
100 GOTO VAL "210"
110 PRINT AT PI/PI,PI-PI;"(Grap
hic 8)";A#<X TO X+VAL "6");"(Gra
phic 5)"
120 PRINT B#
130 IF PEEK 16436+PEEK 16437*25
6<61000 THEN GOTO VAL "260"
140 IF INKEY#="" THEN GOTO VAL
"130"
150 IF INKEY#="P" THEN GOTO VAL
"180"
160 LET X=X+(INKEY#="8")-(INKEY
#="5")
162 IF X<PI/PI THEN LET X=LEN A
#-VAL "6"
164 IF X>LEN A#-VAL "6" THEN LE
T X=PI/PI
170 GOTO 110
180 IF X<>Y-INT PI THEN GOTO 13
0
190 PRINT AT PI/PI,VAL "4";"*"
200 LET A#(Y)=S#
210 LET Y=INT (RND*(LEN A#-VAL
"7"))+VAL "4"
220 LET S#=#A#(Y)
230 LET A#(Y)="(inverse X)"
240 LET S=S+PI/PI
250 GOTO 110
260 IF S>B THEN LET B=S
270 PRINT "SCORE=";S
280 PRINT "BEST =" ;B
290 INPUT S#
300 GOTO VAL "20"

```



YOUR TANK has been immo-
bilised. The turret can still rotate
and the gun fires. Using cursor
keys 5 and 8, scan the horizon through
your gunsight and zap the attacking tanks
— inverse Xs — with key P. See how
many of the opposition you can destroy
in 90 seconds. The current score and
high score are displayed.

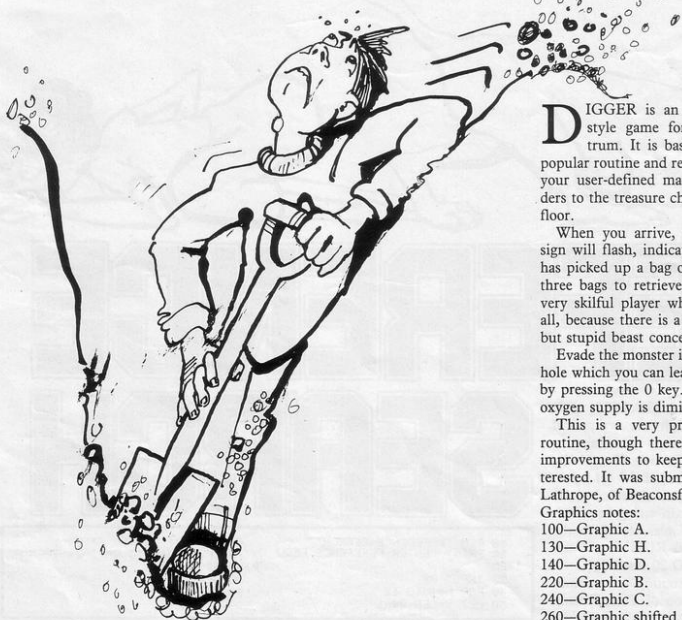
Tank Attack is a pleasing routine
from D Watts of Bradford. (1K ZX-81).

TANK ATTACK TANK ATTACK

DIGGER

```
5 REM *****
10 REM * SPECTRUM GOLD DIGGER*
15 REM * @ S.LATHROPE DEC'82 *
20 REM *****
25 GO SUB 900: GO SUB 990
30 GO SUB 100
35 GO SUB 200
40 GO SUB 400
45 GO SUB 300
55 IF INKEY$="0" THEN GO SUB 5
60 IF a=c AND b=d THEN PAUSE 3
70 GO TO 25
80 GO TO 40
90 INK 7: PAPER 0: BORDER 0: C
100 FOR i=5 TO 17 STEP 3: PRINT
AT f,i: INK 2:
110 PRINT AT f+1,
0: INK 2:
120 NEXT f
130 DATA 2,4,5,7,5,16,5,24,8,2,
5,19,8,29,11,5,11,10,11,19,14,10,
14,25
140 PRINT AT 0,0: INK 2:
150 AT 1,0: INK 2:
160 RESTORE 110: FOR q=1 TO 11:
READ a,b: PRINT AT a,b: INK 4:
H: AT a-1,b: H: AT a+1,b: H: AT
a-2,b: H: NEXT q
170 PRINT AT 1,1: INK 6:
180 INK 2: PLOT 0,0: DRAW 255,0
: DRAW 0,175: DRAW -255,0: DRAW
0,-175: PLOT 1,1: DRAW 255,0: DR
AW 0,173: DRAW -253,0: DRAW 0,-1
73: INK 7
190 PRINT AT 2,10: INK 2: "ZX GO
-D DIGGER"
200 RETURN
210 REM *** VARIABLES ****
220 LET a=16: LET b=15
230 PRINT AT a,b: OVER 1: INK 4
240 LET c=4: LET d=15
250 PRINT AT c,d: OVER 1: INK 4
260 LET ca=0: LET s=1
270 LET os=""
280 LET ox=20
290 RETURN
300 REM *** MOVE MAN ****
310 PRINT AT a,b: OVER 1: INK 4
320 LET b=b+(INKEY$="8" AND ATT
R (a,b+1) <2) - (INKEY$="5" AND AT
T R (a,b-1) <2)
330 LET a=a+(INKEY$="6" AND ATT
R (a+1,b)=4) - (INKEY$="7" AND ATT
R (a-1,b)=4)
340 PRINT AT a,b: OVER 1: INK 4
350 RETURN
360 REM *** MOVE BEAST ****
370 LET ox=1: GO SUB 800
380 PRINT AT c,d: OVER 1: INK 4
390 LET d=d+(d<b AND ATTR (c,d+
1) <2) - (d>b AND ATTR (c,d-1) <2)
400 LET c=c+(c<a AND ATTR (c+1,
d)=4) - (c>a AND ATTR (c-1,d)=4)
410 GO TO 400
420 LET d=d-(d<15) - (d=15)
430 PRINT AT c,d: OVER 1: INK 4
440 IF a=16 AND b=1 AND ca=1 TH
EN GO SUB 750
450 IF ATTR (c+1,d)=6 THEN GO S
UB 600
460 IF a=1 AND b=4 AND ca=0 THE
N GO SUB 700
470 RETURN
480 REM *** DIG HOLE ****
490 IF a>14 THEN RETURN
500 PRINT AT a,b: OVER 1: INK 4
510 PRINT AT a+1,b: INK 6: " "
520 LET b=b+1
530 PRINT AT a,b: OVER 1: INK 4
540 RETURN
550 REM *** BEAST DROP ****
560 PRINT AT c,d: OVER 1: INK 1
570 LET c=c+1
580 PRINT AT c,d: OVER 1: INK 1
590 IF ATTR (c+1,d) <2 THEN GO
TO 610
600 RETURN
610 REM *** CARRY GOLD ****
620 PRINT AT 1,10: INK 2: PAPER
7: FLASH 1: CARRYING
630 LET ca=1
640 RETURN
650 LET s=s+1
660 LET ca=0: PRINT AT 18,s: IN
K 6:
670 PRINT AT 1,10:
700 RETURN
800 REM *** OXYGEN GAUGE ****
810 IF ox<=0 THEN PAUSE 300: GO
TO 25
820 PRINT AT 19,1: INK 2: "OXYGE
N: "
830 PAPER 3: INK 5: os (TO ox):
PAPER 0:
840 RETURN
850 REM **** START ****
860 PAPER 4: CLS: PAPER 0
870 PRINT AT 10,9: PAPER 7: FLA
SH 1: INK 4: "PUSH ANY KEY"
880 PRINT AT 5,10: PAPER 7: INK
4: GOLD DIGGER
890 IF INKEY$="" THEN GO TO 940
900 CLS
910 RETURN
920 RESTORE 1000: FOR q=1 TO 5:
READ qs: FOR n=0 TO 7: READ r:
POKE USR q+n,r: NEXT n: NEXT q
1000 DATA "a",187,187,0,221,221,
0,238,238
1010 DATA "b",24,60,24,60,90,24,
36,66
1020 DATA "c",126,153,187,255,12
6,24,36,66
1030 DATA "d",30,12,62,127,127,1
27,126,60
1040 DATA "h",66,66,255,66,66,66
255,66
1050 RETURN
```

R!



DIGGER is an excellent arcade-style game for the 16K Spectrum. It is based on an already popular routine and requires you to take your user-defined man up several ladders to the treasure chamber on the top floor.

When you arrive, the CARRYING sign will flash, indicating that the man has picked up a bag of gold. There are three bags to retrieve, but it will be a very skilful player who can grab them all, because there is a snag — a hungry but stupid beast concerned to eat you.

Evade the monster if you can, or dig a hole which you can leap, but he cannot, by pressing the 0 key. Meanwhile your oxygen supply is diminishing rapidly.

This is a very professional-looking routine, though there are two possible improvements to keep the tinkerers interested. It was submitted by Stephen Lathrope, of Beaconsfield, Bucks.

Graphics notes:

100—Graphic A.

130—Graphic H.

140—Graphic D.

220—Graphic B.

240—Graphic C.

260—Graphic shifted 5.



STAR DESTROYER

STAR DESTROYER is a traditional ZX-81 IK game in which your spaceship manoeuvres through a scrolled-up star field by means of the 5 and 8 keys. In this version you collect one point for the stars with which you manage to collide.

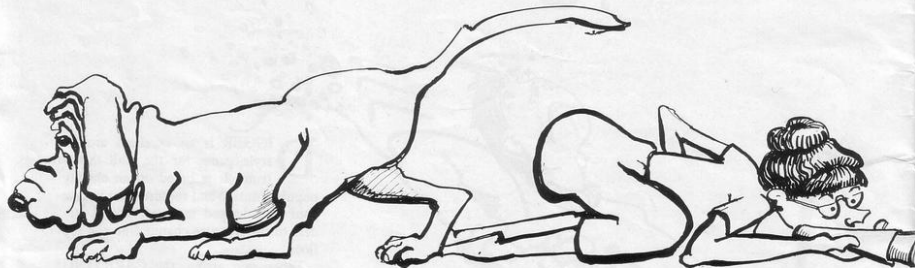
Also appearing in this unusual galaxy are inverse question marks, which can be either bombs or a bonus of 50 points. Hit them and see. If you manage to score 1,000 points you win the game.

Star Destroyer was sent by Adrian Samler of Didcot, Oxfordshire.

```

10 LET Z=0
20 LET A=16
30 LET A$="*"
40 IF INT (RND*10)=4 THEN GOTO
1000
50 PRINT AT 0,A;
60 LET X=PEEK (PEEK 16398+256*
PEEK 16399)
70 IF X=CODE "*" THEN LET Z=Z+
1
80 IF X=CODE "<inverse ?>" THE
N GOTO 2000
90 LET A=A+(INKEY$="8")-(INKEY
$="5")
95 PRINT "V";AT 10,INT (RND*32
);A$
97 IF Z>=1000 THEN GOTO 9000
100 SCROLL
110 GOTO 30
1000 LET A$="(inverse ?)"
1010 GOTO 50
2000 LET H=INT (RND*3)
2100 IF H<>1 THEN LET Z=Z+50
2200 IF H<>1 THEN GOTO 90
2205 PRINT
2300 PRINT "YOU SCORED ";Z
2305 STOP
9000 PRINT "YOU HAVE WON THE GAM
E"

```



REFERENCE SEARCH

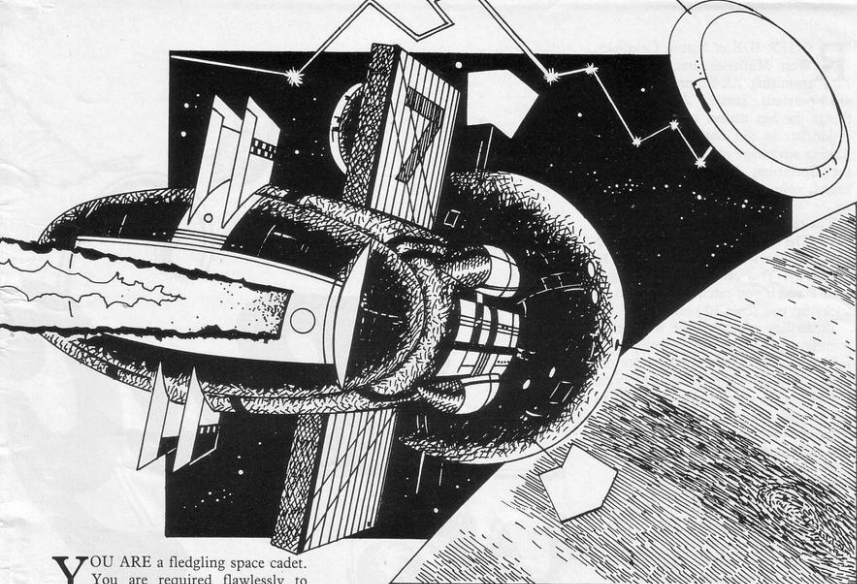
REFERENCE SEARCH will search through an array and print any string containing a given reference. N in line 40 is determined by the number of A\$ set up in the array. The input should be any substring of the main string required. Because of the variables set up in the array, the command RUN should not be used. Use GOTO 20 instead.

This useful sub-routine was submitted by M H Stimson of Yate, Bristol. (IK ZX-81).

```

10 REM "REFERENCE SEARCH"
20 PRINT "ENTER REFERENCE REQ
IRED"
30 INPUT B$
40 FOR N=1 TO 12
50 LET Y=LEN B$-1
60 FOR R=1 TO LEN A$(N)-Y
70 IF A$(N,R TO R+Y)=B$ THEN P
RINT A$(N)
80 NEXT R
90 NEXT N

```



YOU ARE a fledgling space cadet. You are required flawlessly to execute the most difficult manoeuvre in The Spaceway Code, a docking procedure inside the gravitational field of a large planet.

The mothership moves around randomly at the bottom of the screen and there is a time limit of 30 seconds. With each successive game the burn level increases, making completion more difficult.

Your module is steered with the usual cursor keys. Submitted by Guy Wilkinson of Wrexham, Clwyd. (Approximately 4K ZX-81).

SPACE DOCKING

```

1 LET SC=0
2 LET BU=.42
3 SLOW
8 GOTO 1220
9 LET BU=BU+.112
11 CLS
900 LET A$="(SPACE)@r@h@i@c T;I n
verse SPACE)@r@h@i@c Y;SPACE)"
910 LET B$="(SPACE)@r@h@i@c T;@r
@h@i@c Y;SPACE)"
920 LET C$="(two SPACES)inverse
SPACE;two SPACES)"
930 LET D$="(SPACE)@r@h@i@c 7;SP
ACE)@r@h@i@c 7;SPACE)"
940 LET E$="(thirty one @r@h@i@c
T;)"
950 POKE 16418,0
960 LET T=(RND*10)+10
970 LET S=18
980 LET Y=RND*29
990 LET X=4
993 PRINT AT 22,0;E$
995 FOR @=0 TO 30
1000 PRINT AT (RND*20)+1,RND*30;
" ,"
1001 NEXT @
1010 PRINT AT 0,0;"SCORE :",SC;@
T 3,0;"TIME:30";@ 1,0;"BURN :",
BU#100;@ 2,0;"GRAV :",25.51"
1020 PRINT AT 21,0;"*ANY KEY TO
COMMENCE DOCKING**"
1030 IF INKEY#="" THEN GOTO 1030
1040 PRINT AT 21,0;" "
1050 FOR I=30 TO 0 STEP -1
1054 PRINT AT X,Y;
1055 LET PE=PEEK (PEEK 16398+256
*PEEK 16399)
1060 PRINT AT 3,6;I
1061 IF I=9 THEN PRINT AT 3,7;"
"
1070 PRINT AT X,Y-2;@;@ AT X+1,Y;
"Y";@ AT X+1,Y;" "
1080 PRINT AT S,T;@;@;@ AT S+1,T;@;@
;@ AT S+2,T;@;@
1085 PRINT AT S+3,T;" " ;@ AT X
,Y-2;" "
1086 IF X>21 THEN GOTO 1200
1091 IF PE=CODE "(@r@h@i@c Y)" OR
PE=CODE "(@r@h@i@c T)" THEN GOTO
1200
1095 LET T=(RND;.6)-(RND;.6)
1096 LET S=S-1
1100 LET Y=Y+(INKEY#="@")-(INKEY
#="5")
1110 IF PE=CODE "(@r@h@i@c F)" TH
EN GOTO 1170
1120 LET X=X+BU
1130 NEXT I
1135 PRINT AT 21,3;"XSORRY NO TI
ME LEFT*"
1140 PRINT AT 18,8;"NO BONUS"
1150 IF INKEY#="" THEN GOTO 9
1160 GOTO 1140
1171 LET CB=INT ((100+(RND*100)
)>+I*10)
1172 PRINT AT 21,0;"FABULOUS.A B
ONUS OF :",CB
1180 LET SC=SC+CB
1190 PRINT AT 0,0;"SCORE :",SC
1195 IF INKEY#="" THEN GOTO 9
1196 GOTO 1195
1200 LET X=X-1
1201 PRINT AT X,Y;"(@r@h@i@c Y;SP
ACE)@r@h@i@c 5;@r@h@i@c T)" AT X+1
,Y;"(@r@h@i@c 6;SPACE)@r@h@i@c 6)"
;@ AT X+2,Y;"(two @r@h@i@c 3;SPACE
)@r@h@i@c 4)" AT X+3,Y;"(@r@h@i@c
1;@r@h@i@c 3;SPACE)@r@h@i@c 2)"
1205 PRINT AT 21,0;"NO BONUS"
1210 GOTO 1195
1220 PRINT " *SPACE DOCKY*"
1230 PRINT " ,YOU HAVE JUST COME
HOME FROM A SPACE INVASION, YOU
MUST DOCK YOUR FIGHTER ONTO THE
MOTHER SHIP;"
1240 PRINT "KEYS:-,,"5-LEFT",,"
8-RIGHT"
1250 PRINT AT 21,0;"***ANY KEY T
O START***"
1260 IF INKEY#="" THEN GOTO 9
1270 GOTO 1250
2000 SAVE "SPACE DOCK"
2010 RUN

```


ROGER IDE of Sutton Coldfield, West Midlands, has been Spectrumising ZX-81 programs from our previous issues. Among other things, he has turned his attention to Flycatcher in our September number. Taking advantage of the capabilities of the Spectrum, he has incorporated sound, colour and user-defined graphics.

The essentials of the game remain the same. The famished bug lurks at the top of the screen waiting for butterflies to flutter by. You can extend its tongue with P and if you catch an insect on its sticky tip you score 10 points.

Butterflies which escape will perch prettily on the right and cause you to lose one point. You cannot retract the tongue without a captive and the game will end when your tongue gets stuck to the ground. Graphics notes:

- 5—149 Spaces
- 60—Graphic E, graphic F.
- 70—Graphic C, graphic D.
- 130—Graphic A, graphic B.
- 190—Graphic G.



```

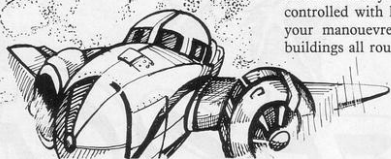
1 BORDER 4
2 PAPER 7
3 PRINT "Press P to catch bot
hs with the tip of the predator
s tongue. You score 10 for every b
oth caught but lose 1 point for
each both which escapes.

START:
7 PAUSE 2000
8 CLS
9 GO SUB 500
10 LET S=0
25 GO TO 50
30 CLS
40 LET S=S+11
50 LET A=2
60 INK 0: PRINT AT 0,15: " "
70 INK 0: PRINT AT 1,15: " "
80 LET C=INT (RAND*10)
90 IF C<3 THEN GO TO 80
100 PRINT AT 0,18,S: "
110 LET S=S-1
120 LET d=0

120 LET j=INT (RAND*6)+1
130 INK j: PRINT AT c,d: " "
131 LET a=0-c
132 LET h=g-1
133 BEEP .06:g: BEEP .06:h
140 LET d=d+1
150 IF d>30 THEN GO TO 80
160 IF INKEY="P" THEN GO TO 10

3 170 GO TO 130
180 LET t=2
190 PRINT AT a,16;" "
200 LET t=t-1
210 LET a=a+1
220 IF t=0 THEN GO TO 130
230 IF C<7 THEN GO TO 250
235 BEEP .4:.15
240 IF d>6 AND d<18 THEN GO TO
30
250 IF a>20 THEN STOP
260 GO TO 190
300 FOR n=0 TO 7
510 READ ud9: POKE USR "a"+n,ud
9: NEXT n
330 READ ud9: POKE USR "b"+n,ud
9: NEXT n
550 READ ud9: POKE USR "c"+n,ud
9: NEXT n
560 FOR n=0 TO 7
570 READ ud9: POKE USR "d"+n,ud
9: NEXT n
580 FOR n=0 TO 7
590 READ ud9: POKE USR "e"+n,ud
9: NEXT n
600 FOR n=0 TO 7
610 READ ud9: POKE USR "f"+n,ud
9: NEXT n
620 FOR n=0 TO 7
630 READ ud9: POKE USR "g"+n,ud
9: NEXT n
640 RETURN
650 DATA 90,240,255,123,251,243
227,135,70,159,235,222,223,207,
199,131
660 DATA 131,127,3,3,31,35,65,1
31,193,255,192,192,248,196,130,1
63
670 DATA 1,3,135,79,79,47,23,3,
120,192,225,242,242,244,232,192
680 DATA 120,120,120,120,120,12
0,120,120
550 READ ud9: POKE USR "c"+n,ud
9: NEXT n
560 FOR n=0 TO 7
570 READ ud9: POKE USR "d"+n,ud
9: NEXT n
580 FOR n=0 TO 7
590 READ ud9: POKE USR "e"+n,ud
9: NEXT n
600 FOR n=0 TO 7
610 READ ud9: POKE USR "f"+n,ud
9: NEXT n
620 FOR n=0 TO 7
630 READ ud9: POKE USR "g"+n,ud
9: NEXT n
640 RETURN
650 DATA 90,240,255,123,251,243
227,135,70,159,235,222,223,207,
199,131
660 DATA 131,127,3,3,31,35,65,1
31,193,255,192,192,248,196,130,1
63
670 DATA 1,3,135,79,79,47,23,3,
120,192,225,242,242,244,232,192
680 DATA 120,120,120,120,120,120,
120,120

```



A CITY suddenly appears through the fog. You have only a few seconds in which to bring down your fully-loaded aircraft through the clouds to safety. Your landing flaps are controlled with key 6; take care during your manoeuvres not to hit the high buildings all round the airfield.

1K Lander was sent by Simon Lancaster of Newcastle, Staffs.

In lines 6, 50, 60 and 120 the brackets contain instructions for the graphics; the single letters and numbers should be entered in graphic shifted mode. (1K ZX-81).

1K LANDER

```

1 REM "LANDER"
5 PRINT AT 20,10;"<twents two
inverse SPACES)"
6 PRINT AT 19,10;"<Q,SPACE,5,
W,3,5,8,inverse SPACE,3,8,SPACE,
Q,5,3,inverse SPACE,3,3,5,5,8,in
verse SPACE)"
10 LET A=10
20 LET B=0
30 LET C=INT (RND*20)+10
40 PRINT AT 19,C;" " ;AT 20,C
;"<F, F, F)"
50 PRINT AT A,B;"<W,6,-)"
60 IF A=19 OR B=29 THEN GOTO 1
10
70 PRINT AT A,B;" "

```

```

80 LET B=B+1
90 IF INKEY#="6" THEN LET A=A+
1
100 GOTO 50
110 IF B=C AND A=19 THEN GOTO 1
50
120 PRINT AT A,B;"<Y,2,3)"
130 PAUSE 50
140 CLS
150 GOTO 5
160 PRINT AT 15,0;"YOU HAVE LAN
DED"
170 PAUSE 200
180 CLS
190 GOTO 5

```

```

5 LET S=VAL "10"
10 LET X=INT (RND*20)
20 LET Y=INT (RND*20)
30 LET Z=X+Y
40 PRINT "WHAT IS ";X;"+";Y
50 INPUT K
60 IF K=Z THEN GOTO 110
70 IF K<>Z THEN PRINT "WRONG="
;Z
80 PAUSE 100
90 CLS
105 GOTO 10
110 PRINT "CORRECT"
120 PAUSE 100
130 LET S=S+5

```

```

140 LET A=VAL "0"
150 LET B=VAL "13"
160 LET C=VAL "10"
170 PRINT AT C,RND*30;"*"
180 LET S=S+2
190 SCROLL
200 IF B>2 THEN LET B=B-1
210 IF INKEY#="M" AND B<26 THEN
LET B=B+2
220 PRINT AT A,B;"<+>" ;AT 1,B;
230 LET Q=PEEK (PEEK 16398+256*
PEEK 16399)
240 IF Q=23 THEN PRINT S;W
250 GOTO 170

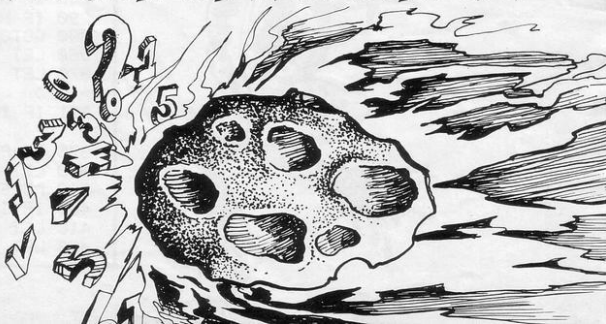
```

MATHS METEOR is an imaginative 1K education program which rewards the correct answer to a simple addition sum with a shot at a meteor game. The sum can, of course, be adapted according to the ability of the student.

The game requires that you manoeuvre your spacecraft around the oncoming planetoids with the M key. The length of time you survive will be displayed when your complement of lives has been used.

S Smedley-Aston of London W2, who submitted the program, is to be congratulated on an original and adaptable idea. (1K ZX-81).

maths meteor



```

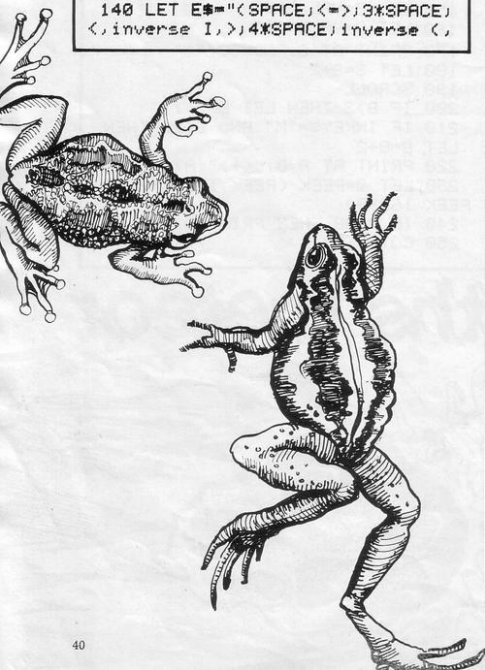
2 LET Q$="???????"
5 LET S=0
6 LET PP=0
7 LET ZS=PEEK 16396+256*PEEK
16397+35
8 PRINT AT 0,0;
9 POKE 16410,0
10 LET A$="(33*IS;30*SPACE;IS)

```

```

"
20 PRINT A$( TO 32)
30 FOR F=1 TO 22
40 PRINT A$(33 TO )
50 NEXT F
60 PRINT A$( TO 32)
65~PRINT AT 0,0;" score : ";S
;AT 0,10;"high : ";H
70 LET A=PEEK 16396+256*PEEK 1
6397+742
80 LET Z$="(IS;30*H;IS)"
90 PRINT AT 12,0;Z$;Z$
100 PRINT AT 1,0;"(IS;2*SPACE;T
;7,Y;8*SPACE;T;7,Y;8*SPACE;T;7,Y
;3*SPACE;IS)"
110 LET A$="(Y,IS,6,5;3*SPACE;Y
,IS,6,5;3*SPACE;Y,IS,6,5)SPACE)"
111 LET B$="(SPACE;8,6,IS,T;3*SPACE;8,6,IS,T;3*SPACE;8,6,IS,T)"
120 LET C$="(SPACE;T,Y,T;4*SPACE
E;T,Y,T;4*SPACE;T,Y,T;SPACE)"
130 LET D$="(SPACE;Q,E,R;2*SPACE
E;+-;3*SPACE;=<;2*SPACE;-;SPACE
E)"
140 LET E$="(SPACE;<>;3*SPACE;
<;inverse I,);4*SPACE;inverse (<

```



FROG

MARK BIRCH of Kidderminster, Worcs, has sent a version of **Frogger** for the 16K ZX-81. The idea, as always, is to hop to the top of the screen without being croaked by one of the moving obstacles.

0 moves you up, 5 left and 8 right. You score approximately one point for each leap upwards with a bonus of 100 when have flopped to the top. You must reach the top as many times as you can and the game ends when you are splatted. A high-score routine records your

```

-,inverse (<;2*SPACE)"
145 LET P$=A$
150 LET O=1
160 LET P=-1
170 LET C=12
180 LET D=1
200 POKE A,23
210 POKE A,PP
240 LET C=C+P
250 LET D=D+0
255 IF C=12 THEN LET P$=A$
260 IF C=1 THEN LET P$=0$
270 PRINT AT 3,C;P$;AT 5,D;C$;A
T 7,C;E$;AT 9,D;C$;AT 11,C;E$;AT
14,D;C$;AT 17,C;E$;AT 20,D;D$
275 PRINT AT 12,0;Z$;Z$
276 IF A<<ZS+30) THEN GOTO 1000
280 LET NN=PEEK A
281 LET PP=NN
285 IF NN=136 THEN GOTO 350
286 IF NN=3 THEN GOTO 1000
290 IF NN=0 THEN GOTO 350
300 GOTO 2000
360 LET K=A
370 LET K=K-(INKEY$="5")+<INKEY
$="8)"
371 IF INKEY$="0" THEN LET K=K-
33
375 IF PEEK K=128 THEN GOTO 360
380 LET A=K
390 POKE A,23
400 IF C>1 THEN GOTO 430
410 LET P=1
420 LET O=-1

```

POKER

name and number.

Graphics notes:

Lower space letters signify inverse video.

In lines 10, 80, 100 to 140 and 3070, the contents of the brackets are graphic instructions—IS means inverse space; letters and numbers should be entered in graphic shifted mode; and commas and semi-colons are used for clarity to separate instructions and should not be entered.



```

3001 CLS
3002 POKE 16418,2
3010 PRINT "YOU HAVE ATTAINED TO
DAYS HIGHESTSCORE.PLEASE ENTER Y
OUR NAME. (NO LONGER THAN 10 L
ETTERS)."
```

3011~GOTO 3020

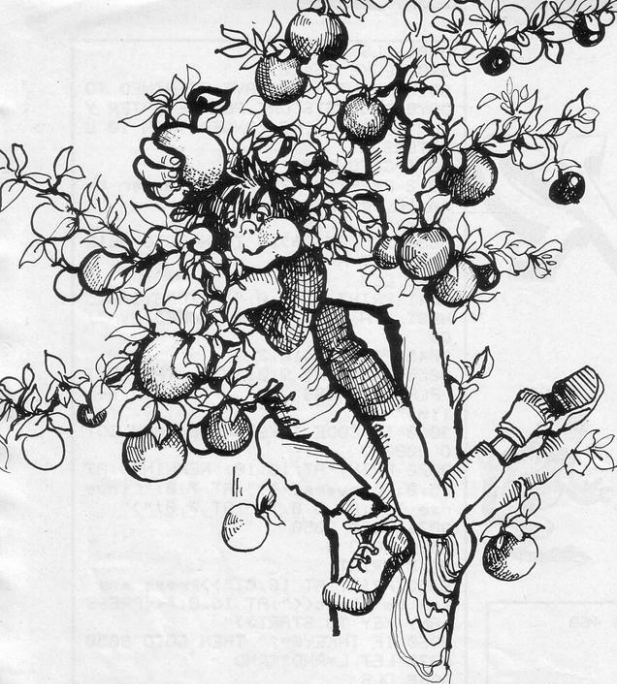
```

3012 PRINT AT 2,0;">no longer th
an 10 letters<"
3020 INPUT Q#
3030 IF LEN Q#>10 THEN GOTO 3012
3039 LET H=S
3040 CLS
3041 PRINT AT 5,0;">- TODAYS HIG
HEST ";H;AT 7,0;">- SCORED BY ";
Q#
3045 POKE 16418,2
3050 PRINT AT 9,0;"WILL THE NEXT
PLAYER PRESS new
line"
3060 IF CODE INKEY#=#118 THEN GOT
O 3080
3070 PRINT AT 10,10;"NEWLINE";AT
5,0;"<inverse >>";AT 7,0;"<inve
rse >>";AT 5,0;">";AT 7,0;">"
3071 GOTO 3050
3080 GOTO 3
8040 PRINT
8050 PRINT AT 16,0;">>press any
key to start<<";AT 16,0;"<<PRESS
ANY KEY TO START>>"
8060 IF INKEY#="" THEN GOTO 8050
8070 LET L=RND**RND
8080 CLS
8090 RUN
```

```

430 IF C<12 THEN GOTO 460
440 LET P=-1
450 LET O=1
460 GOTO 200
1000 REM frog at finish
1010 FOR F=1 TO 20
1020 PRINT AT 12,8;"you did it";
AT 12,8;"YOU DID IT"
1030 NEXT F
1040 LET S=S+100
1050 LET L=RND**RND**RND
1060 CLS
1070 GOTO 6
2000 REM frog splatted
2002 LET S=S+INT (34-((A-ZS)/20)
)
2010 FOR F=0 TO 10
2020 FOR G=0 TO 10
2030 POKE A,G
2040 NEXT G
2050 NEXT F
2060 FOR F=1 TO 10
2070 PRINT AT 12,8;"SPLAT";AT 12
,8;"splat"
2071 NEXT F
2080 IF S>H THEN GOTO 3000
2085 FOR F=1 TO 25
2090 PRINT AT 15,4;"PRESS ANY KE
Y TO RESTART";AT 15,4;"press any
key to restart"
2100 IF INKEY#="" THEN NEXT F
2110 IF INKEY#<>" " THEN GOTO 2
2112 GOTO 3040
3000 REM hi-score
```





SCRUMPER



YOU ARE scrumping in Mr Smith's orchard. Apples fall unpredictably and three fallen fruit are sufficient to arouse the avaricious agriculturalist to action. Move right and left with keys P and O and boost your speed with CAPS SHIFT. Beware, the extra speed will tire you extra quickly and if the energy counter at top left reads zero you will be able to travel only at normal speed.

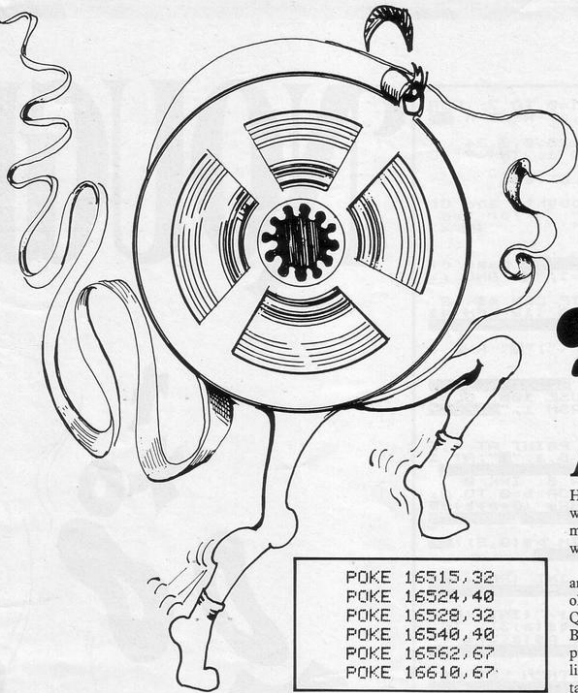
A bonus is given after you have caught 19 apples, according to the energy reserves remaining. After clearing two waves of fruit, an extra man is supplied, and the score is calculated as 10 points for each fruit fielded and 100 for the energy units unused at the end of each wave.

Vegetarian thieves must be careful. The penalty for failure is both barrels from the furious farmer's shotgun. Submitted by S M Wakefield of Retford, Notts. (16K Spectrum). Graphics notes: 30—Graphic A, graphic G 70—Graphic B 140—Graphic C 150—Graphic D 290—Graphic E, graphic F.

```

10 LET HI=0: GO SUB 350
20 DIM A$(2)
30 LET A$(1)="*": LET A$(2)="0
...
40 PAPER 6: BORDER 6
50 LET L=0: LET W=1: LET X=10:
LET S=0
60 CLS: IF W=3 THEN LET W=1:
LET L=L-1
70 FOR S=0 TO 30: PRINT AT 1,3
: INK 1: "P": NEXT S: PRINT AT 0,
24: INK 3: "0000": PRINT AT 0,16:
25: "HI: IF L=2 THEN PRINT AT 0,
24:
80 LET X=0: LET SZ=30: IF L=1
THEN PRINT AT 0,24: " "
90 LET W=W+3: IF W=2 THEN LET
W=2
100 LET D=INT (RND*30)+1: LET J
=19: FOR E=3 TO 19: PRINT AT E-1,
3: "": AT E,D: INK W: A$(W): BEE
2:
110 PRINT AT 19,0: " "
...
120 PRINT AT 0,0: " SCORE=": S
130 PRINT AT 19,X: "T"
140 LET Q$="T"
150 IF X/2=INT (X/2) THEN LET D
$="W"
160 PRINT AT 20,X:D$
170 IF INKEY$="0" THEN LET X=X-
1
180 IF INKEY$="O" AND SZ<>0 THE
N LET X=X-2: LET SZ=SZ-1: PRINT
AT 1,SZ:
190 IF INKEY$="P" THEN LET X=X+
1
200 IF INKEY$="M" AND SZ<>0 THE
N LET X=X+2: LET SZ=SZ+1: PRINT
AT 1,SZ+1:
210 IF E=19 AND D=X THEN LET S
=10: BEEP 0.5:1: LET L=L+1: PRI
NT AT 1,0: INK W: A$(W): IF K=19
THEN GO SUB 330: GO TO 230
220 IF E=19 AND D<>X THEN GO TO
270
230 IF X<1 THEN LET X=1
240 IF X>30 THEN LET X=30
250 NEXT E
260 GO TO 100
270 LET L=L+1: BEEP 0.5: -10: PR
INT AT 0,23+L: " " IF L=5 THEN G
O TO 290
280 GO TO 230
290 FOR H=1 TO X: PRINT AT 19,h
: " ": BEEP 0.05: -3: NEXT H: PRI
NT AT 19,X-1: INK 2: "T": AT 20,
X-1: INK 2: "I": FOR F=1 TO 190
: NEXT F
300 CLS: IF S>HI THEN LET HI=S
310 PRINT AT 19,19: "ANOTHER GO?"
: IF INKEY$="Y" THEN GO TO 20
320 GO TO 310
330 LET W=W+1: RESTORE 380: FOR
E=1 TO 8: READ G,H: BEEP 9,H: N
340 FOR V=SZ TO 1 STEP -1: PRIN
T AT 1,V: " ": LET S=S+100: BEEP
: S=0: PRINT AT 0,4: "SCORE=": S
: NEXT V: GO TO 5
350 FOR A=1 TO 7: READ AS: FOR
B=0 TO 7: NEXT B: RETURN
360 DATA " ",200,204,58,127,127
,127,62,78 " ",1,60,255,166,30,6
0,24,126 " ",1,99,189,189,36,36,3
5,36,231 " "
370 DATA " ",189,189,189,36,66,
126,66,231 " ",24,24,255,255,24,
24,24,24,1 " ",24,24,24,24,24,24,2
4,24, " ",16,8,42,127,127,62,
231
380 DATA .1,11, .1,11, .8,16, .05,
11, .05,11, .05,11, .05,16,1,20

```

Quick Tape

AN UPDATE of the **Quick Tape** listing in our last issue is provided by D Buon of Shrewsbury. He points out that ZX-81 computers with the old ROM have an in-built malfunction which prevents our routine working.

If you enter "RAND USR 32512" and get a report of D/O, you have the old ROM machine and should load the Quick Tape program as normal, then BREAK, and then enter the listing published here. Finally, enter the new line "55 POKE 16437,255", start your tape deck recording, and RUN.

```
POKE 16515,32
POKE 16524,40
POKE 16528,32
POKE 16540,40
POKE 16562,67
POKE 16610,67
```

USERS with 1K can now pass the hours using their machines to gamble. **Jackpot** is a fruit machine routine without the fruit. Hit any key except SHIFT or SPACE to change the line of numbers until three in a row appear. A running total is kept of your money and credits.

The program was sent by Darren Hatton of High Wycombe, Bucks. (1K ZX-81).

```
10 PRINT "Graphic E:five grap
hic 7s:graphic R)"
20 PRINT "Graphic 5:five HYFH
Ehs:graphic 8)"
30 PRINT "Graphic W:five grap
hic 6s:graphic 0)"
40 LET F=200
50 PRINT AT 0,10:"TOTAL MONEY"
60 PRINT AT 1,12:F;" "
70 PRINT AT 3,10:"CREDITS"
75 PRINT AT 4,12:F*10;" "
80 LET B=INT (10*PND)
90 LET A=INT (10*PND)
100 LET C=INT (10*PND)
110 PAUSE 9999
120 PRINT AT 1,1:A
130 PRINT AT 1,3:B
140 PRINT AT 1,5:C
150 IF A=B AND B=C THEN GOTO 17
0
160 GOTO 190
170 LET F=F+40
```

Jackpot



```

22:RESTORE : FOR n=0 TO 7: REA
D: DO: CLR: "A"+n,a: NEXT n:
23: DATA 0,24,0,0,126,0,0,24
30 BORDER 1: PAPER 1: INK 7: C
L5
40 DIM n$(2,12): LET e$=""
50 PRINT TAB 1;"Noughts and Cr
osses Maths Game:"; " " for two
players or teams. " " for two
will go first.)"
60 FOR f=1 TO 2
70 INPUT "Please ENTER name of
player "; n$ AND f=1;" " AND f=
2: LINE n$
80 LET n$(f)=n$: IF LEN n$<12
THEN LET n$(f)=e$( TO (12-LEN n$
)/2)+n$: REM:
90 PRINT "Player "; n$ AND f
=1;" " AND f=2,n$(f)
100 NEXT f
110 PRINT AT 21,0;"
115: PAUSE 100: CLS
: PRINT AT 21,0; FLASH 1;"
120 INK 5
130 FOR a=0 TO 19: PRINT AT a,6
;" " AT a,13;" " AT 6,a;" " AT 1
3,a;" " : NEXT a:
140 BORDER 5: PAPER 6: INK 0
150 FOR a=0 TO 2: FOR b=0 TO 2:
PRINT AT a+7,b+7; CHR$(33+b+65
): NEXT b: NEXT a:
160 DIM q$(9,5): DIM p$(9,5):
170 FOR a=1 TO 9
180 LET q$(a)=STR$ INT (RND*100
): LET p$(a)=q$(a):
190 LET q$(a,3)="+-*/"(INT (RND
*4)+1): LET p$(a,3)=q$(a,3): IF
q$(a,3)="*" THEN LET p$(a,3)="x"
195 IF q$(a,3)="/" THEN LET p$(
a,3)=CHR$ 144:
200 LET q$(a,4 TO )=STR$(INT (
RND*99)+1 AND q$(a,3)="/" ) : LE
T p$(a,4 TO )=q$(a,4 TO ):
210 IF VAL q$(a)<>INT VAL q$(a)
OR VAL q$(a)<0 OR VAL q$(a)>100
0 THEN GO TO 180:
220 NEXT a
230 LET c=0: FOR a=2 TO 16 STEP
7: FOR b=0 TO 14 STEP 7: LET c=
c+1
240 PAPER 1: INK 7: PRINT AT a,
b;p$(c) AT a+2,b+2;" ?":
250 NEXT b: NEXT a
260 PRINT AT 20,0:" FOR e=1 TO
54: PRINT PAPER 5;" " : NEXT e
270 PAPER 6: INK 0
280 FOR e=0 TO 19: PRINT AT e,2
0;e$; NEXT e
290 FOR t=1 TO 2: PAPER 6: INK
3
300 PRINT AT 3,21;"Your turn.;"
AT 6,20; PAPER t+2; INK 6; FLASH
1;n$(t); FLASH 0; PAPER 6; AT 11
23;"Whose?"; AT 14,22;"question";
AT 17,20;"do you want?"
310 LET a=CODE INKEY$-96: IF a<
1 OR a>9 THEN GO TO 310:
315 IF q$(a,1)="x" OR q$(a,1)="
0" THEN GO TO 310
320 PRINT OVER 1; AT 6,20;e$;e$;
OVER 0; AT 11,23;"Please "; AT 14,
22; FLASH 1;" ENTER "; FLASH 0;
AT 17,20;"your answer."
330 INPUT PAPER 1; INK 7; (" ";p
$(a TO 2); " ";p$(a,3); " ";p$(a
4 TO );e$); PAPER 5;" " : LINE
r$:
335 PRINT AT 3,20;e$;e$; AT 6,20
:e$;e$
340 IF r$<>STR$ VAL q$(a) THEN

```

NOUGHTS



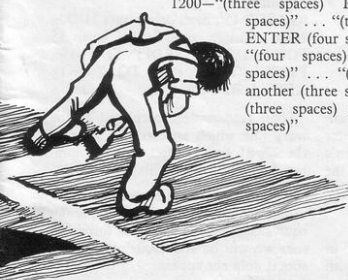
ITS & CROSSES

M GROOCOCK of Leicester has sent us a **Noughts and Crosses** game which requires the player to answer a simple arithmetical question before being allowed to make a move. So it is a kind of educational board game. Naturally the difficulty level of the questions can be changed to suit the student. It would probably be a good idea to arrange for the most difficult question to appear in the centre square.

Sinclair Programs has not yet received a noughts and crosses game in which the computer takes part. Can anyone supply one? (16K Spectrum). Graphics notes:

Numbers marked with "S" should be entered in graphic shifted mode; otherwise, simple graphic mode should be used.

- 1010—S6; four S8s; 6
- 1020—S8; S6; two 8s; 6; S8
- 1030—Two S8s; S6; 6; two S8s
- 1040—Two S8s; 6; S6; two S8s
- 1050—S8; S6; two S8s; S6; S8
- 1060—6; four S8; S6
- 1110—S8; S4; 6; S7
- 1120—S4; S2; two S8s; S1; 7
- 1130—6; four S8s; S6
- 1140—S6; four S8s; 6
- 1150—S1; S7; two S8s; S4; S2
- 1160—S8; S1; S6; 2; S8
- 1200—"three spaces) Press (four spaces)" ... "(three spaces) ENTER (four spaces)" ... "(four spaces) for (five spaces)" ... "(two spaces) another (three spaces)" ... "(three spaces) game. (four spaces)"

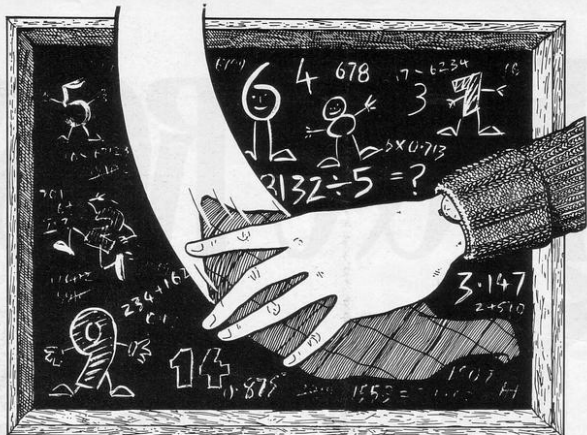


```

PRINT AT 11,23;"S O R T";AT 14,23
;e$;AT 14,22;r$;AT 17,20;" is W
ron9. ": FOR z=8 TO 0 STEP -.2:
BEEP .1,z: NEXT z: NEXT t: GO TO
290: REM check for game
350 PRINT AT 11,23;e$;AT 14,23;
s$;AT 14,22;r$;AT 17,20;" is fo
sect. "
355 REM decide where to draw
360 LET x=7: LET y=0
370 IF a>=7 THEN LET x=14
380 IF a=3 THEN LET x=0
390 IF a=2 OR a=5 OR a=6 THEN L
ET y=7
400 IF a=3 OR a=5 OR a=9 THEN L
ET y=14
410 GO TO 100*t+900
500 REM check for end of game
510 LET z=0
520 FOR c=1 TO 3
530 IF q$(c)=q$(c+3) AND q$(c)=
q$(c+6) THEN GO TO 1200
540 IF q$(c+3)=q$(c+3-1) AND q$(
c+3)=q$(c+3-2) THEN GO TO 1200
550 NEXT c
560 IF q$(1)=q$(5) AND q$(1)=q$(
9) THEN GO TO 1200
570 IF q$(3)=q$(5) AND q$(3)=q$(
7) THEN GO TO 1200
580 FOR c=1 TO 9: IF q$(c,1)="x
" OR q$(c,1)="o" THEN LET z=z+1:
REM check for draw
590 NEXT c
600 IF z=9 THEN GO TO 1200
610 NEXT t: GO TO 290
1000 PAPER 7: INK 2: REM white x
on red background
1010 PRINT AT x ,y: " "
1020 PRINT AT x+1,y: " "
1030 PRINT AT x+2,y: " "
1040 PRINT AT x+3,y: " "
1050 PRINT AT x+4,y: " "
1060 PRINT AT x+5,y: " "
1070 FOR z=15 TO 20: BEEP .2,z:
NEXT z
1080 LET q$(a)="x": GO TO 500
1100 PAPER 7: INK 4: REM white o
n red background
1110 PRINT AT x ,y: " "
1120 PRINT AT x+1,y: " "
1130 PRINT AT x+2,y: " "
1140 PRINT AT x+3,y: " "
1150 PRINT AT x+4,y: " "
1160 PRINT AT x+5,y: " "
1170 FOR z=15 TO 20: BEEP .2,z:
NEXT z
1180 LET q$(a)="o": GO TO 500
1200 PRINT INK 1;AT 3,20;" Pre
s s ": AT 6,20: FLASH 1;" ENT
er ": FLASH 0;AT 11,20;" f
or ": AT 14,20;" another "
:AT 17,20;" game.": REM q$
the ovr
1210 IF z(>9) THEN FOR z=20 TO 50
STEP 5: BEEP .1,z: NEXT z: INPU
T PAPER 7: INK 7;(" FLASH 1;"Well
done"; FLASH 0;"n$(t)); LINE
3#
1220 IF z=9 THEN INPUT PAPER 7:
INK 1;"That was a draw. Well pla
yed.": LINE 9#
1230 RUN
9998 CLEAR : SAVE "o and x" LINE
0
9999 CLS : PRINT #0;"Rewind and
play tape to verify.": VERIFY ""

```

NUMBERBOARD



NUMBERBOARD is a 1K ZX-80 program whose subject is to move the inverse plus sign from the top left-hand corner of the screen to the inverse question mark at the bottom right. You move with the usual cursor keys and your final score is the total of all the numbers on which you land in the course of your journey, the lower the better. To start the game, use GOTO 1 instead of RUN.

Numberboard was sent by Robert Bumstead, of Keswick, Cumbria.

```
10 FOR F=1 TO 479
20 LET J=RND(5)
30 PRINT J;
40 NEXT F
50 PRINT CHR$(143)
60 LET Y=0
70 LET X=0
80 LET T=0
90 LET Z=Y*33+X+1+PEEK
(16396)+PEEK(16397)*256
```

```
100 IF PEEK(Z)=143 THEN GOTO 180
110 LET T=T+PEEK(Z)-28
120 POKE Z, 147
130 INPUT A
140 POKE Z,0
150 LET X=X+(1 NAD A=8)-(1 AND A=5)
160 LET Y=Y+(1 AND A=6)-(1 AND A=7)
170 GOTO 90
180 PRINT "FINISHED IN"; T
```

ERRORS AND MISHAPS

APOLOGIES to the owners of the unexpanded ZX-81. Hiccups with our new dot matrix printer caused some of the shorter programs in the previous issue to lose characters. Most of the omissions were guessable.

In **Star Eater**, line 132 was short of 'DD'; nine spaces were lost from line 51 of **Death Race**; and in **Sewer Rat** the beginning of line 80 should have been repeated at the end.

Tiddly Winks suffered a more drastic mutilation. The brackets at the end of line 100 should be closed and lines added as follows:

```
1 LET X=INT PI
3 LET M=SIN PI
4 CLS
5 DIM B (INT PI)
6 LET A=CODE "£"
```

Frogger provoked great enthusiasm—and great exasperation, the latter from readers who disputed the author's contention that it could be run on the 16K machine. He has now supplied us with the following memory-saving amendments:

First, replace 'PRINT VAL\$ QS' in lines 50, 130, 160, 305 and 400, with

```
'GO SUB 15'; next, delete lines 1120 to 1160 inclusive; and, finally, enter 15 FOR I=1 TO 6: PRINT AT Y(I),0; PS(I,X(I) TO ); PS(I, TO X(I)-1); NEXT I: RETURN
```

Some readers were perplexed by the wavy line which appeared in some of the ZX-81 listings after the line number. It should be ignored.

As you may be aware we have started using a new printer and the line is the equivalent of the cursor. In future issues we will be endeavouring to make sure it does not appear.



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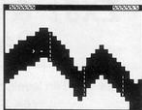
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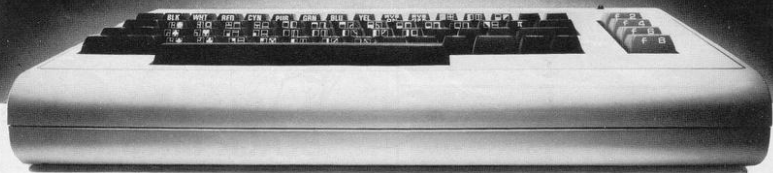
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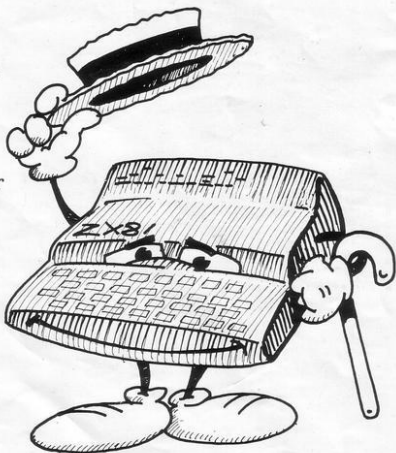
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