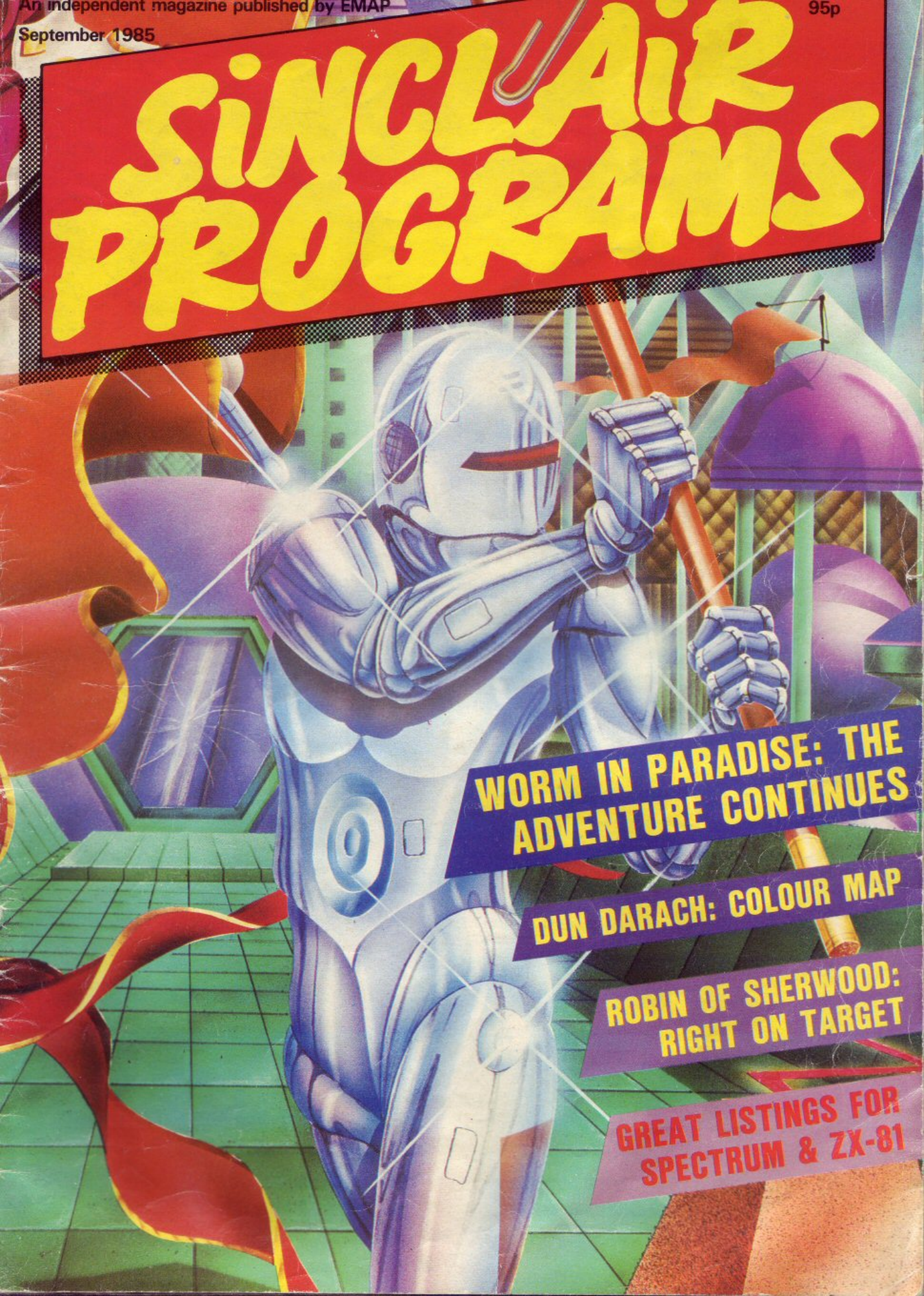
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September 1985
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SINCLAIR PROGRAMS



WORM IN PARADISE: THE ADVENTURE CONTINUES

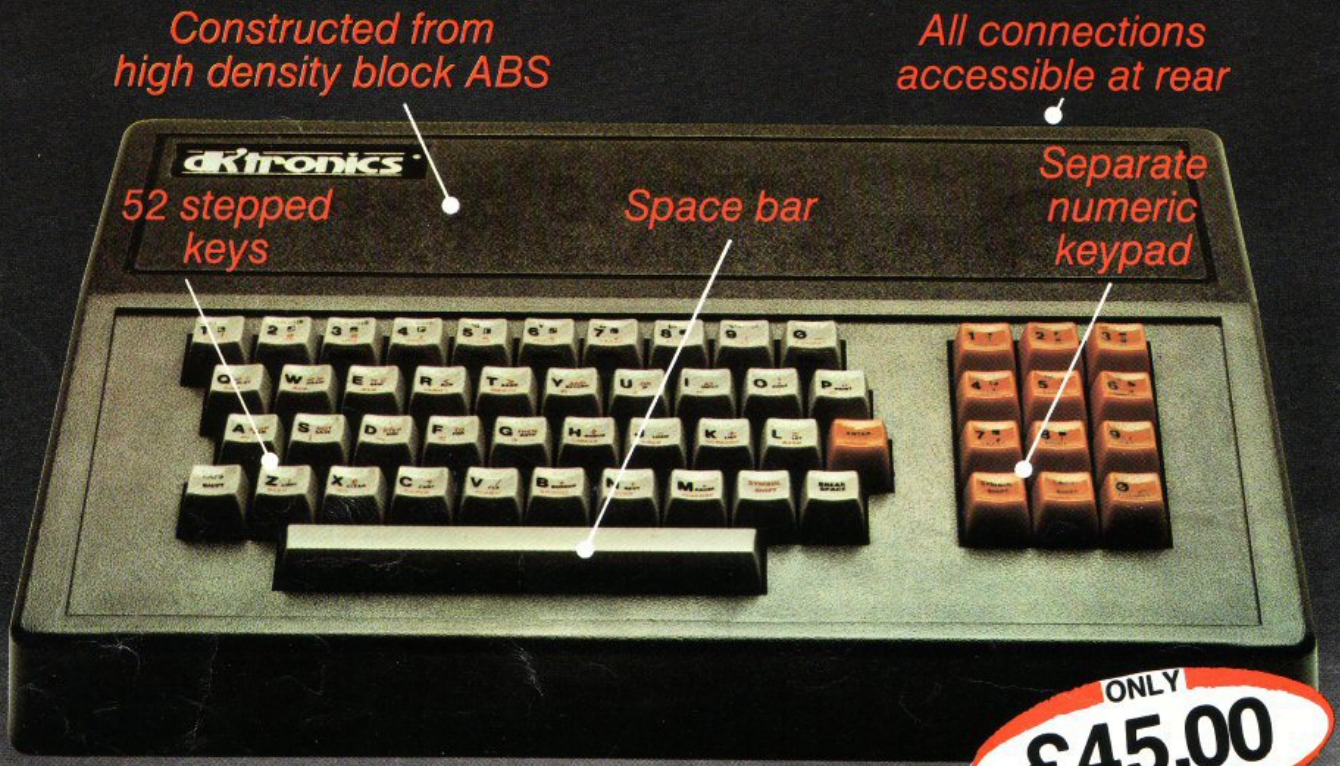
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CONTENTS

Editorial 5

Agony 7
Letters 8
News 10
Soft focus 14

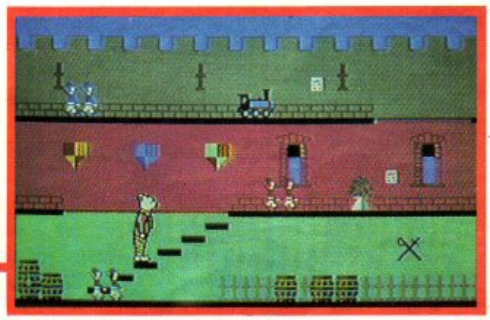
Robin of Sherwood 20
Listings 22



Robin of Sherwood

Rupert the Bear 25

Listings 26
Notice board 30

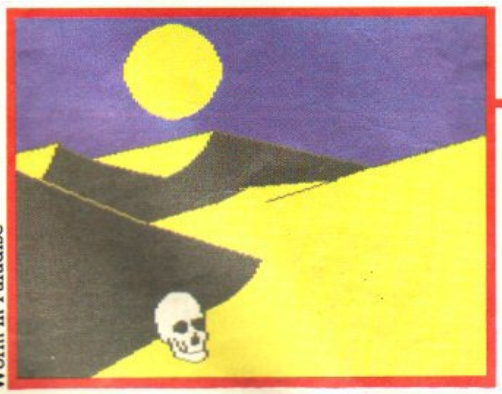


Rupert

Beginners 32

Worm in Paradise 36

Listings 38
Dun Darach 46
Listings 48
Chart 58



Worm in Paradise

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THREE and a half years ago, when the Spectrum was no more than a twinkle in Uncle Clive's eye, or a chip on someone's drawing board, there was a crying need for software. Software for the ZX-80 and ZX-81, machines with low resolution graphics and no sound.

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As the emphasis in computing has shifted from amateur to professional, from 81 to Spectrum, from Basic to machine code Sinclair Programs has also changed and developed. Throughout, though, we have remained mainly a listings magazine.

Now, with the development of excellent professional software and with the appearance of budget ranges aimed at the impoverished computer owner we feel that there is no longer a need for such a magazine.

This issue of Sinclair Programs will therefore be the last to appear. If Sinclair Programs has been your only computer magazine, we suggest you try out our sister magazine, *Sinclair User,* next month. The best selling computer magazine in the country, Sinclair User covers all Sinclair computers in detail and includes listings and software reviews along with a wide range of other features.

Thanks to all our readers for their support, and especially to the thousands of readers who have sent us their programs in the past.

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ABC

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30–32 Farringdon Lane,
London EC1R 3AU

Programs should be on cassette. We cannot undertake to return them unless a stamped, addressed envelope is included. We pay £25 for the copyright of listings published and £10 for the copyright of listings published in the Beginners' section.

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Instructions for graphics characters are printed in lower-case letters in our listings. They are enclosed by brackets and separated by colons to distinguish them and the brackets and colons should not be entered.

Inverse characters are represented by the letter "i" and graphics characters by "g". Thus an inverse W would be represented by "iw", a graphics W by "gw", and an inverse graphics W by "igw".

Spaces are represented by "sp" and inverse spaces by "isp". Whenever any character is to be used more than once, the number of times it is to be used is shown before it, together with a multiplication sign. Thus "6★isp" means six inverse spaces and "(g4:4★i4:g3)" would be entered as a graphic four, followed by an inverse four repeated four times, followed by a graphics three.

Where whole words are to be written in inverse letters they appear in the listings as lower-case letters. Letters to be entered in graphics mode on the Spectrum are underlined.

Inverse characters may be entered on the ZX-81 by changing to graphics mode and then typing the appropriate characters and on the Spectrum by changing to inverse video and typing the appropriate letters. Graphics characters may be entered on the ZX-81 by changing to graphics mode and then pressing symbol shift while the appropriate characters are entered. On the Spectrum graphics characters may be obtained by changing to graphics mode and then pressing the appropriate character. User-defined graphics will appear as normal letters until the program has been RUN.

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18. Ski Run
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21. Ten Pins
22. Cars
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24. Pinball
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26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
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Dear Diary

The only technical question I ever ask about my Spectrum is, ''Which key fires the neutron blaster?''

But you'd be amazed how many people write to Sinclair Programs with hard questions. I mean, here's a letter from somebody who wants to know how you tell how long one of your programs is.

The answer that springs to mind, of course, is ''Read the cassette label.''

But I know there are freaks out there who like composing their own programs — which invariably bear the same relation to real software as your average home movie does to Star Wars. And anyway I know the answer to that question. I know the answer to any technical question. The answer is, ''I'll ask my sister.''

My little sister Eustacia is 11 years old. She's 4 foot of pure computing genius. A Chopin of the keyboard, a Van Gogh of the vdu, Eustacia churns out program listings like an atom-powered knitting machine and — as fast as I could copy it all down — she explained the difficulty of measuring the size of a program.

''You must always bear in mind,'' she told me pompously, ''that a program takes up more memory when it's running than it does when it's just a computer listing. It's pretty annoying to find that you can type a long listing into your 16K Spectrum, but that you need a 48K machine to run it.

''So you've got to get the program going, then stop it and somehow measure the amount of space it takes up in mid-flow. I will now explain how this can be done.

''First, find any CLEAR statements used in the listing you want to measure (don't worry if there aren't any), and enter them into the Spectrum.

''Then enter NEW, and enter and RUN the following program.''



Without pausing for breath, Eustacia said — ''Now you're ready to type in all those hundreds of lines of your listing. When you've finished, soak your fingers in cold water and the RUN the listing for a while.

```
25 LET rt= PEEK 23730+256* PEE
K 23731
30 CLEAR rt-21
35 LET rt= PEEK 23730+256* PEE
K 23731
40 LET s=0: FOR i=rt+1 TO rt+2
1: READ n: POKE i,n: LET s=s+n:
NEXT 1
50 READ sum: if s <> sum THEN
PRINT ''Error in Line 30'': STOP
60 DATA 42,101,92,237,75,83,92
,167,237,66,68,77,42,178,92,237,
114,9,68,77,201,2355
70 PRINT ''Machine code entered
'''''Now NEW and RUN your program
'''''To get run-time memory used'''''
press BREAK and type: '''''PRINT (2
1+USR '';rt+1;'')/1024''''' This will
give you total '''''run-time memor
y (K)''''' excluding machine code''
```

''When you think you've put it through its paces, press BREAK and type

PRINT (21+USR ''rt+1;'')/1024

''I've included these later instructions in line 70 of my program, just to give you a handy reminder.''

I said to her, ''Gosh Eustacia, you are clever. You're a Chopin of the computer keyboard, a Van Gogh of — ''

''Yes,'' she interrupted. ''And just like them I'm horribly poor. Instead of your flattery I'll take half of your money from Sinclair Programs.''

''You're a Scrooge of the computer screen,'' I shouted, ''a Shylock of the Shift Key. Just wait till I see Dad.''

Sid.

LETTERS

Send your thoughts to us at Letters, Sinclair Programs, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

I AM WRITING in response to Simon Haines' letter in the July issue concerning **Booty.** Like many others I find this a very enjoyable game. My score is 136 items of treasure.

The first key you have to find is not golden but bronze, and I cannot tell you which room it is in as it varies with each game.

When leaving a room make sure that the pirates are in a good position to enable you to return to the same door later without losing a life. This is essential when looking for the key at the end.

Leave a piece of booty on the first screen to collect as number 125 for then you are in a good position to search for the key.

When searching for the key choose a route which does not involve lifts as these are very time consuming.

R M Foss,
Manchester

Am I No 1 buster?

I DO NOT know whether I am the first, but I have completed **Ghostbusters** from Activision.

I reached Zuul just before the key and the lock. When I reached the portal I went to the left of the Marshmallow Man and then moved until I was just under his hand. You have to do this twice before you complete the game.

Steven Blackmore,
Droitwich, Worcs

Rocket Man new score

READING through my Sinclair magazines I noticed that the highest score for Rocket Man is 2,356,515.

I have managed to beat that with a score of 2,747,416. The computer crashed when I had 34 men left, otherwise I would have been able to carry on for years.

Paul Johnson,
Nottingham

Soft Aid is Wonderful

I WAS pleased to see in the June edition of *Sinclair Programs* that **Soft Aid** is still selling at top speed.

I purchased a copy in March and I love it. It is a bargain, and the money goes to a good cause.

I hope Soft Aid continues to make money for the starving people of Africa.

Paul Banks,
Pontefract, Yorks

Russell must be wrong

IN REPLY to Russell Black's letter stating that **Penetrator** is impossible to complete. This cannot be so, as I have finished the game several times.

The idea on the last level is to bomb the cavern below you so that one bomb exactly hits the main store.

Success in this operation will lead to a long firework display, an excellent tune and a thousand points flashing on the screen. You then have to fly back through all the levels before starting on another mission.

I have scored 81,200 after completing two missions.

Finally, to end all letters on **Jet Set Willy,** the attic bug is a deliberate bug put in by Software Projects to make the game a lot harder. The Attic should not be visited until the very end because, once visited, it causes a chain reaction in the Chapel. The four guardians from there will move to the kitchen, west kitchen, cuckoo's nest and east of wall base.

You should, therefore, not visit these rooms, otherwise you will lose your remaining lives.

The orange block in a bit of tree is also deliberate. To avoid it you must work your way to the top of the right hand side of the banyan tree which is difficult, but possible.

M Horgan,
Birmingham

Adventurer boiled in oil

I FINISHED **Alien 8** from Ultimate on Sunday 9th June at 3.14pm. I had 2.7 light years remaining and for this I received the comment Adventurer. Instead of having my little man hit on the head by various items he was dipped in a refreshing bowl of oil.

Andrew Turner,
Fledoney, Leics

Addict confesses

THE GAME **Kokotini Wilf** is amazing. It is the best game that I have ever bought for my Spectrum. It is sound. I love it. I just cannot stop playing it. I have reached the 4th level with 38 items. I am dying to reach 1984 on the 5th level.

Richard Hadfield,
Stockport, Cheshire

Finished it, hooray

I HAVE completed **Kokotini Wilf** from Elite with four lives remaining. There are 62 items to collect. Once they are all collected and you are on the final level (2001AD) you must touch

Help!

Witch's Cauldron: How do I change into a human? I have the necessary items, but do not know what to do with them. **Edwin Turnbull**

Help!

Jet Set Willy: How many objects must be collected before you can go to bed? **Paul Hosken**



the final, flashing time gate. This is in the room with the man sitting on the truck while three diamond shaped objects spin around and one moves about.

When you have touched the final time gate the game returns to the title screen. Not a very good ending, but a very good game.

Darrell Hayward, Basildon, Essex

Can this be a bug?

I'M WRITING to let you know about my amazing discus throw in **Daley Thompson's Decathlon.** I managed an incredible 166.25 metres.I think this must have been due to a fault in the program as the discus flew off the top of the screen and reappeared at the bottom, leaving square blocks all along its route. It finally landed in the first section of the discus landing area.

Chris Greenhow, Bracknell, Berks

Help!

Avalon: How do you get past Gatehouse level?
Martin Cannon

New angle to jump

PLAYING **Daley Thompson's Decathlon,** I managed to jump 286.19 metres in the long jump.

This was done by jumping at 23° before the pit and after the line.

Tony Paulfley, Slough, Berks.

Decathlon update

I HAVE managed to beat A Carter at **Daley Thompson's Decathlon.**

My best scores are: 35.18 metres on the shot putt, 400 metres completed in 24.06 seconds and the 110 metres hurdles completed in 8.36 seconds.

Trevor Davison, Deal, Kent

ON DECATHLON I jumped an amazing 303.27 metres on the long jump and ran the 100 metres in an astounding 2.50 seconds. This is done by waiting until the timer reads 990 seconds and then starting to run. By the time you finish running it will read about one second and you will get around 10,000 points.

Christopher Baty, Carlisle, Cumbria

Help!

Kentilla: How do you get into Tylon's castle? How do you enter the study in the Black Tower without turning to dust?
Richard Gaynord



It's Russell again!

IN RESPONSE to Russell Black's letter on **Penetrator.**

On the last level the mountain which it is impossible to pass was not supposed to let anyone pass. If, by some fluke, you managed to move beyond it, you will not find anything.

It is there as a warning that if you miss the base you will lose a life.

On the way back the flashing is due to the rockets and radars which you bombed on the way disappearing. The program does not crash.

Jason Starksfield, Chelmsford, Essex

Showing the way

IN REPLY to Paul Gibbons' Help query, I should like to enlighten him as to how to deal with the Ringmaster in **Spiderman.** Being a *Marvel* comic fan myself I know all about the villains and their weaknesses so I could guess straight away what to do.

First, go to the hallway outside the computer lab. Then CLOSE EYES, which prevents your being hypnotised by the Ringmaster. Go West, PUSH KNOB and TURN KNOB. Hey Presto, the Ringmaster disappears.

Now, how do you get past the fan?

Neil Parkinson, Fleet, Hants



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NEWS

Undefeated

SOFTWARE FARM the ZX-81 software publisher has been forced to withdraw any future programs from retail outlets following the collapse of Tiger.

Tiger were the last major distributor willing to handle ZX-81 products and their collapse left Software Farm unable to continue selling through the shops.

Julian Chappell from Software Farm refuses to be beaten and is now preparing to bring out two new ZX-81 programs.

Taking full advantage of the club he started eighteen months ago (see News page, March, 1985) Chappell is offering a wide variety of services to members, which include lists of people who will repair machines, a discount of 50 pence on all new games and much more.

Enquiries to: Software Farm Club, 3rd Floor, 16, Charlotte Street, Bristol, BS1 5PP. or telephone (0272) 22440.

Bouncing Bert is set for realease at the end of September. "It is low resolution, but really addictive," says Chappell "It has been written by an outsider and everyone in the office can't stop playing it."

It is a bit like **Manic Miner.** The action is viewed through a window with all the objects and scenery scrolling past.

Bouncing Bert has twenty different locations and sells for £5.95.

Booaster, not due out until later this year, is described by Chappell as "An extension of **Rocketman.** Wearing a jet pack you travel around picking up fuel cells. Beware of spiders, meanies and untouchable places."

The game has six screens and will cost £5.95.

Spectrumiser has not yet appeared in the shops. This is due to a production delay with the inlay card.

However, you can get a copy through the club, with the inlay card replaced by a list of instructions.

Softaid figures

IT IS still at number one in the best seller charts and by the middle of July it had raised quarter of a million pounds; all of which goes straight to the Ethiopian Famine Appeal.

The **Softaid** computer tape contains ten of the best games ever produced for the Spectrum (see News page April, 1985).

£3 of the £4.99 selling price goes directly to the Appeal. If you have not yet bought the tape there are still plenty left in the shops.

Technician Ted finally cracked

ARCADE enthusiast David Adams has completed **Technician Ted.** Its publishers, Hewson Consultants, duly presented him with a replica of the silicon slice in the game.

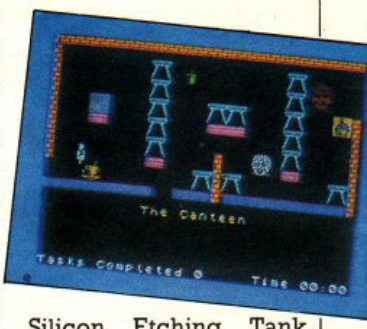
The difficulty of the game has been proved by the span of time between completion and its release, early this year.

With the game cracked a list of tasks has been released. We list them below in the order necessary to complete much of the game. This does not mean that the secrets of the final part of the game will be revealed.



Does this now mean that a sequel will appear? All Andrew Hewson would say is "We would be interested in a sequel."

Technician Ted's tasks: Ted's Desk, Silicon Slice Store, Slice Diffusion Furnace, Fuming Cupboard, Clean Room,



Silicon Etching Tank, Canteen, Photocopier, Board Room, Slice Surface Abrasion, Lazer Slice Separation, Bay Seven, Microchip Mounting Furnace, Tea Machine, Power Generator, Electro-plating Bath, Quality Assurance Department, Abrasion Dust Extraction, Matthew's Lair, We Call Him Sir and Wages Department.

S-S-Stammering Star

PROFITABLE prophet M-M-M Max Headroom has left our screens, but his chiefs expect him back on air around November.

There are also plans afoot to re-run the original film around Christmas and plans have begun to produce a new feature film.

Computer nuts will be interested to hear that there is a strong possibility that Max could appear on a Spectrum computer program.



Can this game be quite as good as a Scooby snack?

ELITE ARE planning to produce a game based on the Pink Panther. The Elite team began negotiations for the licence in early July and confirmed that, if all goes well, a game will appear in October.

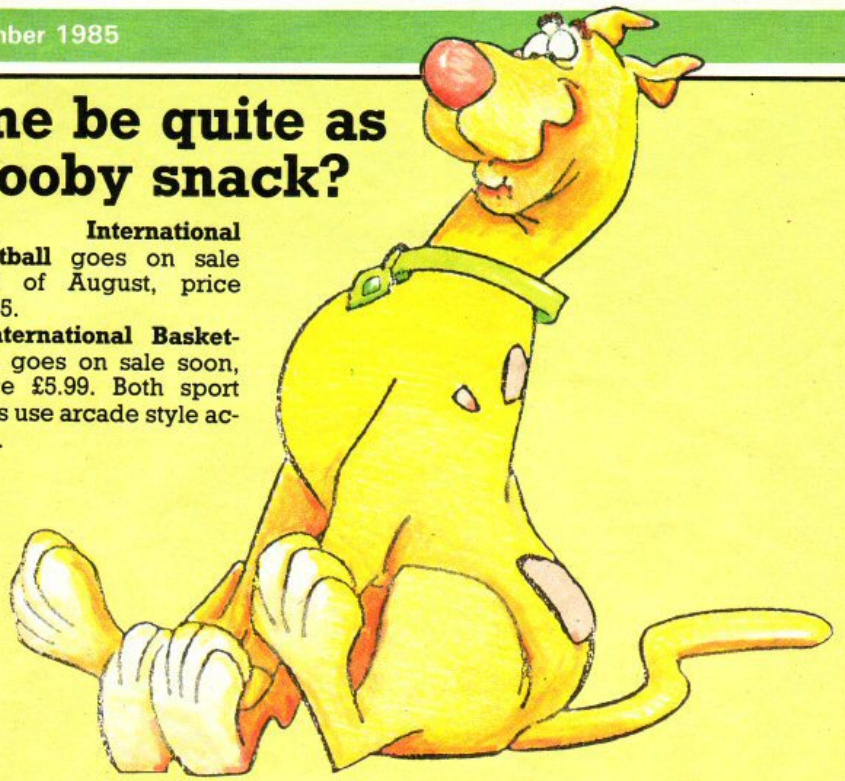
More immediately, they have nearly completed work on **Scooby Doo.**

The arcade characters Scooby Doo and chums are set in the usual detective send-up plot.

Scooby Doo goes on sale soon price £6.95.

To celebrate the return of the football season **International Football** goes on sale end of August, price £6.95.

International Basketball goes on sale soon, price £5.99. Both sport titles use arcade style action.



Gosh!

WITH THE new law on copyright having passed through Parliament in early July software theft is now a criminal action.

The bill means that copyright has been extended to stop theft of copyright computer software. Deterrent is the prospect of a maximum £1,000 fine or six months in gaol.

The final stage, for the bill due at the beginning of August, is the Royal Assent, which will make it a criminal act to copy software, even if you are caught in your home.

The bill received its first reading barely one year ago. It was proposed by William Powell MP with the backing of the Federation Against Software Theft (FAST).

In addition, an Enforcement Co-ordinator has been appointed by FAST to compile evidence against breaches of the new legislation.

You have been warned!

Lower price games

PSS are practically giving away ten of their games in a clear out of old titles.

The games are being offered on one bumper compilation tape, titled **55** containing five Spectrum and five Commodore titles for the crazy price of £4.99.

The Spectrum titles are: **Frank'N'Stein, Guardian, Hopper, Lesslics** and **Xaviour.** The Commodore titles are: **Circus, Hyper Biker, Krystals of Zong, Metro Blitz** and **Neoclypse.**

They originally appeared in 1984 and MD of PSS, Richard Cockayne, regards 55 as "A re-marketing exercise."

Three new titles are set for launch. **Macadam Bumper,** costing £6.95 and two war games **Theatre Europe** (£9.95) and **Battle of Britain** (£9.95).

Gargoyle race ahead

MARSPORT, Fornax and Gath. These are the sub titles of **Seize of Earth,** the new Gargoyle Games trilogy.

Aliens from a higher culture take control of Mars, battle commences and, in the last program, humans storm the aliens' own planet.

Gregg Follis of Gargoyle promises that Seize of Earth will be quite unlike **Dun Durach,** their previous big seller. It will have even larger animated graphics, and lots of Gargoyle type puzzles to solve.

Adventures double up

A FANTASTIC summer offer of Scott Adams adventure classics and Brian Howarth mystery adventures has been launched by Adventure International.

The deal allows you to buy two games for the price of one, many of them Adams classics.

Being sold in twin packs for £9.95 the set Adams titles are: **Adventureland** with **Secret Mission, Pirate Adventure** with **Voodoo Castle, The Count** with **Strange Odyssey, Mystery Funhouse** with **Pyramid Doom, Ghost Town** with **Golden Voyage** and **Savage Island Part 1** with **Part 2.**

Twin packs of the Brian Howarth adventures will cost £7.95 a set. Titles offered are: **Time Machine** with **Escape Pulsar 7, Arrow of Death Part 1** with **Part 2, Circus** with **Ten Little Indians** and **Perseus and Andromeda** with **Wizard Akyrz.**

It could be possible, if you contact the publishers directly, to have the sets made up containing different combinations of games.

The offer is now on in selected shops. Enquiries to Adventure International, 85 New Summer Street, Birmingham, or ring (021) 359 0801.

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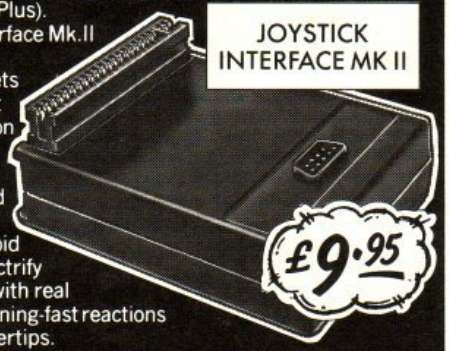
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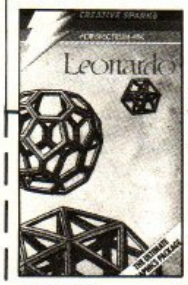
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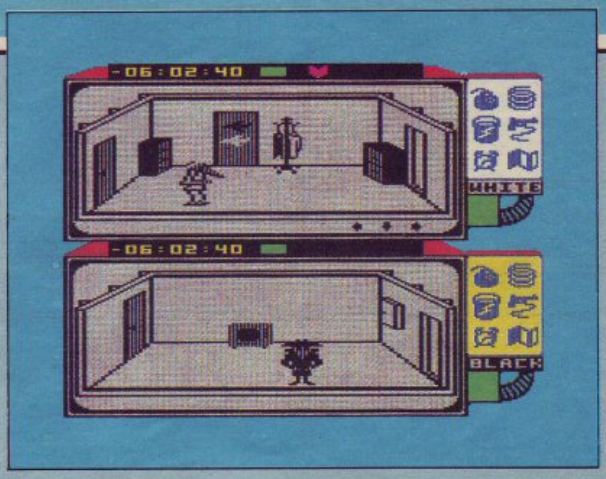
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BOOBY TRAPS AND CLUBS



SPY VERSUS SPY

CLOAK AND dagger stuff from Beyond with their new release, **Spy versus Spy.**

The game is based on the spies in *Mad* magazine and follows their madcap adventures. The aim of the game is to track down the top secret briefcase and leave the country with it. To do this you will also need your passport, money, secret plans and key.

Spy versus Spy features Simulvision. In common parlance this means that two players can play simultaneously. You can play the computer or a friend. Both of you rush round the same playing area, with different sections of screen showing each of you what is going on.

With both of you searching for the same objects in the same rooms there is bound to be some rivalry. This dealt with by the means of clubs. Whenever you get close enough to the other player you can hit them (the character, not your friend) over the head with a large club.

Failure in a fight means that you float off upwards and are out of the running for a while. Meanwhile, your rival laughs hysterically, takes all the objects you have collected, and gets on with the game.

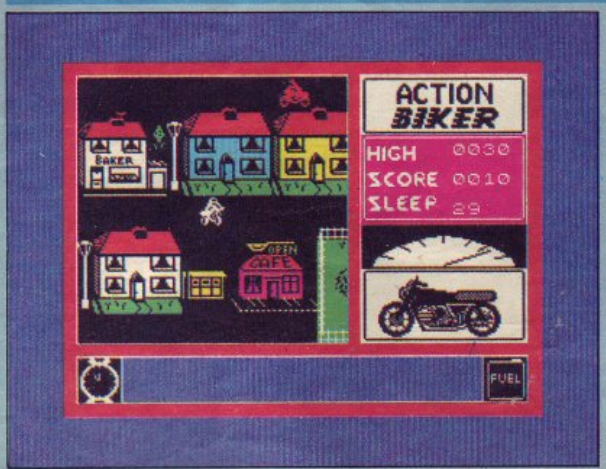
If beating your rival up is not to your taste, or you prove to be useless at it, there is always the possibility of boobytrapping him. You have a veritable arsenal of booby traps which you can scatter around the place. The important thing is to remember where you left the traps, for either spy can set them off, and it is humiliating to blow yourself up.

Graphically, the game is excellent, with rooms represented in three dimensions, and items of furniture shifting as you lift them up in search of the items you need. The game itself is good fun, with enough problems, action and speed to keep just about any games player happy.

Where the game falls down is in its instruction booklet. This was written for the Commodore version of the game and is not accurate in some areas concerning the Spectrum. Despite the note to this effect at the end of the booklet it is confusing and makes the game less easy to understand than it could be. Also, the booklet refers throughout to joystick controls, although it is not compatible with the Kempston joystick. Small points to be sure, but problems nevertheless.

Spy versus Spy is produced for the 48K Spectrum by Beyond Software, Durrant House, 8 Herbal Hill, London EC1.

Price:
Rating: 71%



CLUMSY COLIN

IN AN unusual tie-in, Mastertronic have joined up with KP Skips to produce **Clumsy Colin Action Biker.** The game will be advertised on twelve million packets of KP Skips this summer.

As Clumsy Colin you must find your friend Marti and take him to the spaceport. This involves searching up to 150 houses for the items you need.

You steer Colin around the steadily scrolling screen on his motorbike, avoiding hazards such as other bikes and cars and patches of oil. Some houses cannot be visited until their residents get out of bed, in others you will be cornered and forcefed tea as time ticks by.

Control of Colin is difficult, and persuading him to go into a house, even if the curtains are drawn is no mean feat. Driving backwards and forwards outside a house trying to stop and dismount leads to collisions with other traffic which can lead to the fatal consequences of waking you up.

Clumsy Colin bears a distinct resemblance to **Trashman** from New Generation. You move around town, call at houses, keep your strength up by eating and have to keep your eye on the clock. Clumsy Colin loses out due to the small playing area and the difficulty of the controls.

Saturation marketing will probably guarantee Clumsy Colin a wide audience, but it is undeserved. Produced for the 48K Spectrum by Mastertronic, 54 George Street, London W1.

Price: £1.99
Rating: 33%

GLASS



PLANET GLASS is the setting for Quicksilva's new shoot-'em-up, **Glass.**

The game purports to be a training program, in which you can learn to shoot various types and movement patterns of aliens. Problems range from shooting small, bouncing, advancing aliens to avoiding a series of towers as you shoot across the planet surface.

Apart from the variety of problems, the strength of Glass lies in its superb graphics. Each alien is full of detail and moves smoothly across the screen. The movement of the towers makes the landscaping in **Battlezone** type games appear rudimentary.

The surface of the planet appears to be made of glass, and reflections of each of the aliens mimic their behaviour in a convincing way.

The weakness of Glass lies in its action. There are simply not enough options open, not enough aliens to fend off at any one time. When you are aiming for, at least, a score in excess of twenty thousand, a level which presents the opportunity to score only forty points tempts the player to put a finger on the fire button and stare out of the window.

A good shoot-'em-up, but not an all time classic, Glass is produced for the 48K Spectrum by Quicksilva Ltd, Liberty House, 222 Regent Street, London W1.

Price: £7.99
Rating: 70%

BUCK ROGERS & THE PLANET OF DOOM



A NIGHTMARE scene. You are crossing a zebra crossing when suddenly it starts scrolling towards you. Suddenly it changes to shades of lurid pink. Then the aliens start raining down. You shoot faster, and faster and, suddenly the mother ship appears. It is awful, it is hideous, it is **Buck Rogers and the Planet of Zoom.**

The game divides into five sections. You steer your ship through gateways moving towards you, then aliens have to be shot down while you dodge the gateways. These are followed by more aliens, then you are transported into space to attack more aliens and destroy the mothership.

Once this uninspiring sequence is complete, it begins again only, this time, the landscape is made up of a new, hideously bright, combination of colours.

Your ship is well represented on screen, swooping and gliding from left to right. Other graphics are crude, and the landscape is eye strainingly awful.

Buck Rogers is a straightforward shoot 'em up with little to recommend it. Produced for the 48K Spectrum by U S Gold, Unit 10, Parkway Ind Cent, Heneage St, Birmingham.

Price: £7.95
Rating: 37%

GO TO HELL

IT WAS a bad move to tell your best friend to **Go To Hell.** Now you will have to go to hell to save him.

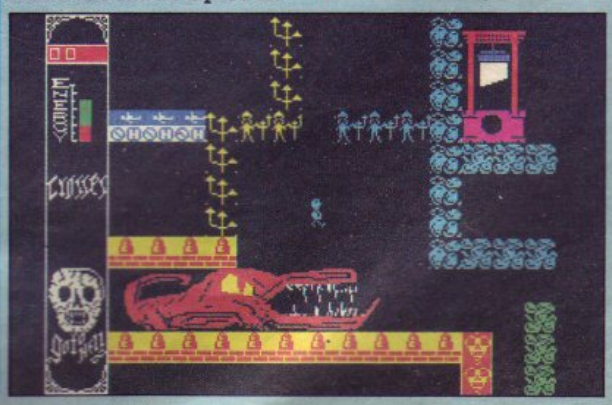
Another variation of the maze game, with much in common with **Metabolis,** also reviewed this month. Your aim is to collect six crucifixes hidden in hell and then to collect the seventh and final cross from Beelzebub's lair.

Graphics are excellent, the outlines of the maze are made up of tortured souls. Larger graphics dotting the maze show heads eternally shattered by spikes, helpless bodies writhing on the rack, and many other gruesome forms of punishment.

Other graphics are variable in quality, from the wonderful animated head of Beelzebub to some rather more blocky villains. Still, the game is original and fun. Keep an eye open for Triple 666 in future.

Produced for the 48K Spectrum by Triple 666, PO Box 190, Maidenhead, SL6 1YX.

Price: £6.99
Rating: 56%



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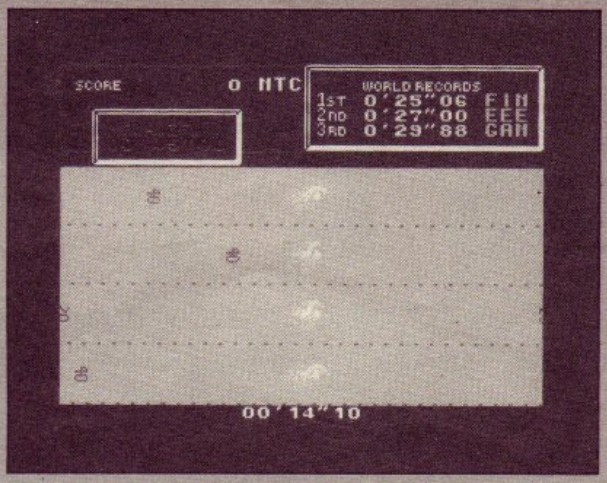
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MIRACLE TECHNOLOGY

HYPERSPORTS



BLISTERS on the hands of an office worker? On the hands of a *Sinclair Programs* reviewer? It can only mean one thing. **Hypersports** from Imagine is up and running.

Six stages. Swimming involves straightforward pounding your joystick from side to side, with the odd flick of the fire button when the screen tells you to breathe. Simple enough, the other three swimmers present no challenge and it is not hard to score a world record.

On to the skeet shooting, better(?) known as claypigeon shooting. Initially confusing, the computer aims the sights for you, and you have to choose which sights to use, and then fire. Once the instructions click into place it is easy to hit anything the program chooses to fling at you.

The long horse requires consistent performance as it is marked on angle, speed, distance and landing. Once you solve it your character jumps up and down with glee.

Archery is the least realistic of the games. Targets move across the right hand side of the screen. Scoring a bullseye means releasing your arrow at exactly the right moment, and keeping your finger on the fire button until your arrow is travelling at precisely the right angle.

Triple jump and weight lifting? Hence the reviewer's blisters. It is only possible to progress in hypersports once you have reached the qualifying score for each level. Though a world record holder in the first four events the fourth is still a puzzle.

Not as punishing on the joystick as Decathlon. Hypersports is produced by Imagine 85, 6 Central Street, Manchester.

Price: £7.95
Rating: 79%



THE COVENANT

SCATTERED around a vast, subterranean complex are 64 pieces of parchment. As last survivor of your race your task is to collect these parts of **The Covenant,** last remnant of your people's culture, and to collect the animals which surround them.

First task involves only four screens, each inhabited by two creatures. The aim is to stun and collect all the creatures, collect the key and the parchment in order to open the way to further rooms.

Movement is agonisingly slow as your space craft floats gently around, and your spaceman hops from rock to rock. Neither is easy to control, neither is responsive to quick changes of direction. Drift the wrong way and you are doomed.

Doomed because you have very little energy in the first place, and very little contact with a non-stunned creature will drain it all. Infuriating because you only have one life, so dying means going right back to the beginning of the game.

Produced for the 48K Spectrum by PSS, 452 Stoney Stanton Road, Coventry.

Price: £6.95
Rating: 55%

DYNAMITE DAN

HORRENDOUSLY difficult and brilliantly inventive is the new platform arcade game from Mirrorsoft, **Dynamite Dan.**

Dastardly Dr Blitzen and his assistant, Donna, have devised a new Mega Ray with the help of which they intend to dominate the world. The game's hero, Dynamite Dan, is out to stop them by searching the Doctor's house for eight sticks of dynamite, using them to blow the safe containing the plans, and escaping in his zeppelin.

The screens are crawling with nasties. The point-awarding goodies and the useful features of the house are always almost, but not quite, totally inaccessible.

On the plus side, the house features a lift for moving from floor to floor, ladders, tubes which shoot you upwards, rafts which move you beneath the house on a subterranean river, and transportation devices which carry you from one screen to the next.

The screen layout is fiendish. Often the movements of five or six moving characters must be taken into account before any move is made. Remember the Wine Cellar in **Jet Set Willy?** Multipy the difficulty level by two or three to get an idea of some of these screens.

Frustrating to the extreme, Dynamite Dan is produced for the 48K Spectrum by Mirrorsoft, Maxwell House, Worship St, London EC2.

Price: £6.95
Rating: 76%

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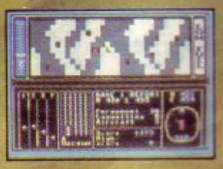






SPECTRUM

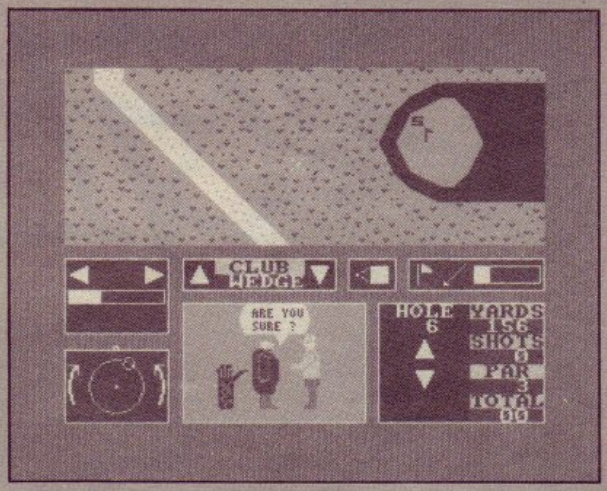





COMMODORE 64

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NICK FALDO



ICONS ARE this year's success story. Mind Games have put them to unusual use in their latest game, **Nick Faldo Plays the Open.**

The screen is divided into several sections. The top shows a section of the golf course, centring on the position of your ball. Below is your range of options shown in pictorial form. Each can be selected easily.

Having selected the hole you are to play you can flip to a larger map to check where you are going. That done you can choose the power and angle of your shot, ask your caddy for the correct golf club, and away you go.

Your caddy is an obstreperous bloke, who is stoically unimpressed by all but superhuman golf playing. What is more, he is very doubtful about handing you a club he feels to be wrong for the job.

Play is quick and easy but the graphics let the program down. When grass is represented as black dots on green it is difficult to distinguish the situation of the small black cross which represents your ball. On the green your ball becomes indistinguishable from the marker flag, making final putts unnecessarily protracted.

Produced by Mind Games, Liberty House, 222 Regent Street, London W1.

Price: £9.95
Rating: 49%

NONTERRAQUEOUS

MAZE games seem to be all the rage with manufacturers this summer, and Mastertronic have joined the throng with **Nonterraqueous.**

The plot is somewhat thin. The game is set on a planet where a tyrannical computer uses the population as pawns in a universal chess game. The opressed people have built a robot which must travel to the computer's base hidden within the bowels of a giant mountain.

This is, of course, where you come in, for you control the robot. You must make your way through the maze, finding uses for the objects which you occasionally find lying around.

Flying creatures sap your energy (yawn) and photon thrusters will kill you. If your psyche fades away to nothing through too much bumping into things, you will die.

The graphics are uninspiring, viewed a room at a time. There are over a thousand rooms to visit, but the views in them are all much the same.

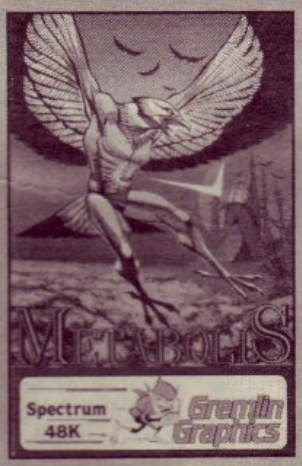
The game is slow moving, for every time you die you return to the beginning and you must follow the same route over and over again.

Size does not a good maze game make, as Quicksilva found with **Strontium Dog** and The Edge with **Psytraxx.** Nonterraqueous has little to recommend it besides its size.

Produced for the 48K Spectrum by Mastertronic, 54 George Street, London W1.

Price: £1.99
Rating: 30%

METABOLIS



WITH THE body of a bird and the brain of a human, you are the last chance the human race has left. Without a mole in sight it is only the non-human central character which indicates that **Metabolis** is the new game from Gremlin Graphics.

Metabolis is a complex maze game. Dodge the baddies which feed on your life force. Collect sufficient pills to prevent your having a heart attack. Collect four pieces of nuclear fuel and take them to the reactor room. Turn back into a human.

A complicated series of problems, with a difficulty level set high enough to keep you on your toes even with a complete map.

Several original ideas makes this more than a run of the mill maze game. Boxing gloves block your way, and knock you flying unless you can find the correct deterrent. Ton weights squash you flat, leaving you unable to fly. Fires and spikes spring up from nowhere.

A decaying bird at the foot of the screen shows your condition. As you run out of food the flesh peels away from it. When you are down to a skeleton your character melts away.

Infuriating features are the long death and restart period, and the program's tendency to crash.

Good fun but not lasting entertainment, Metabolis is produced for the 48K Spectrum by Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield.

Price: £6.95
Rating: 55%

RIGHT ON

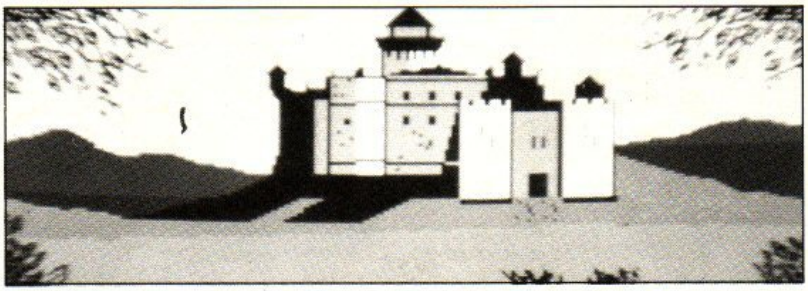
Storybook hero, folk legend, television star and now centre of a computer game. Colette McDermott checks out Adventure International's Robin Hood.

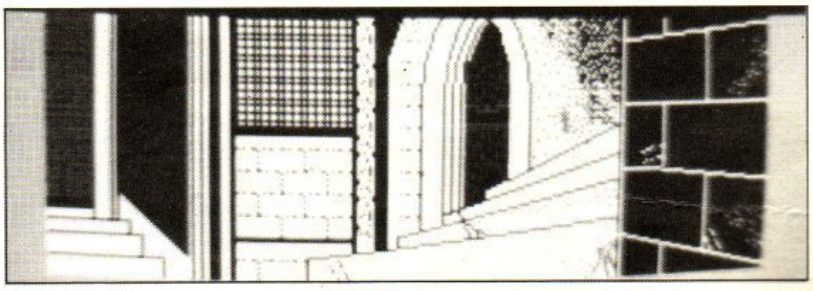
WHILE historians continue to delve into the truth behind the legend of Robin Hood, Adventure International (UK) are on the verge of releasing their first program based on him.

American professor James Bellamy, writing in his recently published book **Robin Hood: An Historical Enquiry,** has established that four of the folklore characters did exist.

Robyn Hode, valet to Edward II, was married to a Matilda (Marian being the modern day equivalent name). Little John was a mariner and the Sheriff of Nottingham was none other than a certain Sir Henry de Faucumberg. He was tried and found guilty of malpractice while holding the office of Sheriff in Nottingham.

Whatever the final outcome of any further research Robin Hood is a part of our folk history. Is it not only natural therefore that he should become the subject of a computer game?





But will justice be accorded to him? We take a look at the game before its release later this month.

Mike Woodroffe, brisk, purposeful managing director of Adventure International (UK) and joint programmer with Brian Howarth (writer of the mystery adventures) relays the story to me at breakneck speed.

"The graphics are incredible," he begins, thrusting a wad of screen negatives into my palm.

Playing it cool I hold them to the light and scrutinize them with a critical expression upon my face. I take a few seconds and then agree wholeheartly.

"No one gets the high quality pictures that we do." Having seen the graphic quality of their other games, like **Hulk, Spiderman** and **Gremlins** I concede the point.

"It is a role playing adventure game with animated graphics. A hundred different locations including sub locations and it is capable of understanding multi-statement commands."

He explains that you can instruct the game to carry out several tasks at the same time.

The main locations are Sherwood Forest, Nottingham Castle, Castle DeBellane, Kirklees Abbey and the village of Wickham. All have more locations within themselves which can be visually explored.

All the old nasties are there. The evil Sheriff of Nottingham, the equally sinister Sir Guy Gisborne and slimy Simon DeBellena (Hiss!).

Also to contend with are groups of trappist monks returning from the crusades, and wandering bands of enemy fighters.

Robin begins the adventure alone, only picking up his band of men as he travels through the game. However, in the next game in the series they all start the adventure together.

Robin does not actually appear in the adventure, although in the next one he will, with you having the option to switch your choice of playing character.

Robin's father Hurn, God of the Forest, will help, giving cryptic clues. But he must be found first, and this is where knowledge of the book really counts.

Woodroffe has gone to great lengths to make the adventure follow the plot of the books on Robin Hood, as closely as possible.

To do this requires not only familiarity with the books, but actually checking geographical locations on maps and visiting the

TARGET



historical sites, with over two months of painstaking checking having gone into the adventure.

The game has been written and programmed by Woodroffe and Brian Howarth, with Woodroffe doing 80 to 90% of the programming.

This is no mean achievement when you discover the youngish Mike's background. His former environment includes estate agency and working as musical instrument shop proprietor.

He attempted to use computers to help him wih his interest in music, but found little software available.

Discovering an untapped market he opened a computer shop



selling Atari micros. With little software available at the time he began importing software from America and converting it.

This led him into contact with Scott Adams, founder and president of Adventure International (Inc). Adams is acclaimed as the first person to produce a commercial text adventure game for personal computers and avid Marvel comics reader.

Mike gained the licence to sell all of the Scott Adams classic adventures in Britain under the company title Adventure International (UK) and now produces original work for the company.

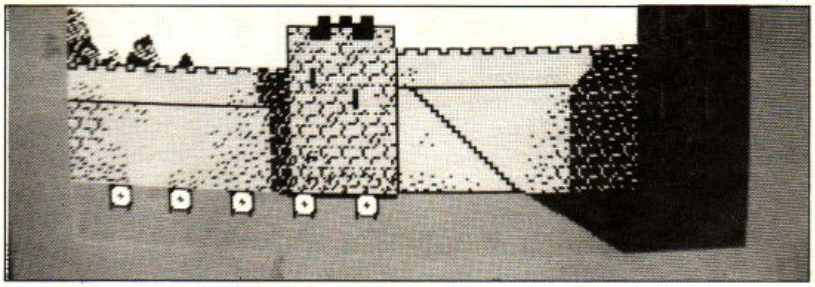
If you know the books you will be able to go in the right directions and will, for instance, be able to move easily from forest to castles.

In fact all the sequences of events must be followed according to the book to achieve each object, obtain information, meet person and so on.



The adventure begins in Sherwood. Robin fights Little John on the log balanced across the screen and, with his first man, goes in search of Marian, or whoever!

In the book we learn that they plan to get caught poaching deer



in the forest so that they can get into Nottingham Castle. This is what you must do when playing the game.

When you come upon the archery competition it is important to take part, as the prize is essential.

The screen is divided, with the graphics taking the top section and the text in the lower section. They were still debating the style of typeface when I arrived, although it will probably be the more popular normal style rather than an indecipherable gothic script.

At first Mike worked on Atari versions, but realized that the Spectrum was the most popular home computer in Britain and started righting this wrong.

Robin of Sherwood is only the second game produced by Adventure International (UK) with the Spectrum in mind, **Gremlins** being the first.

The game is out shortly with a further three still being developed. They may all appear this year or they may be staggered and appear at intervals of several months.

In addition, the next part of the **Quest Probe** series is now out and features the Fantastic Four plus **Bouckery Banzai** which should already be on sale.

MONSTER MANSION

This month our intrepid hero, Benjamin Rabbit, has taken up a new job. Babysitting. Heroic enough at any time but, to make it more difficult, he is babysitting for a baby ghost in Monster Mansion. Of course, these ghosts just will not keep still, and Benjamin must set off through the mansion in search of his young charge.

Dodge the giant spiders, the skeletons and the creepy skulls to survive the night in Monster Mansion, written for the 48K Spectrum or Spectrum Plus by T Sherwood of West Bromwich, West Midlands.

```
    4 GO TO 6011
 100 FOR c=1 TO 2: FOR i=1 TO 2

 120 LET x1=x+( INKEY$ ="w")-( I
NKEY$ ="2"): LET y1=y+( INKEY$ =
"0")-( INKEY$ ="9")
 130 IF  ATTR (x1,y1) <> 7 OR  A
TTR (x1+1,y1) <> 7 THEN  GO TO 1
200
 140 PRINT  AT x,y;" "; AT x+1,y
;" "; AT x1,y1;a$(i); AT x1+1,y1
;b$(i): LET x=x1: LET y=y1
 200 LET a1=a+(x>a AND  ATTR (a+
1,b)=7)-(x<a AND  ATTR (a-1,b)=7
): LET b1=b+(y>b AND  ATTR (a,b+
1)=7)-(y<b AND  ATTR (a,b-1)=7)

 230 IF c=1 THEN  LET a1=a: LET
b1=b
 240 PRINT  AT a,b;" "; INK 6; A
T a1,b1;k$(i): LET a=a1: LET b=b
1
 400 IF  INKEY$ ="m" THEN  GO SU
B 1500
 950 NEXT i: NEXT c: GO TO 100

1210 LET p= ATTR (x1,y1): LET q=
 ATTR (x1+1,y1)
1220 IF p=6 OR q=6 THEN  GO TO 1
600
1240 IF p=4 OR q=4 THEN  BEEP .0
1,40: GO TO 2700
1270 IF p<4 OR q<4 THEN  LET x1=
x: LET y1=y
1280 IF p=5 OR q=5 THEN  LET e=1
: POKE z+3,50: POKE z+5,2: POKE
z+24,29: FOR j=1 TO 12: LET l= U
SR z: NEXT j: PRINT  AT 14,3;" "
; PAPER 2; AT 19,25; FLASH 1;"YE
S"
1295 GO TO 140
1510 POKE z+3,180: POKE z+5,3: P
OKE z+24,28
1514 IF b<y THEN  GO TO 1800
1521 IF  ATTR (x,y+1)<6 OR  ATTR
 (x+1,y+1)<6 THEN  RETURN
1522 FOR j=1 TO 2: PRINT  AT x,y
;"NO"; AT x+1,y;"PQ"
1525 LET l= USR z
1570 PRINT  AT x,y;"C "; AT x+1,
y;"D ": LET l= USR z: POKE z+5,2
: POKE z+24,29: NEXT j
1580 IF y=b-2 AND x=a THEN  PRIN
T  AT a,b; OVER 1;"U": POKE z+5,
5: LET l= USR z: PRINT  AT a,b;"
 ": LET a=8+ INT ( RND *7): LET
b=3+ INT ( RND *17): LET s=s+15:
 PRINT  PAPER 1; AT 12,25;s
1599 RETURN
1610 POKE z+3,80: POKE z+5,11: P
OKE z+24,28
1620 LET l= USR z
1630 LET t=t-50: IF t<1 THEN  LE
T t=0
1640 PRINT  PAPER 1; AT 9,25;t;"
 "
1650 IF t=0 THEN  GO TO 1700
1660 LET x1=x: LET y1=y
1699 GO TO 1221
1710 PRINT  PAPER 1; FLASH 1; AT
 8,24;" ENERGY"
1730 POKE z+3,0: POKE z+5,19: PO
KE z+24,28: LET l= USR z
1740 PRINT  FLASH 1; PAPER 1; AT
 0,3;" PRESS A KEY FOR NEW GAME
"
1760 IF  INKEY$ <> "" THEN  GO
TO 1760
1770 IF  INKEY$ ="" THEN  GO TO
1770
1799 GO TO 6900
1821 IF  ATTR (x,y-1)<6 OR  ATTR
 (x+1,y-1)<6 THEN  GO TO 1599
1822 FOR j=1 TO 2: POKE 23606,21
1: POKE 23607,253: PRINT  AT x,y
-1;"%$"; AT x+1,y-1;"'&"
1825 LET l= USR z
1870 POKE 23606,0: POKE 23607,60
: PRINT  AT x,y-1;" A"; AT x+1,y
-1;" B": LET l= USR z: POKE z+3,
200: POKE z+24,29: NEXT j
1880 IF y=b+2 AND x=a THEN  PRIN
T  AT a,b; OVER 1;"U": POKE z+5,
5: LET l= USR z: PRINT  AT a,b;"
 ": LET a=8+ INT ( RND *7): LET
b=3+ INT ( RND *17): LET s=s+15:
 PRINT  PAPER 1; AT 12,25;s
1890 GO TO 1599
2700 LET r=r+(6*((x=16)-(x=5)))+
(y=19)-(y=3)
2720 IF x=16 THEN  LET x1=5
2725 IF x=5 THEN  LET x1=16
2730 IF y=19 THEN  LET y1=3
2735 IF y=3 THEN  LET y1=19
2740 FOR j=2 TO 20: PRINT  AT j,
0;"                              ": NEX
T j
2745 LET a=x: LET b=y
2750 GO SUB 3000+r*100
2790 GO TO 1271
3100 INK 3: GO SUB 9000: GO SUB
9330: GO SUB 9310
3190 PRINT  INK 6; AT 9,9;g$; AT
 10,9;h$; AT 13,14;i$; AT 14,14;
j$: RETURN
3200 INK 1: GO SUB 9200: GO SUB
9320: GO SUB 9330
3270 PRINT  INK 3; AT 8,6;"A"; A
T 9,6;"I.H"; AT 13,16;"G"; AT 14
,16;"I": RETURN
3300 INK 2: GO SUB 9000: GO SUB
9320: GO SUB 9310
3370 PRINT  INK 2; AT 13,5;"FFFF
"; INK 6;"FFF"; AT 10,11;"G"; AT
 11,11;"B": RETURN
3400 INK 3: GO SUB 9000: GO SUB
9310: GO SUB 9330
3470 PRINT  INK 3; AT 8,7;"H G H
"; AT 9,7;"I.I,B"; INK 6; AT 13,
11;"G G H"; AT 14,10;"_B.B_I_":
RETURN
3500 INK 3: GO SUB 9000: GO SUB
9320: GO SUB 9330
3570 PRINT  INK 2; OVER 1; AT 3,
9;"G   G"; AT 4,9;"B   B": FOR j
=7 TO 15: PRINT  INK 6; AT j,11;
"H": NEXT j: RETURN
3600 INK 1: GO SUB 9200: GO SUB
9320: GO SUB 9310
3670 PRINT  INK 6; AT 10,10;i$;
AT 11,10;j$; INK 3;h$;g$; AT 14,
5; INVERSE 1;"*****"; AT 15,5;"*
****"; INK 4; AT 11,20;"F": RETU
RN
3700 INK 3: GO SUB 9200: GO SUB
9300: GO SUB 9330
3770 PRINT  INK 3; AT 7,15;g$; A
T 8,15;h$; INK 1; INVERSE 1; AT
10,9;">>>>"; AT 11,9;">>>>": RET
URN
3800 INK 2: GO SUB 9000: GO SUB
9320: GO SUB 9330: GO SUB 9310

3870 PRINT  INK 3; AT 9,8;"FLFFL
F"; AT 11,9;"G"; INK 6; AT 8,6;"
G"; AT 13,10;"FF": RETURN
3900 INK 3: GO SUB 9000: GO SUB
9200: GO SUB 9300: GO SUB 9320:
GO SUB 9310
3970 PRINT  INK 6; AT 7,9;i$;" G
";i$; AT 8,9;j$;".I";j$; AT 12,5
;g$;k$;g$; AT 13,5;h$;h$;h$: RET
URN
4000 INK 2: GO SUB 9000: GO SUB
9300: GO SUB 9310
4070 PRINT  INK 6; AT 10,6;i$;"
      ";i$; AT 11,6;j$;"_FFGFMF"
;j$; AT 13,8;"G"; AT 14,8;"I": R
ETURN
4100 INK 3: GO SUB 9000: GO SUB
9330: GO SUB 9310
4170 PRINT  INK 3; AT 3,9;"G G G
"; AT 4,9;"B B B"; AT 11,9;"FFF#
#ND"; AT 12,14;h$; INK 2; AT 14,
14;g$; AT 15,14;h$: RETURN
4200 INK 2: GO SUB 9000: GO SUB
9300: GO SUB 9320
4270 PRINT  INK 6; AT 6,7;"H"; A
T 7,7;"I"; AT 9,8;"FFFFFLM"; AT
10,11;"F"; AT 12,11;"G": RETURN
4300 INK 3: GO SUB 9200: GO SUB
9310
4370 PRINT  INK 6; AT 8,10;i$; A
T 9,10;j$; AT 14,8;"MFFLFF"; INK
 4; AT 3,10;"H H"; AT 4,10;"B_B"
; INVERSE 1; AT 11,2;"F": RETURN

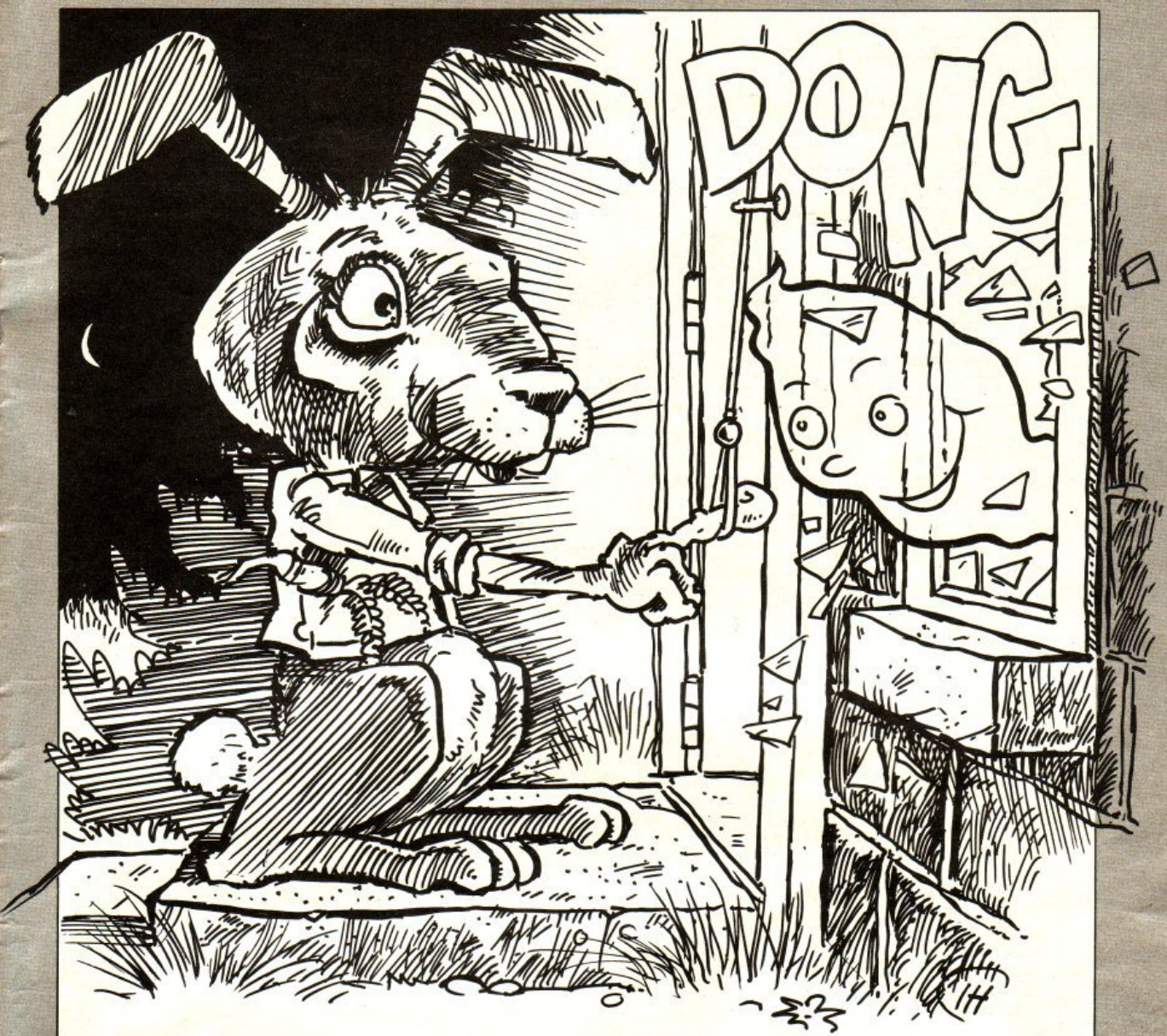
4400 INK 3: GO SUB 9200: GO SUB
9300: GO SUB 9310
4470 FOR j=5 TO 17 STEP 3: PRINT
  INK 3; AT 10,j;"G"; AT 11,j;"B
"; AT 14,j+1;"H": NEXT j: RETURN

4500 INK 2: GO SUB 9000: GO SUB
9300: GO SUB 9310: GO SUB 9330

4570 PRINT  INK 6; AT 8,10;"FGFF
FH"; AT 13,8;h$;"##FF##";h$: RET
URN
4600 INK 3: GO SUB 9000: GO SUB
9300: GO SUB 9320: GO SUB 9330

4630 PRINT  INK 6; AT 7,6;"FHFFF
JK"; AT 8,11;h$; INK 2; INVERSE
1; AT 13,7;"(g3)NURSERY(g3)"
4640 IF e=1 THEN  POKE z+3,0: PO
KE z+5,19: POKE z+24,29: GO SUB
9500
4690 RETURN
4700 INK 2: GO SUB 9000: GO SUB
9320: GO SUB 9300: GO SUB 9330

4770 PRINT  INK 3; AT 14,12;g$;
AT 15,12;h$; AT 8,8;"G..H"; AT 9
,11;"I": RETURN
4800 INK 3: GO SUB 9200: GO SUB
9320
4870 PRINT  INK 2; AT 10,8;i$; A
```




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T 11,8;j$; INK 6;h$;h$: RETURN

4900 INK 3: GO SUB 9000: GO SUB
9300: GO SUB 9310: GO SUB 9330

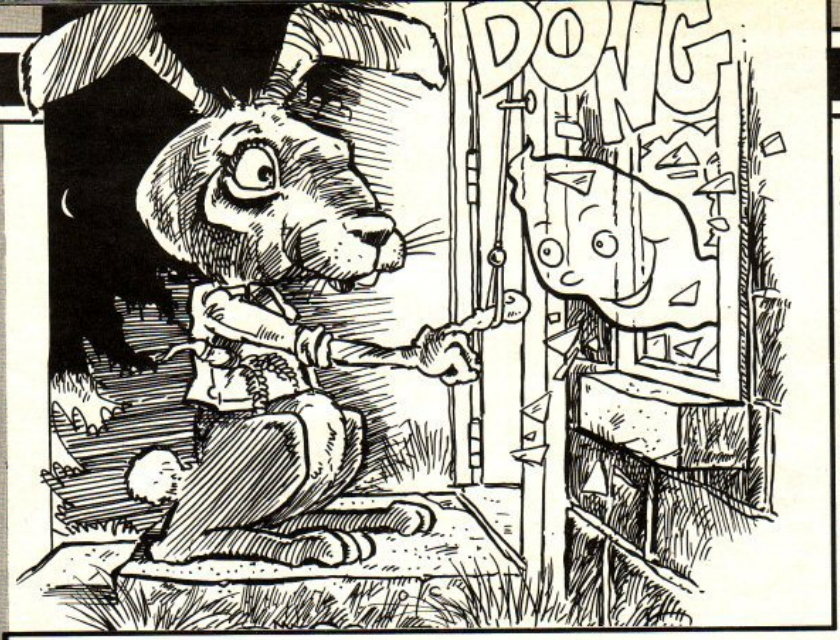
4970 PRINT  INK 2; AT 8,14;"G";
AT 9,14;"I"; AT 13,8;"H.FFF."; I
NK 6;g$: RETURN
5000 INK 1: GO SUB 9000: GO SUB
9300: GO SUB 9320
5070 PRINT  INK 6; AT 11,9;"F";
AT 13,10;"FFFLMF"; INK 2; INVERS
E 1; AT 8,5;"<<<<<"; AT 9,5;"<<<
<<": RETURN
5100 INK 3: GO SUB 9000: GO SUB
9300: GO SUB 9310: GO SUB 9330

5170 PRINT  INK 3; AT 8,6;"LMFFF
F"; AT 12,12;"H.FFGF"; INK 6; AT
 15,7;"#FFF#": RETURN
5200 INK 3: GO SUB 9200: GO SUB

9320: GO SUB 9330: GO SUB 9310

5270 PRINT  INK 3; AT 13,8;"G RS
 G"; AT 14,8;"B.TU.B.FFMFF": RET
URN
5300 INK 3: GO SUB 9200: GO SUB
9320: GO SUB 9330
5370 PRINT  INK 6; AT 12,13;"H";
 AT 13,11;"G.I"; INK 1; INVERSE
1; AT 9,8;"******"; AT 10,8;"***
***": RETURN
5400 INK 3: GO SUB 9000: GO SUB
9310: GO SUB 9320
5470 PRINT  INK 4; AT 3,7;"G C G
 G G"; AT 4,7;"B_B_B_B_B"; INK 6
; AT 8,5;"######FF"; AT 14,11;h$;
"FFFF": RETURN
5500 INK 2: GO SUB 9000: GO SUB
9300: GO SUB 9330
5570 PRINT  INK 6; AT 8,8;g$; AT
 9,8;h$; AT 14,10;"C"; AT 15,10;
"I"; AT 9,14;"GIG"; AT 10,14;"I"
; INVERSE 1; INK 4; AT 11,2;"F":
 RETURN
5600 INK 3: GO SUB 9000: GO SUB
9200: GO SUB 9320: GO SUB 9330

5670 FOR j=7 TO 13: PRINT  INK 6
; AT j,10;"UT": NEXT j: PRINT  I
NK 3; AT 14,10;i$;" G"; AT 15,10
;j$;".B": RETURN
5700 INK 1: GO SUB 9200: GO SUB
9320: GO SUB 9300
5770 PRINT  INK 6; AT 13,10;"G.I
~G"; AT 9,4;"G~A.I "; INK 3;j$;
AT 8,9;"G";i$: RETURN
5800 INK 3: GO SUB 9000: GO SUB
9300: GO SUB 9330
5870 FOR j=11 TO 14: PRINT  INK
6; AT j,11;"F": NEXT j: PRINT  I
NK 3; AT 8,12;"NONONO"; AT 9,12;
h$;h$;h$: RETURN
5900 INK 3: GO SUB 9200: GO SUB
9330: GO SUB 9320
5960 PRINT  INK 3; AT 10,15;i$;
AT 11,15;j$: FOR j=7 TO 13 STEP
3: PRINT  INK 6; AT j,10;g$; AT
j+1,10;h$: NEXT j: RETURN
6000 INK 3: GO SUB 9000: GO SUB
9320: GO SUB 9300
6001 PRINT  INK 6; AT 7,8;"UT";
AT 9,6; INK 3;g$;i$; AT 10,6;h$;
j$;"H"; AT 11,10;"B": RETURN
```




```
6012 PAPER 0: INK 7: BORDER 0: C
LS
6013 IF  PEEK  USR "a"=112 THEN
 LET z=65237: GO TO 6060
6014 CLEAR 65236: RESTORE 6030

6015 LET d=0: LET z=65237

6020 FOR i=z TO z+61
6025 READ j: POKE i,j: LET d=d+j
: NEXT i
6026 FOR i= USR "a" TO  USR "u"+
7
6027 READ j: POKE i,j: LET d=d+j
: NEXT i
6028 IF d <> 20492 THEN  PRINT "
ERROR IN DATA": STOP
6030 DATA 243,17,16,2,38,1,58,72
,92,31,31,31,14,254,238,16,237,1
21,67,16,254,37,32,244,1,21
6040 DATA 32,232,251,201
6041 DATA 128,208,248,232,232,16
8,224,196
6042 DATA 3,4,4,1,2,3,3,1
6043 DATA 68,248,224,224,144,8,7
,7
6044 DATA 0,255,0,0,0,1,7,7
6076 DATA 112,154,159,61,93,117,
124,56: REM RABBIT HEAD 1
6077 DATA 8,62,93,157,21,116,119
,7: REM RABBIT BODY 1
6078 DATA 14,89,249,188,186,174,
62,28: REM RABBIT HEAD 2
6079 DATA 16,124,186,185,168,46,
238,224: REM RABBIT BODY 2
6080 DATA 56,185,186,252,60,30,1
5,3: REM SMALL GHOST
6081 DATA 40,28,56,20,4,53,30,4:
 REM FLOWER
6082 DATA 30,63,79,123,59,158,19
2,124: REM SKULL 1
6083 DATA 30,63,79,123,123,126,6
2,0: REM SKULL 2
6084 DATA 8,126,137,8,126,137,8,
126: REM SKELETON
6085 DATA 0,32,80,136,7,39,87,14
3: REM SPIDER TOP LEFT
6086 DATA 0,4,10,17,224,228,234,
241: REM SPIDER TOP RIGHT
6087 DATA 9,7,63,67,128,128,0,0:
 REM SPIDER BOTTOM LEFT
6088 DATA 144,224,252,194,1,1,0,
0: REM SPIDER BOTTOM RIGHT
6089 DATA 1,11,31,23,23,21,7,35:
 REM SWORD TOP LEFT
6090 DATA 192,32,32,128,64,192,1
92,128: REM SWORD TOP RIGHT
6091 DATA 34,31,7,7,9,16,224,224
: REM SWORD BOTTOM LEFT
6092 DATA 0,255,0,0,0,128,224,22
4: REM SWORD BOTTOM RIGHT
6093 DATA 7,24,35,79,35,88,135,1
28: REM CAULDRON TOP LEFT
6094 DATA 224,24,196,242,196,26,
229,5: REM CAULDRON TOP RIGHT
6095 DATA 64,64,32,16,78,161,76,
55: REM CAULDRON BOTTOM LEFT
6096 DATA 10,10,20,8,113,138,52,
202: REM CAULDRON BOTTOM RIGHT

6100 LET k$="GH": LET g$="JK": L
ET h$="LM": LET i$="RS": LET j$=
"TU"
6110 LET a$="AC": LET b$="BD"
6120 LET s=0: LET h=0
6900 LET t=500: LET x=10: LET y=
10: LET a=8: LET b=19: LET e=0:
LET f=1+ INT ( RND *29): LET r=1
6
6910 IF s>h THEN  LET h=s
6911 CLS : INK 3: FOR j=30 TO 21
0 STEP 10: PLOT 255,0: DRAW -j,1
75: NEXT j
6912 FOR j=20 TO 170 STEP 10: PL
OT 255,0: DRAW -255,j: NEXT j: I
NK 7
6913 PRINT  AT 20,1;"C"; AT 21,1
;"D"; PAPER 3; AT 20,30;"G"; AT
21,30;"B"
6914 PRINT  PAPER 1; AT 3,10;"Be
nny Bunny"; AT 7,14;"in"; AT 11,
9;"M O N S T E R"; AT 13,9;"M A
N S I O N"
6915 PRINT #0; AT 1,10; INK 2;"P
ress a key"
6919 GO SUB 9600
6920 GO SUB 9400: CLS : LET s=0

6925 FOR j=2 TO 20: PRINT  AT j,
24; PAPER 1;"          ": NEXT j
6930 RESTORE 6932: PLOT 248,160:
 FOR j=1 TO 8: READ k,l: DRAW k,
l: NEXT j
6932 DATA 0,-153,-57,0,0,153,57,
0,7,-7,0,-153,-57,0,-7,7
6935 PLOT 249,6: DRAW 5,-5
6950 PRINT  PAPER 1; AT 8,25;"EN
ERGY"; AT 9,25;t; AT 11,25;"SCOR
E"; AT 12,25;s; AT 14,25;"HIGH";
 AT 15,25;h; AT 17,25;"FOUND"; A
T 18,25;"BABY?"; AT 19,25; PAPER
 2;"NO"
6960 PRINT #0; AT 0,1; INK 3;"NO
  M O N S T E R  H"; AT 1,1; INK
 4;"PQ  M A N S I O N  I"
6965 FOR j=4 TO 18 STEP 2: PRINT
 #0; INK 1; AT 0,j;"(ig3)"; INK
2; AT 1,j;"(g3)": NEXT j
6970 GO SUB 4600
6972 PLOT 196,148: DRAW 47,0: DR
AW 0,-24: DRAW -47,0: DRAW 0,23

6975 PRINT  INK 5; AT 9,6;"E"
6981 PRINT  INK 6; AT a,b;"G"; A
T a+1,b;"I"; PAPER 1; AT 5,29;"B
"; INK 7; AT 5,27;"D"; INK 5; AT
 4,25;"E"; INK 7;" A G"
6989 FOR k=1 TO 3: GO SUB 1500:

NEXT k: PRINT  AT 9,6;" "
6990 GO SUB 9600: GO TO 100
9010 RESTORE 9000: PLOT 34,158

9020 FOR j=1 TO 17: READ k,l: DR
AW k,l: NEXT j
9030 DATA 115,0,34,-34,0,-82,-34
,-34,-115,0,-34,34,0,82,34,34
9040 DATA 7,-22,101,0,19,-19,0,-
67,-19,-19,-101,0,-19,19,0,67,19
,19
9050 FOR j=1 TO 7: READ k,l,m,n:
 PLOT k,l: DRAW m,n: NEXT j
9060 DATA 142,135,7,22,161,116,2
2,7,161,49,22,-7,142,30,7,-22
9065 DATA 41,30,-7,-22,22,49,-22
,-7,22,116,-22,7
9090 GO SUB 9340: RETURN
9210  RESTORE 9200: PLOT 0,158:
 FOR j=1 TO 15: READ k,l: DRAW k
,l: NEXT j
9230 DATA 183,0,0,-150,-183,0,0,
150,22,-22,139,0,22,22,-22,-22,0
,-105,22,-22,-22,22,-139,0,-22,-
22,22,22,0,105
9240 GO SUB 9340: RETURN
9300 INK 4: PLOT 97,136: DRAW 3,
15: DRAW -15,0: DRAW 3,-15: INK
7: RETURN
9310 INK 4: PLOT 97,31: DRAW 3,-
15: DRAW -15,0: DRAW 3,15: INK 7
: RETURN
9329 INK 4: PLOT 22,80: DRAW -14
,-3: DRAW 0,15: DRAW 14,-3: INK
7: RETURN
9330 INK 4: PLOT 161,80: DRAW 14
,-3: DRAW 0,15: DRAW -14,-3: INK
 7: RETURN
9345 IF r=f AND e=0 THEN  PRINT
 INK 5; AT 14,3;"E"
9390 RETURN
9410 CLS : PRINT "Benny Bunny is
 babysitting in  the Monster Ma
nsion."
9415 PRINT ''"The baby ghost he
is looking  after has disappea
red and is  hiding in one of t
he rooms."
9420 PRINT ''"Benny must search
the house for the baby, collect
him, and carryhim back to the nu
rsery."
9425 PRINT ''"In each room ghost
s attack  Benny, but he can
fight them offwith his sword."

9430 PRINT '"Yellow objects are
dangerous."
9431 PRINT  AT 21,10;"Press a ke
y": PAUSE 0: CLS


9440 PRINT "Some of the rooms ha
ve secret  passageways which le
ad to other parts of the house."

9445 PRINT ''"If Benny brings hi
m back to the nursery, the misch
ievous baby  vanishes and Benny
 must search  for him again."
9450 PRINT ''' TAB 5; PAPER 2;"(
g1)____ CONTROLS  ____(g2)"
9455 PRINT ''"UP__________2  D
OWN_________W": PRINT '"WALK LE
FT____9  WALK RIGHT____O"
9460 PRINT '"USE SWORD____M"
9490 PRINT #0; AT 1,10; INK 4;"P
ress a key": PAUSE 0: RETURN
9510 LET f=1+ INT ( RND *29): PR
INT  AT x1,y1;"C"; AT x1+1,y1;"D
"; AT 10,11; FLASH 1;"E": LET s=
s+200: PRINT  PAPER 1; AT 12,25;
s
9520 LET l= USR z: PRINT  AT 10,
11;" "; AT 19,25; PAPER 2;"NO";
PAPER 1;" ": LET e=0: RETURN
9600 FOR l=-52 TO -28 STEP 12: P
AUSE 4: RESTORE 9660: FOR j=1 TO
 31: READ k: BEEP .11,k+l: IF  I
NKEY$ <> "" THEN  RETURN
9610 NEXT j: NEXT l: GO TO 9600

9660 DATA 60,36,48,58,34,46,60,3
6,48,55,31,43,31,46,48,31,55,43,
34,58,46,31,55,43,34,58,46,36,60
,48,60
```

Everyone knows his name



RUPERT the Bear, the cheery little, red-jumper wearing denizen of the *Daily Express* is 65 years old this August. In celebration of this fact and, presumably, of the attendant publicity; Argus Press Software are bringing out two Rupert the Bear games.

The first, **Rupert and the Toymaker's Party,** was due for release in mid August. It stars all the familiar characters: Ed Trunk, Bill Badger, Podgy Pig and Willy Mouse. Most of all, of course, it stars Rupert.

The game, as might be expected from any game starring this particular young furry animal, is completely non violent.

Rupert and his friends have all been invited to the Toymaker's party in his magic castle. Diligent little bear that he is, Rupert was helping Mr Bear to sweep leaves when his friends left for the party, so he must make his way there on his own.

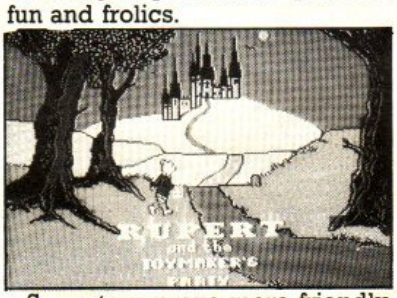
His helpful friends have left invitations throughout the Toymaker's castle, to mark the way to the party and to provide access to different sections.

The game features 29 screens, the last of which is the party itself, where Rupert is reunited with his young friends and recovers from his adventures in the castle over jelly and cakes.

The game is expected to appeal to all Rupert fans, so it takes into account their varying skills as computer games players. The talented and enthusiastic can play through each of the 28 screens, while the more fumble fingered have the choice of beginning on any one of the first four levels.

Each screen shows a separate section of the castle, patrolled by different toys. If Rupert bumps into any of the toys guarding the castle he will take a tumble and fall to the ground. Since this is a strictly non-violent game his falls are never fatal. Eventually repeated tumbles will take their toll and Rupert will hurt his knee, signalling a return to the beginning of the game.

Different toys inhabit each one of the game's seven levels. Marching soldiers, jumping jack-in-the-boxes, flying birds and chugging trains all have to be faced by Rupert in his quest for fun and frolics.



Some toys prove more friendly than others. Soldiers are stoically unmoved by Rupert, marching up and down regardless of whether he is in their way or not. Birds are more helpful. Although they also appear oblivious to Rupert's presence, they will give him a lift across the screen if he jumps on their back at the correct moment.

The idea for a game based on the Rupert cartoons came from Argus. They contacted programmer Martin Walker, a known Rupert fan. With 25 years of Rupert books stored in his house, and a fondness for red jumpers, Martin seemed the obvious choice.

Despite the complexities of the Rupert game, Martin first bought a Commodore just before Christmas 1984. Before that time he had worked for Atari but, although he had had an Atari computer, he had not worked for them as a programmer.

Rupert and the Toymaker's Party was first written for the Commodore, and then adapted for the Spectrum. The good graphics and colour capabilities of the Commodore meant that excellent characterisation and animation could be worked out for all the characters, especially Rupert.

To get Rupert moving was difficult, for everyone knows what he looks like, and how he appears in different positions, without ever having seen him move. Martin spent a great deal of time striding around his front room, watching how each part of his body moved, before he was able to attempt detailed animation of Rupert.

Even this was not quite enough for Rupert, despite his 65 years, does not walk like a man, but like a young boy. Careful observation proved to Martin that there was no use in putting Rupert's head and clothes on top of an animated representation of his own walking style. Things had to be different. A little more observation, a little more striding about, a lot more thought and Rupert was moving realistically.

The result of Martin's work has been a character which is convincingly Rupert. He walks along cheerfully, jumps with his scarf flapping in the breeze and falls without any visible sign of discomfort.

Other characters in the game were not drawn from the Rupert stories and so did not need quite such a careful eye kept on their characterisation. Rupert's friends do appear, but only in the final screen, which is a celebration rather than a play sequence.

Your laser beam has eight screens to cross before it reaches its destination. Guide it around the lightning bars, the sun bursts and many other obstacles.

Light Way was written for the Spectrum or Spectrum Plus by Claudio Foncesca de Castilho of Cambridge.

See page five for help in entering underlined letters.

LIGHT WAY

```
    1 INK 0: PAPER 7: BORDER 7
   4 GO SUB 9000
   5 RESTORE 7: FOR i=64000 TO 6
4023: READ n: POKE i,n: NEXT i

   7 DATA 6,0,197,33,255,63,6,19
2,197,175,6,32,35,203,30,16,251,
193,16,244,193,16,235,201
  10 LET A1=0
  12 LET SC=0
  15 LET EN1=255
  20 LET A2=87
  30 LET SCRE=1
  40 LET SC=0
  50 LET LI=0
  70 LET I$="7"
 100 RESTORE 110: DIM S(20): FOR
 A=1 TO 8: READ B: LET S(A)=B: N
EXT A
 110 DATA 1000,1010,1020,1030,10
40,1050,1060,1070
 200 GO SUB S(SCRE)
 210 PLOT A1,A2
 220 IF  INKEY$ ="7" OR  INKEY$
="6" THEN  LET I$= INKEY$
 225 LET SC=SC+1
 230 IF I$ <> "7" AND I$ <> "6"
THEN  LET I$="7"
 240 IF  IN 0=8 THEN  LET I$="7"

 250 IF  IN 0=4 THEN  LET I$="6"

 270 IF A2=175 OR A2=0 THEN  GO
TO 8000
 280 IF  POINT (A1+1,A2+1) OR  P
OINT (A1+1,A2-1) OR  POINT (A1+1
,A2) THEN  GO TO 8000
 285 PRINT  AT 0,0; OVER 0;"SCOR
E=";SC
 290 LET A1=A1+1
 300 LET A2=A2+(I$="7")-(I$="6")

 310 IF A1=255 THEN  GO SUB 7000

 320 GO TO 200
1000 IF A1=0 THEN  FOR A=0 TO 25
5 STEP 8: PLOT A,0: BEEP .001, R
ND -60+ RND *120: DRAW  INK  RND
 *6;0,( RND *40)+47: NEXT A: FOR
 A=4 TO 255 STEP 8: BEEP .001,-6
0+ RND *120: PLOT A,175: DRAW  I
NK  RND *6;0,-(( RND *40)+47): N
EXT A: RETURN
1001 RETURN
1010 LET A= RND *21: PRINT  AT A
, RND *31; INK  RND *6;"↑": BEEP
 .001,A: RETURN
1020 IF A1<240 THEN  PLOT A1+ RN
D *20, RND *175: RETURN
1021 RETURN

1030 IF A1>0 THEN  RETURN
1031 LET SI=85
1032 FOR A=0 TO 255: LET RAMD= R
ND - RND : IF RAMD>0 THEN  LET S
I=SI+1
1034 IF RAMD<0 THEN  LET SI=SI-1
1035 IF SI>82 THEN  LET SI=SI-1:
 GO TO 1034
1036 PLOT A,0: DRAW 0,SI: PLOT A
,175: DRAW 0,-SI
1037 NEXT A
1038 RETURN
1040 IF EN1 <= 0 THEN  RETURN

1041 IF A1=0 THEN  LET EN1=255:
LET EN2=87
1042 LET EN1=EN1-1: LET RN= RND
*2: IF I$="7" THEN  LET EN2=EN2+
RN
1043 IF I$="6" THEN  LET EN2=EN2
-RN
1044 IF A1>EN1 THEN  LET EN1=EN1
+RN*2
1045 IF  RND >.5 THEN  PLOT EN1,
EN2
1046 IF EN2>173 OR EN2<3 THEN  G
O TO 8000
1047 RETURN
1050 IF A1<40 THEN  OVER 1: BORD
ER  RND *7: PLOT 175,0: DRAW (-1
74)+ RND *254, RND *90
1051 BORDER  RND *7: IF A1<40 TH
EN  PLOT 175,175: DRAW (-174)+ R
ND *254,- RND *90
1052 RETURN
1060 IF A1>0 THEN  RETURN
1062 PRINT "--------------------
----------------------PROGRAMS---
-------------"
1063 FOR A=5 TO 31: FOR B=21 TO
21- RND *14 STEP -1: PRINT  AT B
,A;"(isp)": NEXT B: NEXT A
1065 RETURN
1070 IF  RND <.8 THEN  RETURN

1071 FOR A=1 TO 5: PRINT  AT  RN
D *21, RND *31; CHR$ (( RND *14)
+32): BEEP .002,-20+( RND *40):
NEXT A
1072 RETURN
7000 BORDER 7: FOR A=0 TO 21: PR
INT  AT A,0; OVER 0;" (isp)": NE
XT A
7001 RESTORE 7008: FOR A= USR "A
" TO  USR "B"+7: READ B: POKE A,
B: NEXT A
7002 PRINT  AT 20,0; OVER 0;"A":
 PRINT  AT 21,0;"B"
7007 OVER 0: FOR A=SC TO SC+(SCR
E*100) STEP 10: LET SC=SC+10: PR
INT  AT 0,6;SC: BEEP .002,1: NEX
T A: OVER 0


7008 DATA 0, BIN 01111100, BIN 0
1111111, BIN 11111110, BIN 01111
100, BIN 00111001, BIN 00111111,
 BIN 00111000, BIN 00111101, BIN
 00110111, BIN 00110000, BIN 001
11000, BIN 00101100, BIN 0110011
0, BIN 11000110, BIN 11100111
7009 LET SCRE=SCRE+1: IF SCRE=9
THEN  LET SCRE=1
7010 PRINT  AT 10,5; OVER 0;"WEL
L DONE": PRINT  AT 11,5; OVER 0;
"NEXT SCREEN=";SCRE: RANDOMIZE
USR 64000: LET A1=0: LET A2=87

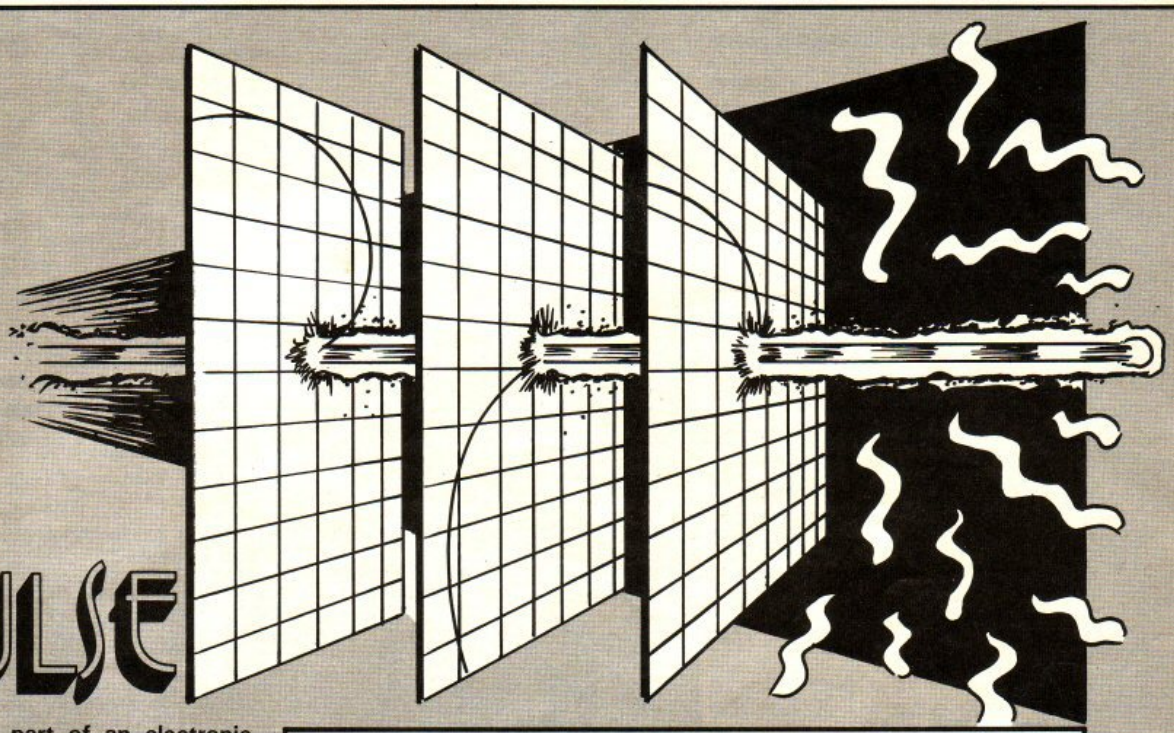
7020 GO TO 200
8010 RANDOMIZE  USR 64000
8020 FOR A=1 TO 7: BORDER A: BEE
P .5,A: NEXT A
8030 PRINT  AT 10,7; INK 4; PAPE
R 2;"GAME OVER": FOR A=1 TO 10:
FOR B=1 TO 10: BEEP .002,B: NEXT
 B: NEXT A
8040 PRINT ;"ANY KEY FOR ANOTHER
 GAME(D-DEMO)"
8050 PAUSE 10: PAUSE 0: IF  INKE
Y$ ="D" OR  INKEY$ ="d" THEN  GO
 TO 8500
8070 RUN
8500 LET SCRE=1: CLS : PRINT  AT
 10,5;"DEMO MODE": PAUSE 10: PAU
SE 0: FOR D=1000 TO 1070 STEP 10

8510 LET A1=0: LET A2=87: FOR B=
1 TO 50: LET I$="7": GO SUB D: L
ET A1=A1+1: PLOT A1,A2: NEXT B

8520 PAUSE 10: CLS : NEXT D
8540 CLS : PRINT  AT 10,0;"ANY K
EY FOR NEW GAME": PAUSE 10: PAUS
E 0: RUN
9000 BORDER 7: CLS : PRINT "INVA
SION": PRINT : PRINT "CFC SOFTWA
RE 1984"
9010 PRINT : PRINT "CONTROLS-:"

9020 PRINT : PRINT "KEYBORD-7/6-
UP/DOWN"
9030 PRINT : PRINT "KEMPSTON INT
ERFACE"
9040 PRINT : PRINT "CURSOR INTER
FACE"
9050 PRINT : PRINT "ANY KEY TO S
TART"
9070 PAUSE 0
9080 CLS : RETURN
9999 LET SCRE=1: CLS : PRINT  AT
 10,5;"DEMO MODE": PAUSE 10: PAU

SE 0: FOR D=1000 TO 1050 STEP 10
```



PULSE

Play the part of an electronic pulse within the computer. Your job is to collect eight bits to make up one byte. Move left with five, right with eight and jump with nine. Jump over the bugs approaching you and reach the byte before the electric bar electrocutes you.

Pulse was written for the 16K ZX-81 by Timothy Moore of Dawlish, Devon.

```
   1 REM Y2 GOSUB ?TAN
   2 LET HS=0
   3 LET D$="??????????"
   4 PRINT AT 5,10;"BYTE";AT 7,4
;"BY TIMOTHY MOORE";AT 10,5;"INS
TRUCTIONS Y/N?";AT 12,0;"HIGH SC
ORE:";HS;AT 13,0;"BY:";D$
   5 INPUT A$
   6 IF A$="Y" THEN GOSUB 1000
   7 IF A$<>"N" THEN GOTO 4
   8 PRINT AT 15,0;"PLEASE WAIT
WHILE MACHINE CODE      IS LOADIN
G                    FOR THE HI
-RES GRAPHICS"
   9 GOSUB 9000
  10 PRINT "O.K,PRESS A KEY TO S
TART"
  11 IF INKEY$="" THEN GOTO 11
  12 LET SCORE=0
  13 CLS
  14 POKE 16515,4
  15 RAND USR 16514
  16 LET Z=3
  20 LET B=0
  21 LET C=20
  22 LET D=0
  23 LET E=25
  25 LET G=10
  26 LET F=0
  27 LET K=0
  30 PRINT AT B,0;"■■■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■"
  40 PRINT AT 21,0;"››››››››››››
››››››››››››››››"
  41 PRINT AT 20,24;"■■■■■■■■"
  50 PRINT AT C,D;"
  51 PRINT AT 20,G;"■";AT 20,G+1
0;"■";AT 20,G+1;" ";AT 20,G-1;"
";AT 20,G+10-1;" ";AT 20,G+10+1;
" "
  52 IF C<20 THEN PRINT AT C-1,D
-1;"
  53 IF D>0 THEN PRINT AT C,D-1;
"
  60 IF INKEY$="5" AND D>0 THEN
LET D=D-1
  70 IF INKEY$="8" AND D<E THEN
LET D=D+1
  80 IF D=E-1 THEN LET SCORE=SCO
RE+10
  81 IF D=E-1 THEN LET F=F+1
  82 IF F=8 THEN GOTO 700
  90 IF D=E-1 THEN LET E=E+1
 110 IF INKEY$="9" THEN GOSUB 30
0
 120 IF INKEY$<>"9" AND C<20 THE
N GOSUB 400
 121 IF INKEY$<>"9" AND C=20 AND
 D=G OR D=G+10 AND C=20 THEN GOT
O 500
 130 PRINT AT C,D;"*"
 135 IF D>=24 AND C<20 THEN GOTO
 600
 140 LET K=K+1
 141 IF B=15 THEN LET Z=1
 142 IF K=3 THEN LET B=B+Z
 143 IF K=3 THEN LET K=0
 144 IF B=C THEN GOTO 200
 150 PRINT AT B,0;"■■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■"
 151 PRINT AT B-1,0;"■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■"
 152 PRINT AT B-2,0;"■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■"
 160 IF B=C THEN GOTO 200
 161 LET G=G-1
 163 IF G=0 THEN LET G=10
 165 PRINT AT 20,G;"■";AT 20,G+1
0;"■";AT 20,G+1;" ";AT 20,G-1;"
";AT 20,G+10-1;" ";AT 20,G+10+1;
" "
 170 GOTO 50
 210 CLS
 211 LET A$="YOU WERE ELECTROCUT
ED!"
 220 FAST
 225 FOR A=0 TO 8
 226 RAND USR 820
 227 NEXT A
 228 SLOW
 229 POKE 16515,30
 230 RAND USR 16514
 237 PRINT "          ■■■■"
 238 FOR A=0 TO 10
 239 PRINT "          ■■■■■■"
 240 NEXT A
 241 PRINT AT 5,10;"RIP"
 242 PRINT AT 14,0;A$;AT 17,0;"Y
OU HAD A SCORE OF ";SCORE
 243 GOTO 900
 300 LET C=C-1
 310 LET D=D+1
 320 RETURN
 400 LET C=C+1
 410 LET D=D+1
 420 GOTO 50
 500 PRINT AT C,D;"
 501 FOR A=0 TO 50
 502 NEXT A
 505 CLS
 510 LET A$="A BUG GOT YOU"
 520 GOTO 229
 600 PRINT AT C,D;"
 601 FOR A=0 TO 50
 602 NEXT A
 605 CLS
 610 LET A$="YOU JUMPED INTO THE
COMPUTERS    MICRO CHIPS"
 620 GOTO 229
 700 POKE 16515,30
 710 RAND USR 16514
 720 CLS
 730 PRINT AT 5,6;"**WELL DONE**
"
 740 PRINT AT 10,5;"YOU HAVE GOT
EIGHT BITS AND      BUILT ONE BY
TE                          100 POI
NT BONUS"
 745 LET SCORE=SCORE+100
 750 PRINT
 760 PRINT "YOUR SCORE IS NOW ";
SCORE
 770 PRINT
 780 PRINT "THE CPU HAS CALLED Y
OU TO GET   ANOTHER BYTE BUILT U
P."
 790 PRINT AT 21,0;"PRESS  "P""
TO PLAY AGAIN"
 791 IF INKEY$="" THEN GOTO 791
 792 IF INKEY$<>"P" THEN GOTO 79
1
 793 GOTO 13
 900 FOR A=0 TO 100
 910 NEXT A
 920 CLS
 925 IF SCORE>HS THEN GOSUB 960
 930 PRINT "AGAIN(Y/N)?"
 940 INPUT A$
 950 IF A$="Y" THEN GOTO 4
 951 IF A$="N" THEN NEW
 952 GOTO 940
 960 PRINT "YOU HAVE GOT THE HIG
H SCORE"
 970 PRINT "ENTER NAME(12 CHARAC
TERS ONLY)"
 980 INPUT D$
 990 IF LEN D$>12 THEN GOTO 980
 991 LET HS=SCORE
 995 RETURN
 999 STOP
1000 CLS
1001 PRINT "BYTE"
1002 PRINT "YOU ARE AN ELCTRONIC
 PULSE     AND YOU HAVE TO COLL
ECT EIGHT    BITS TO MAKE A BYTE
BEFORE      AN ELECTRIC WIPE OUT
 HAS SPREAD  DOWN TO YOUR WIRE WH
ICH YOU ARE COLLECTING THE BITS
ON"
1003 PRINT "IF THE WIPE OUT HAS
REACHED YOURWIRE YOU WILL BE ELE
CTROCUTED.  SEEMS EASY,OR IS IT?
"
1004 PRINT "THERE ARE SOME BUGS
GOING ALONG YOUR WIRE WHICH YOU
MUST JUMP   OVER.IF YOU CAN'T J
MP OVER THEMIN TIME THEN MOVE LE
FT THEN JUMP"
1005 PRINT "KEYS-5 LEFT/8 RIGHT/
9 JUMP"
1006 PRINT "10 POINTS ARE AWARDE
D FOR EACH  BIT AND 100 FOR MAKI
NG A BYTE"
1007 PRINT "THE GAME INCLUDES MA
CHINE CODE  AND HI-RES GRAPHICS"
1008 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE"
1009 IF INKEY$="" THEN GOTO 1009
1010 CLS
1011 GOTO 8
9000 REM ++MACHINE CODE++
         ++HEX LOADER++++
9010 LET H$="3E04ED47C9"
9011 FOR A=16514 TO 16518
9012 POKE A,16*(CODE H$(1)-28)+C
ODE H$(2)-28
9013 LET H$=H$(3 TO )
9014 NEXT A
9015 RETURN
9998 SAVE "BYTE"
9999 RUN
```

```
  1 GOSUB 6500
  2 PRINT "■■■
```

```
 341 IF S$="C" THEN PAUSE 50
 342 IF S$="C" THEN PRINT AT 18,
0;"
                                
  "
 344 IF S$="C" THEN GOTO 20
 345 IF S$<>"G" THEN GOTO 339
 350 LET G=INT (RND*4)+1
 351 FOR I=1 TO 20
 360 IF G<>3 THEN PRINT AT 21,9;
"GAMBLE LOST"
 361 IF G<>3 THEN PRINT AT 21,9;
"GAMBLE LOST"
 370 IF G=3 THEN PRINT AT 21,9;"
GAMBLE WON"
 371 IF G=3 THEN PRINT AT 21,9;"
GAMBLE WON"
 372 NEXT I
 373 PAUSE 100
 375 PRINT AT 21,0;"
                                
  "
 380 IF G=3 THEN LET S=S+U
 390 IF G<>3 THEN PAUSE 200
 392 IF G<>3 THEN PRINT AT 18,0;
"
                                
"
 395 IF G<>3 THEN GOTO 20
 400 GOTO 310
1800 REM GOT £5
1900 IF DD=1 THEN RETURN
1901 LET DD=1
1902 CLS
1903 PRINT "£££££££££££££££££
£££££££££"
2000 PRINT "WELL DONE;    YOU MA
Y LEAVE THE SLOTS(L) OR CONTINUE
 PLAYING BUT YOU WILL WIN OR LOS
E(P)"
2500 PRINT "£££££££P£££££££££
£££££££££"
2505 LET BM=10
2600 INPUT X$
2605 IF X$="P" OR X$="L" THEN GO
TO 2700
2650 GOTO 2600
2700 IF X$="P" THEN CLS
2701 IF X$="P" THEN GOTO 20
2800 IF X$="L" THEN PRINT "A WIS
E DISITION.YOU MUST HAVE   ALOT
OF WILL POWER OR YOU ARE IN A HU
RRAY."
2801 PRINT AT 15,5;A$;" TAKEN,5
£";M
3000 STOP
3100 LET E=INT (RND*10)+2
3104 LET N=0
3105 FOR I=1 TO 10
3110 PRINT AT 18,0;"???????????
NUDGES?????????????"
3112 PRINT AT 18,0;"■■■■■■■■■■
■■■■■■■■■■■■■■■■"
3120 NEXT I
3122 LET W=1
3150 PRINT AT 18,0;"YOU HAVE GOT
 A TOTAL OF ";E;"NUDGES".
3160 FOR I=1 TO 15
3165 REM PAUSE
3170 NEXT I
3200 IF W=5 THEN PRINT AT 18,0;"
                                
                                
"
3205 IF W=5 THEN RETURN
3206 IF W=4 THEN PRINT AT 18,0;"
                                
"
3207 IF W=4 THEN RETURN
3210 PRINT AT 19,0;"DO YOU WANT
TO NUDGE ROW ";W;"(Y/N)"
3211 LET W=W+1
3212 INPUT I$
3213 IF I$="Y" OR I$="N" THEN GO
TO 3215
3214 GOTO 3212
3215 IF W=4 AND I$="N" THEN PRIN
T AT 18,0;"
                                
                                
"
3216 IF W=4 AND I$="N" THEN RETU
RN
3222 IF I$="N" THEN GOTO 3210
3223 LET J=INT (RND*7)+1
3230 PRINT AT 19,0;"DO YOU WANT
TO NUDGE ■P OR ■OWN"
3240 INPUT D$
3250 IF D$="U" OR D$="D" THEN GO
TO 3260
3255 GOTO 3240
3260 PRINT AT 19,0;"HOW MANY NUD
GES UP OR DOWN ?
                                "
3261 INPUT O
3262 IF O<0 OR O>E THEN GOTO 326
1
3263 IF W=2 THEN LET J=Y
3264 IF W=3 THEN LET J=T
3265 IF W=4 THEN LET J=Z
3266 LET B$(10)="?"
3267 LET B$(9)="$"
3268 LET B$(8)="+"
3269 LET B$(7)="X"
3270 LET B$(1)="£"
3271 LET B$(2)="O"
3272 LET B$(3)="-"
3273 LET B$(5)="■"
3274 LET B$(4)="*"
3275 LET B$(6)="="
3279 LET P=0
3280 IF D$="U" THEN LET P=J+O
3282 IF P>10 THEN LET P=P-10
3285 IF D$="U" THEN LET J=P
3286 IF P<1 THEN LET P=P+10
3287 IF D$="D" THEN LET P=J-O
3288 IF D$="D" THEN LET J=P
3290 IF J<1 THEN LET J=J+3
3292 IF J<1 OR J>10 THEN GOTO 32
80
3999 LET N=W-1
4000 PRINT AT 7,14+2*N;B$(J)
4001 IF W=2 THEN LET A$(1)=B$(J)
4002 IF W=3 THEN LET A$(2)=B$(J)
4003 IF W=4 THEN LET A$(3)=B$(J)
4010 LET E=E-O
4030 GOTO 3150
4111 REM LET B$="$+X=■-0"
5000 STOP
5001 SAVE "J■"
5002 RUN
5003 STOP
6000 REM HOLD
6001 LET TT=1
6002 LET RT=0
6003 LET RO=0
6004 LET RR=0
6010 FOR I=1 TO 50
6100 PRINT AT 18,0;"■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■■■
```

You've got it Licked!!

INFINITE lives for the game **Booty**. Type in:

```
10 BORDER 0: PAPER 0: INK 0
20 CLEAR 26870
30 LOAD "" SCREEN$
40 LOAD "" CODE 26880
50 RANDOMISE USR 26880
60 POKE 58294,0
70 RANDOMISE USR 52500
```

Run this and then play the program into your Spectrum.

Robert Caldecott, London SW18



HELP WITH **Skooldaze.** In the Map Room, wait until Mr Withit turns up, stands outside the classroom and speaks. He then enters, and you should follow him to the map. When he turns round, move behind him and do the same. Fire from this position.

In the Reading Room, sit on the back seat. During the lesson stand up and fire.

At Playtime you can move between the White Room and Green Room. You should be positioned just behind the stairs going up and facing left. You can then fire into the Green Room and dodge up the stairs.

Brian Lace, Shirland, Derbys

TO REACH the planet in **Death Star Interceptor** without being killed, fly as high as you can in the top right hand corner.

Andy Herrod, Gt Bookham, Surrey

HAVING trouble using the vulture in **Rocket Man?** To flap you must keep pressing the jump/thrust/flap key.

Paul Beards, Rugby, Warks



TO ESCAPE from the hotel in **Valkyrie 17** go east from the bottom of the staircase. Get the snowshoes from the cupboard, go upstairs to the laundry and get the sheets. Tie the sheets and cross the landing to the window. Open the window, go out, go south, go in. Tie the sheets to the bed, climb out and climb down.

J Williams, Jon Pentrie, Glamorgan

FINDERS KEEPERS: To pass the Puss without Boots drop the sulphur and charcoal on the saltpetre to make gunpowder and then drop the magic flame on the saltpetre to blow up Puss.

Try combining the empty bottle with the model of the Cutty Sark, the pile of mud with the spark of life, the philosopher's stone with the bar of lead and the broken sword with the blacksmith.

Darren Hipkins, Dudley, West Midlands

WHEN YOU have passed the second wall in **Airwolf** wait until the radars have fired and then fly straight into the next room. Shoot the box and fly back into the radar room. The wall on the left now has an exit.
Kevin McNamara, Oldham, Manchester

ONCE YOU have picked up the fire extinguisher from the lift in **Pyjamarama** go to floor one, out of the lift, through the second door you come to, up the tea chests, out of the window, along the roof, down the chute. Walk over the fire and down the next chute. Quickly walk left, take the square key, keep walking left.

In the bedroom, go through the door on your right, down the stairs, through two more rooms, and downstairs to the start. Through the white door and turn left to the room with the vicious plants.

Exchange the water bucket for the fuel can and leave again down the stairs on the right, into the lift room, hit box number one, leave, walk through the first door you come to and the fuel can can be filled.
M J Hughes.

Pen-friends

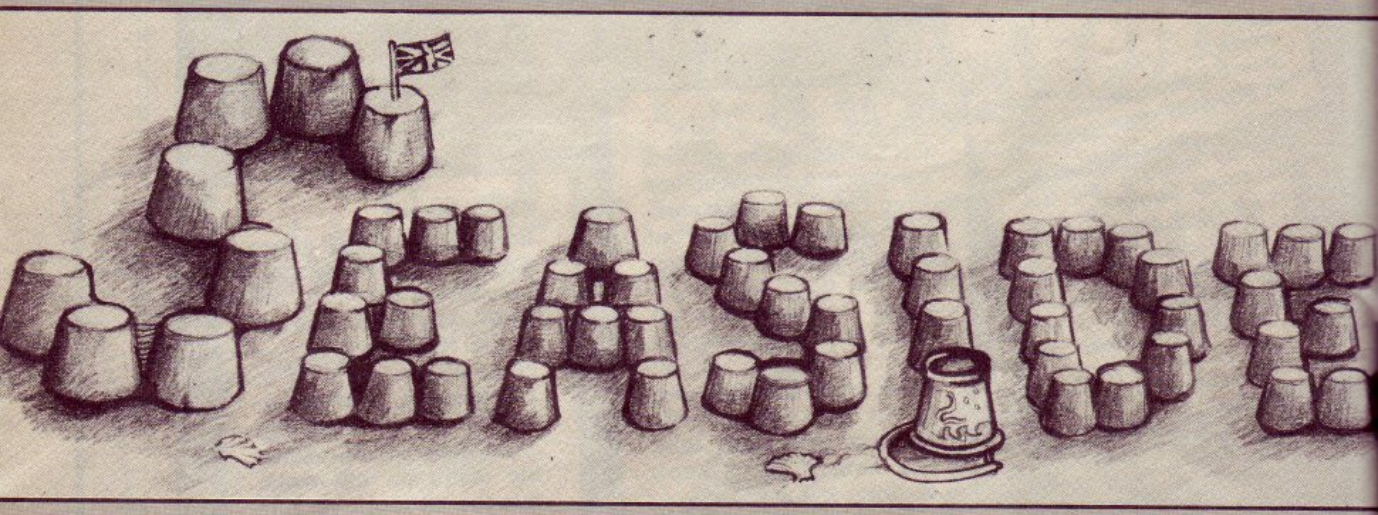


Trevor Corner, 17 Burnham Road, Epworth, nr Doncaster, S Yorkshire ON9 1BX purchased a Spectrum Plus just before Christmas, having owned a 48K Spectrum for two years. He has a very good knowledge of Basic and machine code and knows a little about Forth. He enjoys playing commercial games as well as writing his own programs, and would like to find penfriends who share his interests in order to swap hints, tips and listings.

Andrew Turner, 5 Holbrook Road, Fleckney, Leicester LE8 0BT would like a penfriend between the ages of 12 and 14 who enjoys Ultimate and arcade games.

Finnur Hardarson, Reynivollum 10, 700 Egilstodum, Iceland is sixteen years old and would like to swap games, hints and tips. He owns around 300 games, most of them fairly new.

Mr Carmel Galea, "Anncar-Hse", Liedna Str, Fgura, Malta GC would like help with programming. In return he can send lots of information about the sunny island of Malta.



BOMB

STAYING at the seaside you discover that a bomb has been planted in a nearby hotel. Rushing to the scene, you begin to search for it. This proves tricky as the hotel has 50 floors, with 25 corridors on each floor and 15 rooms on each corridor. You only have time in which to search 20 rooms. Luckily, you have with you a bomb detector which will give you a reading between one and ten. The reading will go up when you are warm and down when you are cold.

Seaside Bomb was written for the Spectrum Plus by Ian Cummings of Lincoln.

How it Works

First the screen is cleared. This is not necessary for the first game, but will be useful in subsequent ones. Values are then chosen for the variables a, b and c. A is the floor number of the bomb, so a whole number between one and fifty is selected. B is the corridor number of the bomb, so the value is between one and twenty five. C will be the room number, so the random number selected is between one and 15.

I will be the number of rooms searched. This is set to zero in line 80, and is immediately raised to one as the player begins a first search.

The program next asks for the player to input a guess at the room number. This guess is filed in memory as value x. If x is less than zero or greater than 50, the program will ask for a more sensible guess. Line 110 asks for a guess at the corridor number, and this guess is stored under the heading y if it proves to be a sensible guess. Line 120 asks for a guess of the room number. This guess is also checked, and then stored under heading y.

The working of the bomb detector begins on line 130. The actual floor number is compared with your guess (that is, the value of a is compared with x). The difference is filed under the heading 1. The following lines work out the difference between your guess at the corridor number, and the actual corridor number and between your guess at the room number and the actual room number. These new results are stored under the headings m and n respectively.

If, for example, the bomb was on floor 14, corridor 14, room 14, and you had guessed that it was on floor one, corridor two, room three, the value of 1 would be 13, the value of m would be 12 and the value of n would be 11.

Of course, if the bomb had been on floor 14, and the player had guessed it was on floor 50, the result of these calculations would have been a minus number. Lines 150 to 153 therefore change any minus numbers to positive numbers by the use of the function ABS.

The three positive numbers are then added together to form q, the bomb detector's initial finding. Before this is printed on screen the program checks whether the value of q is zero. This would, of course, indicate that there had been no difference at all between your guesses and the correct answers and you had therefore given the right answer. In this case the computer would simply jump a whole section of program and go to the win routine on line 271.

As the value of q could be very large, and is not necessarily between one and ten, line 170 changes it to a fraction and then multiplies it by ten, to produce a clear result for the bomb detector. Your guesses are then printed on screen, followed by the reading on the bomb detector.

The program then checks the

value of i, which was the number of rooms searched. If the value is 20 the player has run out of time, and the computer will skip to the out of time part on line 230.

If the player is not out of time, the computer will go back in the program. The instruction is to go back to line 85 but, as there is no line 85, the computer will simply go to the next line following that. In this case it will return to line 90, increase the number of rooms searched by one and then carry on.

Immediately after the main section of the program is the out of time routine. This begins by printing BANG on the screen, and then follows this by telling the player what the correct results were. When this has been done, the computer skips to line 300 to check whether you want to play again.

The win routine begins on line 271. The computer will only reach this line if it has been sent there by line 161 which checked whether all your guesses were correct. The win routine tells you that you were correct and prints the correct answers on the screen. The computer then moves straight on to line 300 and asks whether you would like to play again. If the answer is yes or y, the computer returns to the beginning of the program. If any other answer is given it will stop.

```
  20 CLS
  50 LET a= INT ( RND *50)+1
  60 LET b= INT ( RND *25)+1
  70 LET c= INT ( RND *15)+1
  80 LET i=0
  90 LET i=i+1
 100 INPUT ; INK 1;"Which floor
do you think the bomb is on?(1-5
0)";x
 101 IF x<0 THEN  GO TO 100
 102 IF x>50 THEN  GO TO 100
 110 INPUT  INK 2;"Which corrido
r do you think the bomb is on?(1
-25)";y
 111 IF y<0 THEN  GO TO 110
 112 IF y>25 THEN  GO TO 110
 120 INPUT  INK 4;"Which room do
 you think the bomb is in?(1-15)
";z
 121 IF z<0 THEN  GO TO 120
 122 IF z>15 THEN  GO TO 120
 130 LET l=a-x
 140 LET m=b-y
 150 LET n=c-z
 151 LET l= ABS (l)
 152 LET m= ABS (m)
 153 LET n= ABS (n)
 160 LET q=l+m+n
 161 IF q=0 THEN  GO TO 270
 170 LET q=((1/q)*10)-0.0005
 190 PRINT  INK 1;x;","; INK 2;y
;","; INK 4;z;","; INK 0;" signa
l strength = ";q
 210 IF i=20 THEN  GO TO 230
 220 GO TO 85
 230 GO SUB 350
 231 LET a$="BANG"
 232 PRINT  INK 1; TAB 14;a$
 240 PRINT
 250 PRINT  INK 5;"You ran out o
f time and are now laid in a hea
p with the hotel on top of you.Y
ou may not feel too well!"
 252 PRINT  INK 1;"The floor was
   ";a
 253 PRINT  INK 2;"The corridor
was ";b
 254 PRINT  INK 4;"The room was
   ";c
 260 GO TO 300
 271 PRINT  PAPER 1; INK 6; FLAS
H 1;"  YOU ARE RIGHT !!!"
 273 PRINT  INK 5;"You only had
to search ";i;" rooms to discove
rthat:- "
 276 PRINT "The floor was   ";a

 277 PRINT "The corridor was ";b

 278 PRINT "The room was    ";c
 280 PRINT  INK 3;"Well done!!!
You have saved the hotel.Go to B
uck House and collect an O.B.E."

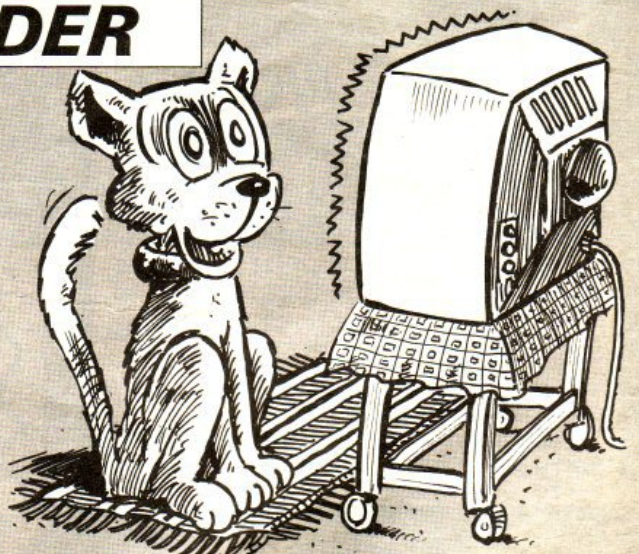
 300 INPUT "Do you want another
go? (yes or no) ";b$
 310 IF b$="yes" OR b$="y" THEN
 GO TO 20
 320 STOP
```

BEGINNER

FLASHING BORDER

ADD COLOUR to your programs with this Flashing Border routine. It instantly changes the attributes around the edge of the screen. Call it up in a longer program with the command RAND USR 32000.

Written for the Spectrum or Spectrum Plus by M Jackson of Orpington, Kent. Underlined letters are those to be entered in graphics mode.



```
  10 DATA 6,0,33,0,88,17,32,125,
26,254,0,200,54,135,79,9,19,195,
8,125
  20 FOR f=32000 TO 32019: READ
a: POKE f,a: NEXT f
  30 FOR f=32032 TO 32063: POKE
f,1: NEXT f
  40 FOR f=32064 TO 32102 STEP 2
: POKE f,31: POKE f+1,1: NEXT f
  50 FOR f=32103 TO 32135: POKE
f,1: NEXT f
  60 DATA 255,129,129,129,129,12
9,129,255
  70 FOR f=0 TO 7: READ a: POKE
 USR "a"+f,a: NEXT f
  80 FOR f=0 TO 31: PRINT  AT 0,
f;"A"; AT 21,f;"A"
  90 IF f<22 THEN  PRINT  AT f,0
;"A"; AT f,31;"A"
 100 NEXT f
 110 FOR f=0 TO 255: POKE 32013,
f: RANDOMIZE  USR 32000
 115 FOR g=1 TO 5: BEEP .005,(f/
5)+g: NEXT g
 120 NEXT f: GO TO 110
```

JACK IN THE BOX

```
    5 LET hi=10
  10 FOR a=65368 TO 65375: READ
b: POKE a,b: NEXT a
  20 DATA 126,129,165,129,129,18
9,129,126
  30 LET a=10: LET b=15: LET c=7
: LET d=12
  40 LET s=0: LET l=3
  50 PAPER 7: INK 0: BORDER 5: C
LS : LET a$="(ig5)      (g5)": LE
T b$="          "
  60 PRINT #1; AT 1,0; INK 1;"SC
ORE=";s; AT 1,25;"LIVES=";l; AT
1,13; PAPER 6; INK 2; BRIGHT 1;"
HI=";hi
  70 PRINT  AT c,d; INK 3;"(ig4:
5*g3:g7)"; AT c+1,d;a$; AT c+2,d
;a$; AT c+3,d;a$; AT c+4,d;a$; A
T c+5,d;a$; AT c+6,d;"(ig1:5*ig3
:ig2)"
  80 PRINT  AT a,b; BRIGHT 1;"A"

  90 LET a=a+( INKEY$ ="a")-( IN
KEY$ ="q")
 100 LET b=b+( INKEY$ ="p")-( IN
KEY$ ="o")
 105 BEEP .01,b
 110 PRINT  AT c,d;b$; AT c+1,d;
b$; AT c+2,d;b$; AT c+3,d;b$; AT
 c+4,d;b$; AT c+5,d;b$; AT c+6,d
;b$
 120 LET e= INT ( RND *4)+1
 130 IF e=1 AND c>0 THEN  LET c=
c-1: GO TO 170
 140 IF e=2 AND c<15 THEN  LET c
=c+1: GO TO 170
 150 IF e=3 AND d>0 THEN  LET d=
d-1: GO TO 170
 160 IF e=4 AND d<25 THEN  LET d
=d+1
 170 IF a <= c OR a >= c+6 OR b
<= d OR b >= d+6 THEN  LET l=l-1
: LET a=c+3: LET b=d+3: PRINT #1
; AT 1,31; INK 1;l: FOR f=10 TO
-10 STEP -.5: BEEP .01,f: NEXT f
: IF l=0 THEN  GO TO 200
 180 LET s=s+1: PRINT #1; INK 1;
AT 1,6;s
 190 GO TO 70
 200 PRINT  AT 10,11; INVERSE 1;
"GAME OVER": BEEP 1,0
 210 PAUSE 100
 220 PRINT  AT 10,2; PAPER 6;"Pr
ess any key to play again.": BEE
P 1,2
 230 PAUSE 0: BEEP 1,4
 240 IF s>hi THEN  LET hi=s
 250 GO TO 30
```



Jack is a very insecure character. In fact, he is so insecure that he will die if he ventures outside his box. This would be difficult enough in normal circumstances, but is made almost impossible by the fact that his box keeps moving around.

Keep Jack in the Box for as long as possible.

Written for the Spectrum or Spectrum Plus by Andrew Prosser of Abbeydal, Gloucester.

Underlined letters are explained in detail on page five.

BEGINNER

WHITE NOISE

```
  10 CLEAR 32580
  11 FOR f=32581 TO 32597
  20 READ a: POKE f,a:
  30 NEXT f
  40 DATA 33,00,10,43,126,211,25
4,6,7,5,32,-3,175,132,200,24,-14

  50 RESTORE 40
  60 RANDOMIZE  USR 32581
  65 PRINT  AT 10,0;"POKE 32589,
n=  frequency"
  66 PRINT : PRINT "(n) is a NO.
between -255 & +255"
  70 GO TO 60
```

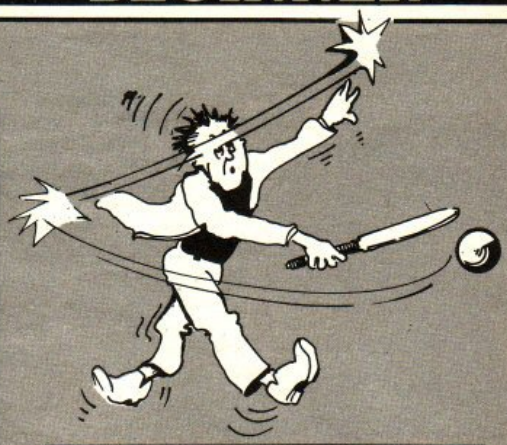


EXPLOSIONS, celebrations, congratulations. All occasions when your programs need livening up with a special routine. Try White Noise, written for the Spectrum or Spectrum Plus by Trevor Tye of Middlesborough, Cleveland. Run the program to produce an exploding border and metallic shriek.

```
  10 LET hs=0: OVER 0
  20 LET sc=0: RESTORE : BORDER
0: PAPER 0: INK 1: BRIGHT 1: CLS
 : LET s= INT ( RND *5+16): LET
x=10: LET y=5: LET a1=-1: LET b1
=1: LET n=9
  30 FOR b= USR "a" TO  USR "a"+
15: READ c: POKE b,c: NEXT b
  50 PRINT  INK 6;" SCORE ";sc;
TAB 13;"HIGH ";hs; TAB 24;"9 BAL
LS"'''
  60 FOR a=1 TO 6: READ b: INK b

  70 PRINT " BBBBBBBBBBBBBBBBBB
BBBBBBBBBB"
  80 NEXT a
  85 INK 1
  90 LET z= ATTR (x,y) <> 65 AND
 ATTR (x,y) <> 67
  95 PRINT  AT x,y; INK 5;"A"
 100 LET s=s+( INKEY$ ="8")-( IN
KEY$ ="5"): LET s=s+(s=-1)-(s=26
): PRINT  AT 21,s; INK 3;" ____
"
 110 LET a1=a1-2*a1*z-2*(x=21)+2
*(x=2): LET b1=b1+2*(y=1)-2*(y=3
0): IF z THEN  LET sc=sc+1: BEEP
 .01,45-2*x: PRINT  AT 0,7; INK
6;sc
 115 LET s=s+( INKEY$ ="8")-( IN
KEY$ ="5"): LET s=s+(s=-1)-(s=26
): PRINT  AT 21,s; INK 3;" ____
"
 120 PRINT  AT x,y;" ": LET x=x+
a1: LET y=y+b1: IF (y<s+1 OR y>s
+4) AND x=21 THEN  GO TO 140
 125 IF sc=180 THEN  PRINT  AT 3
,0;: RESTORE 1020: GO TO 60
 130 GO TO 90
 140 PRINT  AT 10,11; INK 2; PAP
ER 7;" MISSED! "; AT x,y; INK 2;
 PAPER 0;"A": BEEP 1,-10
 150 LET n=n-1
 160 IF n=0 THEN  GO TO 200
 170 PRINT  AT 0,24; INK 6;n
 180 FOR q=1 TO 250: NEXT q: PRI
NT  AT 10,11;"           "; AT x,
y;" "
 185 LET x=10
 190 GO TO 90
 200 PRINT  AT 10,7; INK 6; PAPE
R 1;"YOUR SCORE IS ";sc
 205 IF sc>hs THEN  LET hs=sc
 210 PRINT  AT 0,18; INK 6;hs; A
T 12,3; INK 3; PAPER 7; FLASH 1;
"HIT ANY KEY TO PLAY AGAIN"
 215 IF  INKEY$  <> "" THEN  GO
TO 215
 220 IF  INKEY$ ="" THEN  GO TO
220

 230 GO TO 20
1010 DATA 126,255,255,255,255,25
5,255,126,0,0,127,127,127,127,12
7,127
1020 DATA 2,2,6,6,4,4
```



BREAKOUT

An old favourite for both the Spectrum and Spectrum Plus, Breakout, programmed here by Paul Johnson from Nottingham.

Keep the ball bouncing by positioning your bat beneath it. Your aim is to knock all the bricks out of the wall above you.

See page five for graphics instructions.

DIRECTORY

Keep records of the phone numbers of up to a hundred of your friends with Directory, written for the 16K ZX-81 by Timothy Moore of Dawlish, Devon.



```
   0 REM **TELEPHONE DIRECTORY**
   2 REM TYPE LINE 0 AS LINE 1 A
ND USE POKE 16510,0 TO MAKE IT L
INE 0
   5 LET AM=100
   6 PRINT "TELEPHONE DIRECTORY"
   7 PRINT "DIRECTORY EMPTY"
   8 PRINT "PRESS A KEY TO ENTER
 DIRECTORY"
   9 PAUSE 4E4
  10 CLS
  11 PRINT "TELEPHONE DIRECTORY"
  20 PRINT AT 1,0;"AMOUNT OF NUM
BERS TO ENTER=";AM
  21 DIM N$(100,15)
  22 DIM N(100)
  25 FOR A=1 TO 100
  30 PRINT "ENTER NAME.USE-9999
TO EXIT"
  40 INPUT J$
  41 IF J$="-9999" THEN GOTO 100
  42 LET N$(A)=J$
  50 PRINT "ENTER NUMBER"
  60 INPUT NUMB
  61 IF NUMB=-9999 THEN GOTO 100
  62 LET N(A)=NUMB
  71 PRINT AT 3,0;"
 "
  72 PRINT AT 1,0;"
                  ";AT 2,0;"
                  "
  73 LET AM=AM-1
  74 PRINT AT 1,0;"AMOUNT OF NUM
BERS TO ENTER=";AM
  80 NEXT A
 100 CLS
 105 PRINT AT 0,0;"TELEPHONE DIR
ECTORY"
 110 PRINT AT 1,0;"OPTIONS-"
 120 PRINT "1-SEARCH"
 130 PRINT "2-UPDATE";AT 4,0;"3-
SAVE"
 131 INPUT A$
 132 IF A$="1" THEN GOTO 200
 133 IF A$="2" THEN GOTO 400
 134 IF A$="3" THEN GOTO 500
 201 PRINT AT 3,0;"
 ";AT 4,0;"
                  "
 202 PRINT AT 1,0;"
                  ";AT 2,0;"
                  "
 210 PRINT AT 1,0;"1-SEARCH NAME
S"
 220 PRINT "2-SEARCH NUMBERS"
 221 INPUT A$
 222 IF A$="2" THEN GOTO 290
 239 PRINT "ENTER NAME"
 240 DIM T$(1,15)
 250 INPUT T$(1)
 252 PRINT "SEARCHING"
 253 FOR A=1 TO 100
 254 IF T$(1)=N$(A) THEN SCROLL
 255 IF T$(1)=N$(A) THEN PRINT "
FOUND...NO.";A
 256 IF T$(1)=N$(A) THEN SCROLL
 257 IF T$(1)=N$(A) THEN PRINT T
$(1),N(A)
 260 NEXT A
 270 SCROLL
 271 PRINT "[illegible]"
 273 PAUSE 4E4
 274 CLS
 275 GOTO 100
 300 PRINT "ENTER NUMBER"
 310 INPUT NU
 320 PRINT "SEARCHING"
 330 FOR A=1 TO 100
 340 IF NU=N(A) THEN SCROLL
 350 IF NU=N(A) THEN PRINT "FOUN
D...NO.";A
 360 IF NU=N(A) THEN SCROLL
 370 IF NU=N(A) THEN PRINT NU,N$
(A)
 380 NEXT A
 390 GOTO 270
 410 PRINT "WHICH NO."
 420 PRINT "IF YOU DON'T KNOW TY
PE -9999     AND USE OPTION 1"
 430 INPUT NO
 431 IF NO=-9999 THEN GOTO 100
 432 PRINT "ENTER NAME"
 433 INPUT N$(NO)
 434 PRINT "ENTER NUMBER"
 435 INPUT N(NO)
 436 GOTO 100
 500 PRINT "ENTER FILENAME"
 510 INPUT F$
 520 PRINT "PRESS A KEY"
 530 PAUSE 4E4
 540 SAVE F$
 550 GOTO 100
9998 SAVE "TEL[illegible]"
9999 RUN
```



THE WORM

Colette McDermott explores the final part of Level Nine's Worm in Paradise adventure game trilogy.

THE YEAR is 2344AD. It is forty years since the starship Snowball left Earth with its first cargo of humans bound for Planet Eden, where the City of Enoch has been created for them by pre-programmed robots.

In the first Level Nine adventure in the trilogy the starship, **Snowball,** is attacked by robots attempting to drive the ship off course.

The attack is made easier with the passengers and crew travelling in a state of hibernation. However, Kim Kimberley, secret agent, is also travelling, incognito, onboard the starship, fully conscious in case such an event should occur.

In the first mission Kim, aided by you, is charged to protect the ship. This she does by gaining control of the ship's main console and putting Snowball back on course.

Having completed this adventure, or not, whichever the case may be, you might have tried the second part of the trilogy, **Return to Eden,** released in October 1984.

Snowball has reached Eden. The passengers and crew awaken and discover, so they think, from tapes recording the journey, that Kim was the failed saboteur.

Humans take part in YTS courses on how to watch paint dry.

She is tried, found guilty and sentenced to death.

The adventure begins with Kim on Eden, running for her life with Snowball hot on her trail. She seeks the sanctuary of the Doomed City of Enoch.

However, Kim arrives near the City and realizes that things are not right. The robots are fighting in the jungle surrounding the city in a frenzied attempt to control it.

Inside the city the robots have developed far beyond the capabilities of the humans and, if allowed, will take complete control of the colonists in their unrelenting task to build a paradise. Kim now fights to return status quo to the City of Enoch.

Return to Eden concludes when Kim gains the position of Mayor of Enoch, but there is still a final adventure left to complete. . .

Worm in Paradise will complete the **Silicon Dream** trilogy on its release later this month.

Not only does it complete an excellent set of adventures, but the graphics will stimulate your visual powers.

Kim is still Mayor, although her involvement in the final adventure is limited, if not non-existent.

While Return to Eden had distinctly left wing political overtones. Pete Austin, designer and member of the family team at Level Nine, said "We are now balancing the politics of Eden by making Worm a realistic right wing state. This is the future, I think, if Maggie Thatcher were to remain in power until the 24th Century. It's a political science fiction."

Although the City of Enoch has changed due to Kim's efforts, robots still carry out the daily tasks, leaving humans free to pursue pleasure activities.

Even the essential services: policing, cleaning and medicine are carried out by robots.

Law and order are maintained with the addition of dog collars worn by humans. This enables strict control over all activities and effectively allows the police to spy on your character.

Not that the police really need to do so anymore. Humans take part in such basic chores; YTS courses on how to watch paint dry, for example, that their brains are dulled. Many of them happy to remain, non-classed non-entities in the City of Enoch.

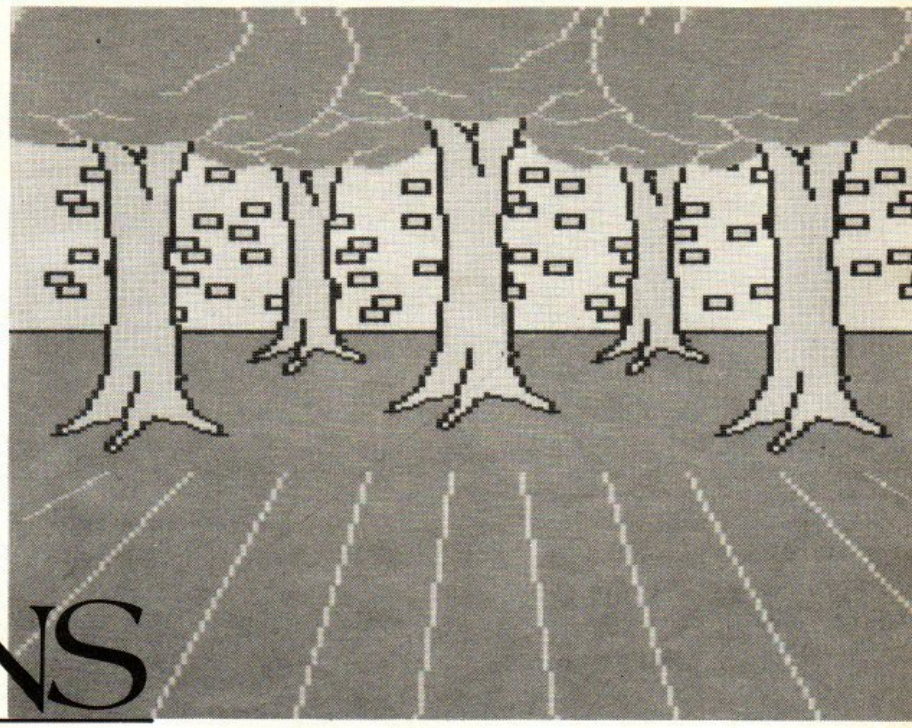
They spend their 10 hour metric days visiting the Dream Pal-

aces, the equivalent to our modern day arcade halls. Here they sit, helmets upon heads, relaxing and indulging themselves in trivial pursuits, puzzle solving and other minor activities.

Yes, in Enoch it is the norm to regress through life totally devoid of ambition.

Our adventure through Worm in Paradise begins with a nonentity on a trip in the Dream Palace. A malfunction develops and his dream becomes a nightmare.

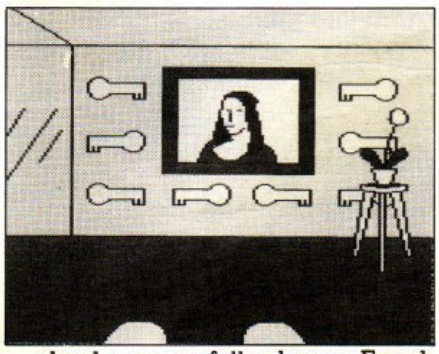
So major is the effect upon him that he questions his whole existence and starts to fight the system, thus saving the world.



TURNS

Driven by his new found nature he decides to gain a higher position in life. It is your job to help him attain this higher station.

The title of the final adventure



has been carefully chosen. Enoch is meant to be paradise but this creature has turned, like a worm, against the system.

Your journey requires that you gain creds, local currency, and improve your score, and so become a higher status being.

Creds are important for a variety of reasons, such as buying useful and important objects to aid you on route.

You would be wise to get A Dagget, the dog. Despite his tedious ability to make smart alec remarks he will actually do you a great service at the end of the adventure, if you make it!

Earning creds is another avenue open to you. This you can do by working. There are also many dishonest ways to get creds.

Remember the police? You can sell them information, or you can hold it back if it proves more profitable to do so. Buying a camera might prove very useful here.

Privatized hospitals will buy organs and limbs, although selling off some parts of your body will cause side effects.

Important information can be gained by reading newspapers and magazines. You can improve you status in society considerably by being interviewed on television.

Being invited to society functions is yet another clever tactic to improve your score and ensure rapid upward mobility.

Associates gained along the way will help you to obtain better jobs, more creds and an even higher social position.

En route, for example, you may have the opportunity to become MD of a company, but you must get past a carpet blocking your way.

When things become too hectic for you, try going to the Dream Palace, to relax and solve minor puzzles. This will refresh you and give clues to the main adventure.

Snowball was a pure text adventure, Return to Eden had text with graphics which occupied the top centre third of the screen with the text written in a gothic style.

The Worm in Paradise graphics occupy the complete top half of the screen, and the text, by popular request, has reverted to a more readable typeface.

Like the previous two, it uses 35K of text. "This has been achieved by compressing common groups of characters," says Pete Austin.

Selling off some parts of your body may cause side effects.

The team have further developed the game so that the text may be read and commands pictures are appearing on screen.

Worm in Paradise recognizes over 500 command words with 220 different pictures and locations. Work began on it last Christmas, although the three brothers, Peter, Nick and Michael have been writing other programs, such as **Red Moon,** at the same time.



HELL HOLE

You play the part of Fred the Fearless, a bold young knight who has travelled far in search of Tom the Terror. At last, you have him cornered in the Hell Hole. Dare you enter, and face the evil creatures that lurk there?

Written for the 16K ZX-81 by Nicholas Phillips of Porthcawl, Mid Glamorgan.

```
  1 PAUSE 50
  2 CLS
  3 LET S=500
  4 LET W=0
  5 LET I$="HELL HOLE PRESENTED
BY NICK[redacted]"
  6 LET I$=I$(2 TO )+I$(1)
  7 PRINT AT 10,0;I$
  8 IF INKEY$="" THEN GOTO 6
  9 CLS
 10 PRINT AT 5,15;"[redacted]"
 20 PRINT AT 6,15;"[redacted]"
 30 PRINT AT 7,15;"[redacted]"
 40 PAUSE 70
 50 PRINT AT 8,20;"HELLO"
 60 PRINT AT 9,6;"WELCOME"
 70 PRINT AT 10,6;"TO"
 80 PRINT AT 11,6;"THE"
 90 PRINT AT 12,6;"HELL HOLE."
100 PAUSE 100
105 CLS
110 PRINT AT 0,10;"INSTRUCTIONS
"
115 PRINT AT 1,1;"YOU ARE FRED
THE FEARLESS"
116 PRINT AT 2,1;"A BOLD YOUNG
KNIGHT"
117 PRINT AT 3,1;"YOU HAVE TRAV
ELLED FAR ON YOUR QUEST"
118 PRINT AT 5,1;"TO FIND THE E
VIL BARBARIAN TOM THE TERROR"
119 PRINT AT 7,1;"YOU HAVE 500
POWER POINTS IN WHICH TO DEFEAT
TOM AND HIS MONSTER GUARDIANS."
120 PRINT AT 10,1;"YOU ENTER TH
E HELL HOLE"
125 PAUSE 600
126 CLS
130 LET Y=INT (RND*2+1)
131 IF Y=1 THEN LET P$="
                        "
132 IF Y=2 THEN LET P$="
                        WOLF"
133 PRINT "YOU PICK UP AN AXE"
134 PRINT AT 13,8;P$;
135 PRINT AT 1,0;"ATTACKS YOU"
136 PRINT AT 3,0;"YOU HAVE";S;"
POWER POINTS"
137 PRINT AT 5,0;"HOW MANY POIN
TS?"
140 INPUT P
141 LET BB=INT (RND*110)+1
142 IF BB>P THEN GOTO 144
143 IF BB<P THEN GOTO 146
144 PRINT "YOUR DEAD..HA.HA."
145 STOP
146 PRINT "STRAIGHT THROUGH THE
HEART"
150 LET F=INT (RND*150)+1
151 PRINT "YOU HAVE";W+F;"TREAS
URE POINTS"
152 PRINT "YOU HAVE";S-P;"POWER
POINTS"
153 PAUSE 450
154 CLS
170 PRINT "THE PASSAGE TWISTS A
ND TURNS AND BEFORE YOU,YOU SEE
A"
171 PAUSE 200
172 PRINT AT 11,10;"
                        "
173 PAUSE 250
174 LET S=S-P
175 PRINT AT 8,0;"HOW MANY POWE
R POINTS?"
176 LET VV=INT (RND*120)+1
177 INPUT O
178 IF VV>O THEN GOTO 180
179 IF VV<O THEN GOTO 182
180 PRINT "IT RIPS YOUR THROAT
OUT."
181 STOP
182 PRINT "YOU CUT IT IN HALF"
183 LET N=INT (RND*150)+1
184 LET S=S-O
185 PRINT "YOU HAVE ";W+N;" TRE
ASURE POINTS"
186 PRINT "AND HAVE ";S;" POWER
POINTS."
187 PAUSE 300
188 CLS
190 PRINT "THE PASSAGE TWISTS A
ND TURNS AND BEFORE YOU THERE IS
A DOOR"
191 PRINT "YOU ENTER"
192 PAUSE 200
193 CLS
194 PRINT "AND BEFORE YOU,YOU S
EE A
"
195 PRINT AT 10,11;"
                        "
196 PRINT AT 5,0;"HOW MANY POWE
R POINTS?"
197 INPUT I
198 LET OO=INT (RND*130)+1
199 IF OO>I THEN GOTO 201
200 IF OO<I THEN GOTO 203
201 PRINT "HE KILLS YOU."
202 STOP
203 PRINT "WELL DONE YOU KILLED
IT."
204 LET Z=INT (RND*200)+1
205 PRINT "YOU NOW HAVE ";W+N+F
+Z;" TREASURE POINTS"
206 LET S=S-I
207 PRINT "AND YOU HAVE ";S;" P
OWER POINTS"
208 PAUSE 300
209 CLS
210 PRINT "YOU WIPE THE GORE OF
YOUR SWORD "
211 PRINT "AND LEAVE THE ROOM."
212 PAUSE 150
213 CLS
214 PRINT "YOU WALK UP THE PASS
AGE AND YOU HEAR LAUGHTER."
215 PRINT "AND OUT OF THE SHADO
WS JUMPS
"
216 PAUSE 250
217 CLS
218 PRINT "TOM THE TERROR"
219 PRINT AT 10,11;"
                        "
220 PRINT "YOU NOW HAVE ";S;" P
OWER POINTS."
221 PAUSE 250
222 CLS
223 LET MM=INT (RND*140)+1
224 PRINT AT 5,0;"HOW MANY POWE
R POINTS?"
225 INPUT C
226 IF MM>C THEN GOTO 228
227 IF MM<C THEN GOTO 230
228 PRINT "TOO BAD HE KILLED YO
U."
229 STOP
230 PRINT "WELL DONE YOU HAVE K
ILLED TOM."
231 PAUSE 150
232 CLS
233 PRINT "BEHIND TOM YOU SEE A
TREASURE CHEST"
234 PRINT AT 8,8;"DO YOU WISH T
O OPEN IT?"
235 PRINT AT 12,12;"
                        "
236 PAUSE 200
237 CLS
238 PRINT " Y FOR YES
          N FOR NO."
239 INPUT N$
240 IF N$="Y" THEN GOTO 244
241 IF N$="N" THEN GOTO 242
242 PRINT "VERY WELL THEN LEAVE
IT.AND YOU LEAVE THE HELL HOLE.
"
243 STOP
244 PRINT "YOU OPEN THE CHEST A
ND YOU SEE SOME GOLD"
245 PRINT "AND YOU TAKE IT."
246 PAUSE 200
247 CLS
248 PRINT AT 10,10;"
                        GOLD.
                        "
249 PRINT "YOU ARE NOW VERY RIC
H.AND YOU LEAVE THE HELL HOLE."
250 PAUSE 150
251 CLS
255 STOP
```

BLACK MAX

```
    2 GOSUB 1000
    4 GOSUB 1500
    5 CLS
    6 REM *MAIN ROUTINE*
   10 FOR A=1 TO 75
   15 LET M=INT (RND*3)+1
   16 LET N=INT (RND*3)+1
   18 PRINT AT X+1,Y;"      ";AT X
,Y;"      "
   19 PRINT AT 10,15;"I";AT 11,13
;"-(+)-";AT 12,15;"I";AT 0,15;"I
";AT 21,15;"I";AT 11,0;"-";TAB 3
1;"-"
   20 IF M=1 THEN LET Y=Y+1
   22 IF N=1 THEN LET X=X+1
   25 IF M=2 THEN LET Y=Y-1
   27 IF N=2 THEN LET X=X-1
   30 IF M=3 THEN LET Y=Y
   32 IF N=3 THEN LET X=X
   40 LET X=X+(INKEY$="6" AND X<1
8)-(INKEY$="7" AND X>1)
   45 LET Y=Y+(INKEY$="8" AND Y<2
6)-(INKEY$="5" AND Y>1)
   50 PRINT AT X,Y;A$;AT X+1,Y;B$
   60 IF INKEY$="9" THEN GOSUB 20
0
  100 NEXT A
  110 CLS
  120 PRINT AT 2,0;" YOU WERE SHO
T DOWN FROM BEHIND  BY AN ENEMY
FIGHTER             YOU REACHED
";RANK;"TH RANK"
  130 PRINT "PRESS""P"" TO PLAY A
GAIN"
  140 IF INKEY$="P" THEN RUN
  150 GOTO 140
  210 PRINT AT 11,15;"■"
  220 IF X=11 AND Y=13 THEN GOTO
300
  250 RETURN
  305 PRINT AT 11,13;" ▒▒ "
  310 PRINT AT 18,12;"DIRECT HIT"
  330 PRINT AT 10,14;"▒▒▒";AT 11,
13;"▒▒▒▒▒";AT 12,13;"▒▒▒▒▒"
  340 LET E=E+1
  350 IF E=5 THEN GOTO 400
  355 GOTO 4
  400 CLS
  410 PRINT AT 2,0;"      CONGRATU
LATIONS YOU HAVE   COMPLETED YOU
R MISSION AND BEEN  AWARDED A ME
DAL"
  420 LET RANK=RANK+1
  425 LET E=0
  430 IF RANK=3 THEN GOSUB 2000
  440 PRINT AT 5,0;" PRESS ""P""
FOR NEW MISSION"
  450 IF INKEY$="P" THEN GOTO 4
  460 GOTO 440
 1000 CLEAR
 1010 CLS
 1030 LET RANK=0
 1040 LET E=0
 1050 LET A$="▒▒▒▒▒▒▒"
 1060 LET B$="▒▒▒▒▒▒▒"
 1100 FOR B=0 TO 21
 1110 PRINT AT B,0;"▒▒▒▒▒▒▒
```



Canoeing quickly down the Amazon river you come upon a number of obstacles. Dodging the islands is complicated enough, but then you must shoot down the crocodiles which are approaching quickly.

The action section of Amazon is written in machine code, making for a fast and difficult game.

Written for the 16K ZX-81 by R Browning of Stockbridge, Hampshire.

AMAZON

```
  0 REM E&RND7 FAST FAST )5 (ST
A$ FAST +"  7" FAS" );7? LPRINT /
7X4"0 /0XC 2-ND X4 7/X4( FAST
F LPRINT ? "  LPRINT 0" (LEN 77$4
 LPRINT  +"3?7 4 Y C "X4 =/ "==Y
 COPY M DIM RND777$4USR LN 0 "?Y
AC3 ?4" WAC3 ?4" X"M INKEY$SGN LPR
INT  ( CLEAR 0/Y" X4/AC3  ?4+ 7 3
AVE RETURN "K 7 LPRINT F FAST Y"
M3INKEY$ LPRINT "  ?% )3 7F/ NE
XT ??LRNDE£RND /-  47$4 POKE TAN

  5 GOTO 100
  10 FAST
  20 LET A$="2A0C4023E5E51121001
9D9E50E15061F237EA72010E519237EE
13D202834E519237E118233D2004360
41161103D28F93D2003721813 3D2010E51
9237EA"
  22 LET A$=A$+"20063602E1721803
E1360110C8232 3D20BFE10E15061F7E
FE122001AF5723 7E2B772310F97AA720
123E84A728063D2007141802141433EFF
32E940723"
  24 LET A$=A$+"230D20D4CDBB024C
3E0ACB6C20013CCB6420013D47320541
D1E11910FD7EA72802E1C93561E3E053D
2018CB4920170E03237EA7200371181F8
FE0430047 1"
  26 LET A$=A$+"E12BE53E01322241
E10188A6110A00197EB9280A3CB63805
9377 2B18F377C38240 2A0C400E181680
0620237E827710FA230D20F4C9"
  30 LET X=16514
  40 POKE X,16+CODE A$+CODE A$(2
)-476
  50 LET X=X+1
  60 LET A$=A$(3 TO )
  70 IF A$<>"" THEN GOTO 40
  80 SLOW
  90 REM
 FIRE RATE AT ..... 16701
 MINE "  " ..... 16630
 POKE 16626,4 FOR MINES IN
                TWO,S
 POKE 16626,2 FOR SINGLE
                MINES
 100 POKE 16418,0
 110 POKE 16645,5
 120 PRINT AT 11,0;"      PRESS A
  KEY TO START"
 130 IF INKEY$="" THEN GOTO 120
 140 PRINT AT 0,0;" SCORE 00000
7=UP 5=DOWN 0=FIRE
 150 PRINT "
 160 PRINT AT 22,0;"      TUNNEL
RUN   SHELLS
 170 POKE 16600,18
 180 POKE 16672,18
 190 FOR L=158 TO 156 STEP -1
 200 PRINT AT 23,27;CHR$ L
 210 RAND USR 16514
 220 POKE 16600,(PEEK 16600)+2
 230 POKE 16672,(PEEK 16672)+2
 235 RAND USR 16730
 236 RAND USR 16730
 240 NEXT L
 250 FOR T=1 TO 10
 255 RAND USR 16730
 260 NEXT T
 270 GOTO 110
 280 CLEAR
 290 SAVE "TUNNE"
 300 IF PEEK 16749=201 AND PEEK
16729=201 THEN GOTO 100
 310 PRINT "PRESS A KEY TO SET U
P M/C CODE"
 320 IF INKEY$="" THEN GOTO 320
 330 GOTO 10
```

ALIEN ENFORCER

The lethal alien comes speeding towards the earth. It is invincible. Well, almost invincible. Your only hope is to shoot the alien one hundred times before it lands.

Alien Enforcer was written for the Spectrum or Spectrum Plus by Peter Forward of Bexhill-on-Sea, East Sussex.

```
  1 GO SUB 8000
  2 GO SUB 9800
 15 LET hn=4
 20 LET bx=15
 30 LET by=20
 40 LET ic=2
 50 LET s=5
 60 LET ht=0
 70 LET f1=0
 90 LET h=hn
105 CLS
110 FOR n=0 TO 30 STEP 2
120 PRINT  AT 21,n; INK 4;"AB"

130 NEXT n
220 FOR n=1 TO 29
230 PRINT  AT h,n; INK ic;" CD"

240 PRINT  AT h-2,n-2;"  "
247 GO TO 1020
250 NEXT n
255 IF h>19 THEN  GO TO 9000
260 LET h=h+2
270 FOR n=29 TO 0 STEP -1
275 PRINT  AT h-2,n+1;"  "
280 PRINT  AT h,n+1; INK ic;"CD
"
287 GO TO 1010
290 NEXT n
295 IF h>19 THEN  GO TO 9000
300 LET h=h+2
310 GO TO 220
1010 LET l=290
1015 GO TO 1025
1020 LET l=250
1025 FOR f=1 TO s
1030 IF  INKEY$ ="w" AND bx <= 2
8 THEN  LET bx=bx+1
1040 IF  INKEY$ ="q" AND bx >= 1
 THEN  LET bx=bx-1
1100 PRINT  AT by,bx; INK 4;" E
"
1110 IF  INKEY$ ="0" THEN  GO TO
 2010
1120 NEXT f
1200 IF h=19 THEN  GO TO 3000
2000 GO TO 1
2010 PLOT bx*8+12,15
2020 DRAW 0,by*8-h*8
2030 PLOT bx*8+12,15
2040 DRAW  OVER 1;0,by*8-h*8
2045 BEEP .05,-10: BEEP .07,0: B
EEP .010,10
2100 IF n=bx OR bx-1=n THEN  LET
 ht=ht+1
2150 PRINT  AT 1,1;"score=";ht

2200 IF ht=40 THEN  LET ic=2
2210 IF ht=80 THEN  LET ic=4
2220 IF ht=100 THEN  GO TO 9500
2950 GO TO 1
8010 FOR n=0 TO 39
8020 READ a
8030 POKE  USR "a"+n,a
8040 NEXT n
8050 DATA  BIN 00000001, BIN 000
00011, BIN 00000110, BIN 0000110
0, BIN 00011001, BIN 00110011, B
IN 01100011, BIN 11111111
8060 DATA  BIN 10000000, BIN 110
00000, BIN 11100000, BIN 1111000
0, BIN 11111000, BIN 11111100, B
IN 11111110, BIN 11111111
8070 DATA  BIN 00001101, BIN 001
11111, BIN 00011101, BIN 0000111
1, BIN 01111110, BIN 00110001, B
IN 11100011, BIN 11100011
8080 DATA  BIN 10110000, BIN 111
11100, BIN 10111000, BIN 1111000
0, BIN 01111110, BIN 01100100, B
IN 11000111, BIN 11000111.
8090 DATA  BIN 01001001, BIN 010
01001, BIN 01111111, BIN 0110111
1, BIN 01101111, BIN 01101111, B
IN 01100111, BIN 01111111
8100 RETURN
9010 PRINT  AT 10,6; FLASH 1;"TH
E ALIENS HAVE LANDED"
9020 PAUSE 100
9030 PRINT  AT 10,6;"       ANOTH
ER GO?      "
9050 INPUT a$
9060 IF a$="yes" THEN  GO TO 2

9070 STOP
9500 REM **destroyed**
9510 PRINT  AT 10,9; FLASH 1;"CO
NGRATULATIONS"
9520 PRINT  AT 12,2;"PREPARE FOR
 DIFFICULT WAVE"
9530 LET hn=hn+2
9540 PRINT  AT 14,10;"PRESS ANY
KEY"
9545 PAUSE 100
9550 PAUSE 0
9560 GO TO 20
9810 CLS
9820 PRINT  AT 5,9;"ALIEN ENFORC
ER"
9830 PRINT  AT 10,4;"Shoot the a
lien 100 times,"; AT 12,3;"befor
e it reaches the ground"
9840 PRINT  AT 16,10;"PRESS ANY
KEY"
9850 PAUSE 0
9860 RETURN
```

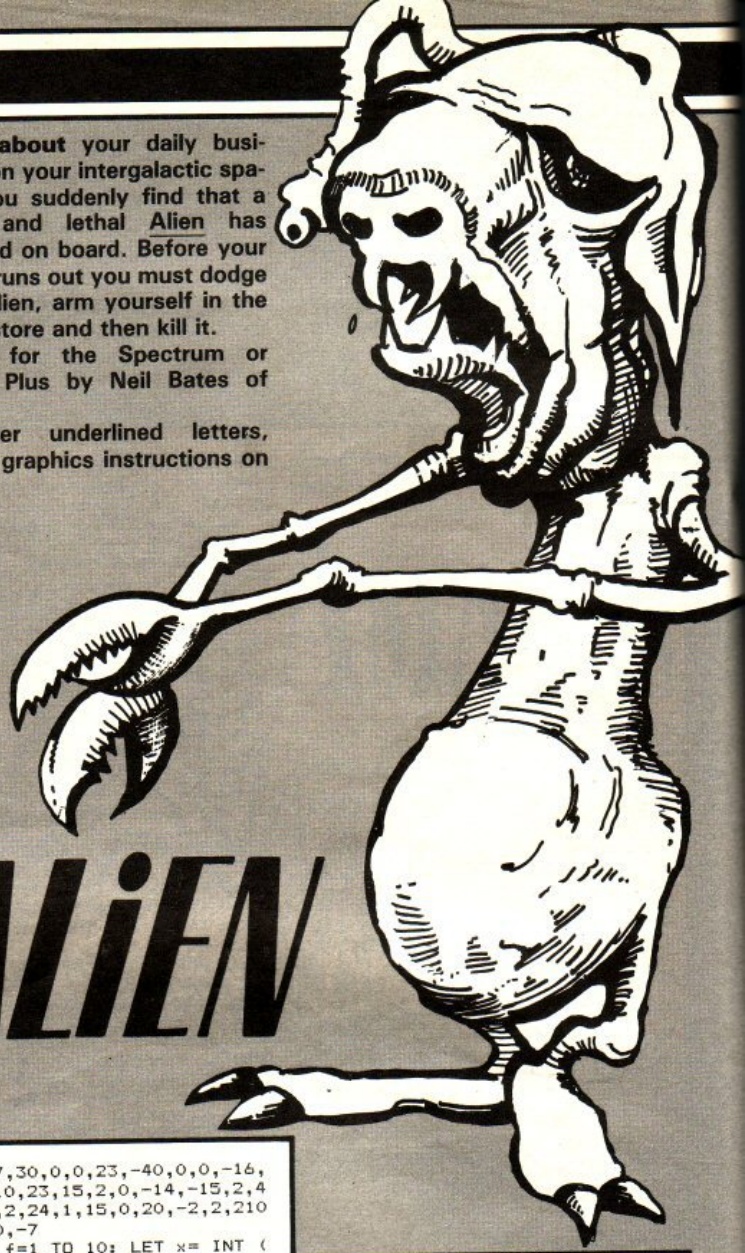
Danger in the Flower Bed

The perils of the garden are numerous if you are less than a centimetre long. On the left of the screen you, a small moth, hover, watching over the ground where you have laid your eggs. Down the right hand side of the screen come the evil mosquitoes. Shoot them down with a pollen jet before they can land and steal your eggs.

Danger in the Flower Bed was written for the 16K ZX-81 by David Miller of Baillieston, Glasgow.

```
  1 GOSUB 2000
  2 PRINT AT 21,0;
  5 LET SC=0
 10 LET D=15
 11 LET L=1
 14 FOR A=31 TO 21 STEP -1
 15 FOR L=1 TO 2
 20 IF INKEY$="2" THEN LET D=D+
1
 30 IF INKEY$="0" THEN LET D=D-
1
 40 PRINT AT D+1,0;"  ";AT D-1
,0;"  ";AT D,0;"  "
 45 PRINT AT L,A;" ";AT L+1,A;"
"
 50 IF INKEY$="P" THEN GOTO 99
 60 NEXT L
 70 NEXT A
 80 GOSUB 1000
101 LET M=0
110 FOR N=4 TO 30
120 IF INKEY$="2" THEN LET D=D+
1
130 IF INKEY$="0" THEN LET D=D-
1
140 PRINT AT D+1,0;"  ";AT D-1
,0;"  ";AT D,0;"  "
150 PRINT AT M,N;" "
155 IF M=L+1 AND N+2=A THEN GOT
O 5000
160 NEXT N
165 PRINT AT M,31;" "
170 GOTO 20
1000 FOR N=1 TO 50
1001 PRINT AT INT (RND+19)+2,INT
 (RND+30)+2;"  "
1002 NEXT N
1003 PRINT AT 10,8;"YOU GOT INVA
DED."
1004 PRINT AT 12,10;"SCORE=";SC
1999 STOP
2000 PRINT "YOU HAVE TO SHOOT AS
 MANY    LANDERS  AS POSSIBLE
 BEFORE 11  LAND."
2010 PRINT AT 5,6;"USE  ""0"" TO
 GO UP"
2020 PRINT AT 7,5;"USE  ""2"" TO
 GO DOWN"
2030 PRINT AT 9,6;"AND  ""P"" TO
 FIRE"
2035 PRINT AT 14,10;"
 AT 16,10;"
2040 PRINT AT 15,10;" GOOD LUCK "

2041 FOR N=1 TO 200
2043 NEXT N
2047 FOR N=0 TO 21
2048 PRINT AT N,0;"
                              "
2049 NEXT N
2050 PRINT AT 19,6;"PRESS "5" TO
 START"
2060 IF INKEY$="5" THEN GOTO 208
0
2070 GOTO 2060
2080 CLS
2090 RETURN
5000 LET SC=SC+10
5005 PRINT AT M,N+1;" "
5010 GOTO 45
9998 SAVE "LANDER"
9999 RUN
```



ALiEN

Going about your daily business on your intergalactic spacecraft, you suddenly find that a repulsive and lethal Alien has materialised on board. Before your air supply runs out you must dodge past the alien, arm yourself in the weapons store and then kill it.

Written for the Spectrum or Spectrum Plus by Neil Bates of Coventry.

To enter underlined letters, check the graphics instructions on page five.

```
  1 BORDER 0: PAPER 0: INK 7: C
LS
  2 GO SUB 900
  5 LET l=3
 10 LET s=0: LET e=00
 20 GO SUB 400
 30 GO SUB 500
 35 LET e=100: LET c=10: LET d=
8: LET a=10: LET b=20: LET f=0

 40 PRINT  AT 10,21; INK 1; PAP
ER 5; BRIGHT 1;"W": PRINT  AT c,
d;" ": LET e=e-1: PRINT  AT 3,7;
 INK 7; BRIGHT 1;e;" "
 50 LET c=c+( INKEY$ ="6" AND
ATTR (c+1,d) <> 66 AND c<12)-( I
NKEY$ ="7" AND  ATTR (c-1,d) <>
66 AND c>8)
 60 LET d=d+( INKEY$ ="8" AND
ATTR (c,d+1) <> 66 AND d<21)-( I
NKEY$ ="5" AND  ATTR (c,d-1) <>
66 AND d>7)
 65 IF  ATTR (c,d)=105 THEN  LE
T f=1: BEEP .01,10: BEEP .01,30

 70 PRINT  AT c,d; BRIGHT 1; IN
K 7;"A"; AT a,b;" "
 75 IF  RND <.5 THEN  GO TO 90

 80 LET a=a+(c>a AND  ATTR (a+1
,b) <> 66)-(c<a AND  ATTR (a-1,b
) <> 66)
 85 GO TO 100
 90 LET b=b+(d>b AND  ATTR (a,b
+1) <> 66)-(d<b AND  ATTR (a,b-1
) <> 66)
 100 PRINT  AT a,b; INK 6; BRIGH
T 1;"B"
 120 IF c=a AND b=d AND f=1 THEN
 GO TO 300
 130 IF e<1 OR (c=a AND b=d AND
f=0) THEN  GO TO 800
 140 GO TO 40
 300 FOR f=e TO 0 STEP -1: PRINT
 AT 3,7; INK 7; BRIGHT 1;f;" ":
 BEEP .001,40: NEXT f: FOR f=s T
O s+e: PRINT  AT 1,7; INK 7; BRI
GHT 1;f: NEXT f: LET s=s+e: FOR
f=-8 TO 8: BEEP .01,f: BEEP .01,
30+f: OUT 254,f: NEXT f: CLS : P
AUSE 50: GO TO 30
 410 PRINT  AT 10,12; INK 7; BRI
GHT 1;"ALERT!"
 420 FOR f=1 TO 10: FOR g=14 TO
24: BEEP .005,g: OUT 254,g*8: NE
XT g: PRINT  AT 10,12; INK 7; BR
IGHT 1; OVER 1;"ALERT!": NEXT f

 430 PRINT  AT 15,0; PAPER 6; IN
K 0; BRIGHT 1;"  DO YOU WANT THE
 INSTRUCTIONS? "
 440 IF  INKEY$ ="Y" OR  INKEY$
="y" THEN  GO TO 600
 450 IF  INKEY$ <> "" THEN  RET
URN
 460 GO TO 430
 500 PAPER 0: BORDER 0: CLS : FO
R h=-1 TO 1 STEP 2: RESTORE 510:
 FOR g=1 TO 6: READ c: READ a,b:
 PLOT a+6,92+h*b-(h=1): FOR f=1
TO c: READ a,b: DRAW  INK 7; BRI
GHT 1;a,h*b: NEXT f: NEXT g: NEX
T h
 510 DATA 16,8,0,0,2,2,4,3,4,5,4
,10,3,12,3,8,1,122,0,5,5,5,2,0,4
3,-10,-4,-30,-30,-15,-5,-76,-11,
0,-23,3,180,33,10,0,-5,40,-5,-1,
5,180,-27,30,0,0,23,-40,0,0,-16,
0,24,3,210,23,15,2,0,-14,-15,2,4
,172,0,0,2,24,1,15,0,20,-2,2,210
,6,15,2,0,-7
 520 FOR f=1 TO 10: LET x= INT (
 RND *13)+8: LET y=8+ INT ( RND
*2): PRINT  AT y,x; INK 2; BRIGH
T 1;"(isp)"; AT 20-y,x;"(isp)":
NEXT f
 530 PRINT  AT 10,21; INK 1; PAP
ER 5;"W"
 540 PRINT  AT 1,1; INK 6; BRIGH
T 1;"SCORE "; INK 7;s; AT 3,1; I
NK 6;"AIR  "; INK 7;e; AT 5,1;
INK 6;"LIVES "; INK 7;l
 560 RETURN
 620 FOR f=0 TO 30: PRINT  AT 4,
12; OVER 1; INK 7; BRIGHT 1;"ALE
RT!": NEXT f
 630 PRINT  AT 6,0; INK 0;"  AN
ALIEN HAS MATERIALISED ON  YOU
R SPACE CRAFT."'"  KILL THE ALIE
N BEFORE YOUR  AIR SUPPLY RU
NS OUT."'"  TO KILL IT, YOU MUST
 FIRST  REACH THE WEAPONS ST
ORE AT  THE BACK OF THE SPAC
E CRAFT."
 635 PRINT  AT 13,2; INK 0;"YOU
ONLY HAVE 3 MEN.",,,"  KEYS 5..l
eft  8..right  7..u
p  6..down "
 640 FOR f=6 TO 16: FOR g=0 TO 5
: PRINT  AT f,0; OVER 1; INK 7;
BRIGHT 1;"----------
----------": BEEP .005,g+f: PRIN
T  AT f,0; OVER 1; INK 5; BRIGHT
 1;"==========
========": NEXT g: NEXT f
 650 PRINT  AT 19,10; INK 6; OVE
R 1; BRIGHT 1;"PRESS A KEY"
 660 IF  INKEY$ <> "" THEN  RET
URN
 670 BEEP .001,40: GO TO 650
 699 STOP
 800 LET l=l-1: PRINT  AT 5,7; I
NK 7; BRIGHT 1;l: IF l>0 THEN  F
OR f=-8 TO 8: BEEP .01,f: BEEP .
01,8-f: NEXT f: CLS : GO TO 30

 805 FOR f=1 TO 50: BEEP .01,f/4
: BEEP .01,70-(f/4): NEXT f: CLS
 : LET a$="GAME OVER "
 810 PRINT  AT 10,10; INK 6; BRI
GHT 1;a$
 820 FOR g=1 TO 4: FOR f=1 TO 10
: IF a$(f) <> " " THEN  LET a$(f
)= CHR$ (( CODE (a$(f)))+32): PR
INT  AT 10,10; INK 6; BRIGHT 1;a
$: BEEP .001,f+20: LET a$(f)= CH
R$ (( CODE (a$(f)))-32): NEXT f

 830 NEXT f
 840 PRINT  AT 10,10; INK 6; BRI
GHT 1;a$: NEXT g
 850 PRINT  AT 12,10; INK 4; BRI
GHT 1;"SCORE ";s; AT 14,9;"PRESS
 A KEY"
 860 IF  INKEY$ <> "" THEN  RUN

 870 GO TO 860
 900 RESTORE 910: FOR f= USR "a"
 TO  USR "b"+7: READ a: POKE f,a
: NEXT f: RETURN
 910 DATA 24,24,0,126,24,24,36,6
6,195,60,90,126,36,60,66,129
```

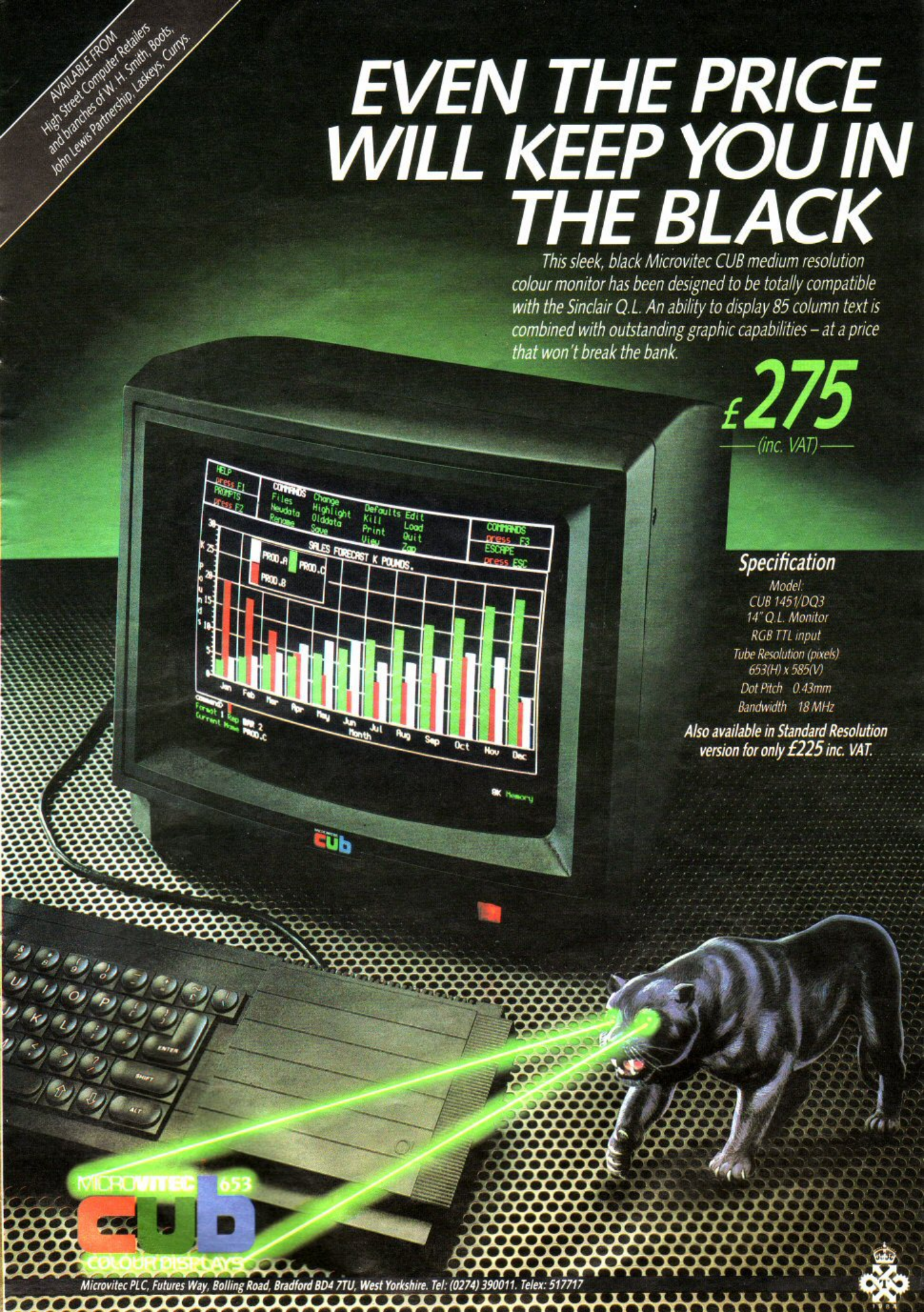


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SERVE ME!

When you took your job as a bar tender, you did not know that this was the bar where the local Mafia meet. Now you face problems from both sides of the bar. If you do not collect glasses before they slide to the floor and break, you will be sacked. If you keep your customers waiting to be served for so long that they reach you, they will kill you!

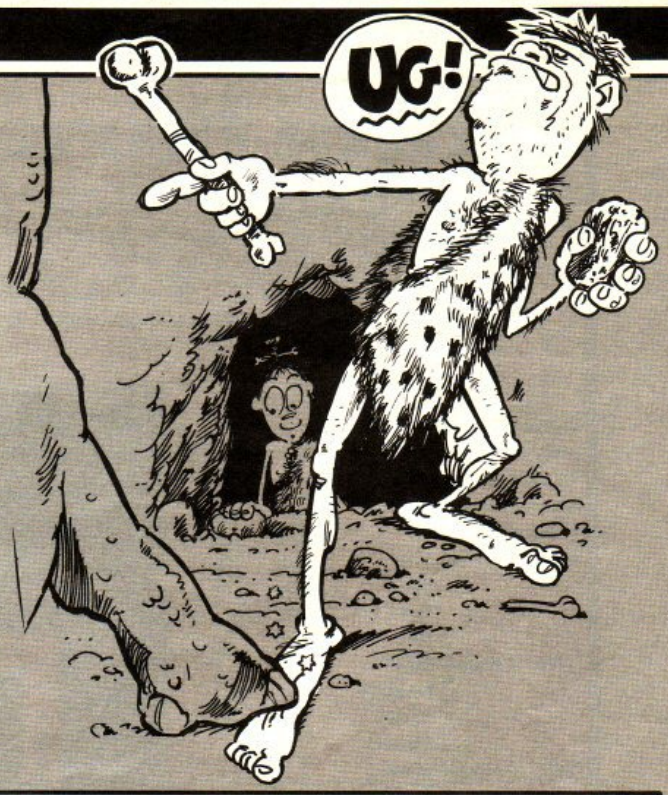
Serve Me! was written for the Spectrum or Spectrum Plus by Neil Bates of Coventry.

Underlined letters are those to be entered in graphics mode.



```
  10 GO SUB 9000
  20 BORDER 1: PAPER 6: INK 6: B
RIGHT 1: CLS : FOR f=5 TO 15 STE
P 5: PRINT  AT f-1,0; PAPER 2;"
                  "; AT f,0; PAPER
4;"                  "; AT f+1,0;"
                  ": NEXT f
  30 FOR f=0 TO 21: PRINT  AT f,
19; PAPER 1;"                  ": NEX
T f: PRINT  AT 10,18; INK 0;"M";
 AT 11,18;"N"
  32 LET sc=0: PRINT  AT 8,20; I
NK 6; BRIGHT 1; PAPER 1;" SCORE
"; INK 7;sc; AT 10,22;("NOVICE"
AND j=1);("EXPERT" AND j=2); AT
12,21;"L L L L L"
  40 LET q=1: LET a=4: LET sc=0:
 DIM b(3): LET n=5: LET b=0: LET
 c=0: LET d=0: LET e=0: LET a$="
": LET h=0
  50 PRINT  AT a,16;"  "; AT a+1
,16;"  "; AT a+2,16;"  "
  60 LET a=a+( INKEY$ ="6" AND a
<14)-( INKEY$ ="7" AND a>1)
  70 PRINT  AT a,16; INK 0;"AB";
 AT a+1,16;"CD";a$; AT a+2,16;"E
F"
  75 PRINT  AT 10,18; INK 0;"M";
 AT 11,18;"N"
  76 PRINT  AT 8,27; INK 7; PAPE
R 1; BRIGHT 1;sc;" "
  80 IF  RND <j/10 AND e <> 4 AN
D e <> 1 THEN  LET q= INT ( RND
*3)+1: LET b(q)=b(q)+1: PRINT  A
T q*5-3,(b(q)*2)-2; INK 0;"GH";
AT q*5-2,(b(q)*2)-2;"IJ": IF b(q
)=8 THEN  GO TO 1000
  85 IF e=0 AND b(q)>0 THEN  LET
 e=1: LET c=q*5-2: LET d=(b(q)*2
)
  86 IF e=0 THEN  LET q= INT ( R
ND *3)+1: IF b(q)>0 THEN  LET e=
1: LET c=q*5-2: LET d=(b(q)*2)
  90 IF e=1 THEN  PRINT  AT c,d;
" ": LET d=d+1: PRINT  AT c,d; I
NK 0;"K": IF d=15 AND a <> c THE
N  PRINT  AT c,d;" ": BEEP .01,1
0: BEEP .01,20: LET sc=sc-(20 AN
D sc>20): LET e=0: LET n=n-1: PR
INT  AT 12,21+(n*2); PAPER 1;" "
: IF n=0 THEN  GO TO 2000
  91 IF e=1 THEN  IF d=15 THEN
IF a=c THEN  LET e=2
 100 IF e=2 THEN  LET a$="K": PR
INT  AT c,d;" "
 110 IF a=10 AND a$="K" THEN  LE
T e=3: LET a$="L": BEEP .01,10
 120 IF e=3 AND a=c AND a$="L" T
HEN  LET a$=" ": LET d=15: LET e
=4
 130 IF e=4 THEN  PRINT  AT c,d;
" ": LET d=d-1: PRINT  AT c,d; I
NK 0;"L": IF  ATTR (c-1,d-1)=112
 THEN  LET b(c/4)=b(c/4)-1: BEEP
 .01,0: BEEP .01,20: PRINT  AT c
-1,d-2;"  "; AT c,d-2;"  ": LET
 e=0: LET sc=sc+10
 140 GO TO 50
1000 CLS : PRINT  AT 10,1; INK 0
;"The customers reached you and
  killed you": GO TO 2010
2000 CLS : PRINT  AT 10,1; INK 0
;"You dropped too many glasses
  and you were sacked."
2010 PRINT  AT 12,2; INK 1;"scor
e=";sc
2020 PRINT  AT 14,5; INK 1;"Pres
s "; OVER 1;"ENTER"; OVER 0;" to
 continue"
2030 IF  CODE  INKEY$ <> 13 THE
N  BEEP .001,20: GO TO 2020
2040 RUN
9000 FOR f= USR "a" TO  USR "n"+
7: READ a: POKE f,a: NEXT f
9010 DATA 7,9,24,26,26,25,16,11,
192,224,112,176,176,48,32,160,8,
7,2,31,40,71,72,72,32,192,128,24
0,40,196,36,36,124,52,55,4,5,5,5
5,126,124,88,216,64,64,64,216,25
2
9020 DATA 7,15,15,15,15,14,14,6,
192,160,16,88,4,28,32,224,4,4,5,
7,10,18,18,19,32,192,0,0,128,248
,8,248,132,134,133,133,134,132,1
32,120,132,174,213,173,214,172,2
12,120
9030 DATA 255,255,24,24,63,64,12
8,143,144,144,144,144,144,144,14
4,240
9040 PAPER 0: BORDER 0: INK 6: B
RIGHT 1: CLS
9050 PRINT  AT 2,8;"S E R V E  M
 E !"; AT 3,8; INK 5;"----------
------"
9060 PRINT  AT 5,0;" SERVE THE C
USTOMERS AS THEY       ARRIVE,IF T
HEY REACH YOU,YOU      WILL DIE.CA
TCH THE GLASSES        BEFORE THEY
 BREAK OR ELSE YOU     MAY FIND YO
U'LL GET THE SACK."
9070 PRINT  AT 11,5; INK 7;"KEYS
:- 7..UP  6..DOWN"
9080 PRINT  AT 13,5; INK 5;"ARE
YOU A -- 1.NOVICE"; AT 14,18;"2.
EXPERT": LET j=0
9090 IF  INKEY$ ="1" THEN  PRINT
  AT 13,18; INK 7;"1.NOVICE"; AT
 14,18; INK 5;"2.EXPERT": LET j=
1
9100 IF  INKEY$ ="2" THEN  PRINT
  AT 13,18; INK 5;"1.NOVICE"; AT
 14,18; INK 7;"2.EXPERT": LET j=
2
9110 IF  INKEY$ <> "" THEN  GO
TO 9130
9120 GO TO 9090
9130 IF j=0 THEN  GO TO 9090
9135 PAUSE 1: PAUSE 100
9140 RETURN
```

CLYDE THE CAVEMAN



Sitting in his stone age cave one day, Clyde the Caveman discovered that dinosaurs were approaching, trying to overrun his cave. He rushed out to drive them away by throwing rocks to hit them on the head.

Press 0 to throw a rock. Pressing 0 quickly will throw the rock a short way, keeping the key depressed will throw it further.

Written for the Spectrum or Spectrum Plus by Martin Maun of Bristol. Underlined letters are those to be entered in graphics mode.

```
  1 BORDER 0: PAPER 6: INK 0: C
LS : LET x=26
  2 LET len=1
  3 LET dr=1
  4 LET miss=2
  5 LET sc=0
  6 LET hi=0
  7 GO TO 9000
  8 GO SUB 8000
 20 FOR c=0 TO 31 STEP 2: PRINT
 AT 20,c;"OP"; AT 21,c;"QR": NE
XT c
 30 FOR c=0 TO 31 STEP 2: PRINT
 AT 0,c;"OP"; AT 1,c;"QR": NEXT
 c
 40 FOR c=0 TO 21 STEP 2: PRINT
 AT c,0;"OP"; AT c+1,0;"QR": NE
XT c
 50 FOR c=0 TO 21 STEP 2: PRINT
 AT c,30;"OP"; AT c+1,30;"QR":
NEXT c
 60 PRINT  AT 2,2;"OP"; AT 3,2;
"QR"
 70 PRINT  AT 18,2;"OP"; AT 19,
2;"QR"
 80 PRINT  AT 18,28;"OP"; AT 19
,28;"QR"
 90 PRINT  AT 8,24;"STTTTT"
 99 PRINT  INK 2; PAPER 0; AT 2
1,5;"("; AT 21,20;")"
100 PRINT  INK 0; AT 4,x;" AB "
; AT 5,x;" CD "; AT 6,x;" EF ";
AT 7,x;" GH "
101 LET len=1
110 PRINT  AT 2,26;" OP "; AT 3
,26;" QR "
111 IF dr <> 1 THEN  GO TO 117

112 LET drag= INT ( RND *16)+5:
 PRINT  AT 19,drag;"IJ": PAUSE 1
0
113 PRINT  AT 18,drag;"IJ"; AT
19,drag;"KL": PAUSE 10
114 PRINT  AT 17,drag;"IJ"; AT
18,drag;"KL"; AT 19,drag;"MN"
115 LET dr=0
120 IF  INKEY$ ="0" THEN  GO TO
 999
400 GO TO 100
500 PRINT  INK 0; AT 19,10;"IJ"
: PAUSE 10
501 PRINT  INK 0; AT 18,10;"IJ"
: PRINT  AT 19,10;"KL": PAUSE 10

510 PRINT  INK 0; AT 17,10;"IJ"
: PRINT  AT 18,10;"KL": PRINT  A
T 19,10;"MN"
999 LET al=6
1000 PRINT  INK 2; AT 21,al;"(is
p)"
1010 LET al=al+1
1011 IF  INKEY$ ="" THEN  GO TO
2000
1012 LET len=len+1
1020 IF al=20 THEN  GO TO 2000
1025 PAUSE 5
1030  GO TO 1000
2000 FOR z=26 TO 26-len STEP -1:
 PRINT  AT 2,z;" OP "; AT 3,z;"
QR ": NEXT z
2010 PRINT  AT 3,z-1;" OP  "; AT
 4,z-1;" QR  "; AT 2,z-1;"    "

2020 PRINT  AT 4,z-2;" OP  "; AT
 5,z-2;" QR  "; AT 3,z-2;"    "

2030 PRINT  AT 5,z-3;" OP  "; AT
 6,z-3;" QR  "; AT 4,z-3;"    "

2040 PRINT  AT 6,z-4;" OP  "; AT
 7,z-4;" QR  "; AT 5,z-4;"    "

2050 PRINT  AT 7,z-5;" OP  "; AT
 8,z-5;" QR  "; AT 6,z-5;"    "

2055 PRINT  AT 8,z-6;" OP   "; A
T 9,z-6;" QR   "; AT 7,z-6;"
   "
2060 FOR v=8 TO 18: PRINT  AT v,
z-5;"OP"; AT v+1,z-5;"QR"; AT v-
1,z-5;"  "
2070 NEXT v
2080 IF z-4=drag+1 THEN  GO TO 3
000
2090 IF z-3=drag+1 THEN  GO TO 3
000
2091 IF z-4=drag+2 THEN  GO TO 3
000
2092 IF z-3=drag+2 THEN  GO TO 3
000
2100 PRINT  AT 18,z-5;"  "; AT 1
9,z-5;"  "
2110 PRINT  AT miss,2;"IJ"; AT m
iss+1,2;"KL"; AT miss+2,2;"MN"

2120 BEEP 1,1: BEEP 1,-10
2121 LET dr=1
2122 PRINT  AT 17,drag;"  "; AT
18,drag;"  "; AT 19,drag;"  "
2123 PRINT  INK 0; AT 21,6;"QRQR
QRQRQRQR"
2124 LET miss=miss+3
2125 IF miss=20 THEN  GO TO 6999

2130 GO TO 100
3000 GO SUB 8000
3010 PRINT  AT 19,4;"
                ";AT 18,4;"
                    ";AT 17,4;"
                      "
3020 LET sc=sc+1: LET dr=1: PRIN
T  INK 0; AT 21,6;"QRQRQRQRQRQR
R"; GO TO 100
6999 GO SUB 8000
7000 IF sc>hi THEN  LET hi=sc
7001 CLS : PRINT  AT 9,5;"IJ": P
RINT  AT 10,5;"KL     HI-SCORE ";
hi: PRINT  AT 9,25;"IJ"; AT 10,2
5;"KL"; AT 11,25;"MN": PRINT  AT
 11,5;"MN"
7002 PRINT  AT 14,7;"PRESS A KEY
 TO PLAY"
7003 PAUSE 0: GO TO 1
8000 BEEP .2,4: PAUSE 3: BEEP .2
,4: BEEP .2,4: PAUSE 3: BEEP .2,
2: BEEP .2,0: BEEP .2,-3: PAUSE
5: BEEP .2,0: PAUSE 10: BEEP .2,
-5: BEEP .2,-1
8001 BEEP .2,2: PAUSE 5: BEEP .2
,5: BEEP .2,9: BEEP .2,7: PAUSE
15: BEEP .2,4: PAUSE 3: BEEP .2,
4: BEEP .2,4: PAUSE 3: BEEP .2,2
: BEEP .2,0: BEEP .2,-3: PAUSE 3
: BEEP .2,0: PAUSE 3
8002 BEEP .2,-5: BEEP .2,-1: BEE
P .2,2: BEEP .2,0: BEEP .2,-1: P
AUSE 1: BEEP .2,0
8003 RETURN
9000 FOR z=65368 TO 65368+167: R
EAD a: POKE z,a: NEXT z
9001 DATA 3,0,0,1,2,4,5,9,20,171
,212,252,2,130,66,194,16,35,43,4
9,1,0,1,2,2,34,194,2,12,240,8,6,
20,232,208,163,35,67,81,170,18,5
7,125,249,241,225,17,171,84,16,1
6,34,65,194,52,8,84,16,16,8,4
9002 DATA 134,88,32,15,16,44,82,
64,76,82,86,240,8,52,74,2,50,74,
90,86,50,23,8,52,74,74,64,90,74,
236,16,44,82,82,2,55,15,4,4,4,4,
4,4,236,240,32,32,32,32,32,32,1,
3,3,25,31,31
9003 DATA 63,127,240,254,254,252
,254,255,255,240,255,255,127,63,
127,255,111,12,252,254,252,254,2
55,254,248,32,8,63,85,170,85,170
,127,8,34,255,85,170,85,170,255,
73,0,66,66,66,66,66,66,60,0
9999 GO TO 8
```

Dun Darach

CONTINUING our colour map series, this month we have **Dun Darach.** The map shows the city of Dun Darach as it stands at the beginning of the game, before any puzzles have been solved.

To help you on your way we have given details of objects on sale in all the shops. At the side of the map we have given a series of clues to get you started. Cover them up if you want to solve the game yourself from scratch.

Broker A buys swatches
Broker B buys relics
Broker C buys goldbars
Broker D buys peppers
Broker E buys wine
Galley A accepts foil
pile
razor
rue
Galley B accepts barrel
broadaxe
drysalt
hammer
Galley C accepts hemlock
last
lead
sting
Galley D accepts adze
arrow
hoe
needle
Portal A connects with Portal B
Portal C connects with Portal D

Iomain

RathaDe

The Zoke

HERNE

SILVER STREET

MYRE STREET

AMBER WAY

ASSAYER *platina* 82 *licence*

DOWNS ROAD

DOWNS ROAD

DOWNS RO

42 t

BROKER C 52

CROSS STREET

IOMAIN 41

LUDUM 53

15

THE CALLS

LADYOS *locked* 2

DICE STREET

DICE STREET

DICE STREET

GALLEY B 71

STOWE ROAD

MINSTREL *lyre* e 14 e 55 a 3 10

OLD HILL

OLD HILL

CLAW LANE

PORTAL C 15

MAGICK *philtre* 73

LOCKED EXIT

ALCHEMIST 57 *lead*

CROSS STREET

STOWE ROAD

STAR STREET

STAR STREET

CLAW LANE

82 K

S 74

HAIL BELIMUS 58

HAIL PORTHOL

BIRD STREET

16

CINDER BANK

CINDER BANK

CINDER BANK

CLAW LANE

37 V

75

N 60

relic

HAIL DAMU 23 19

ANTIQUARY 59

MIDIR 35

HAIL 77

locked HERBIST 21 18 *rues* 33

R 57

HEATH ROAD

BIRD STREET

MARSH STREET

MARSH STREET

MARSH STREET

BROKER D 31

32

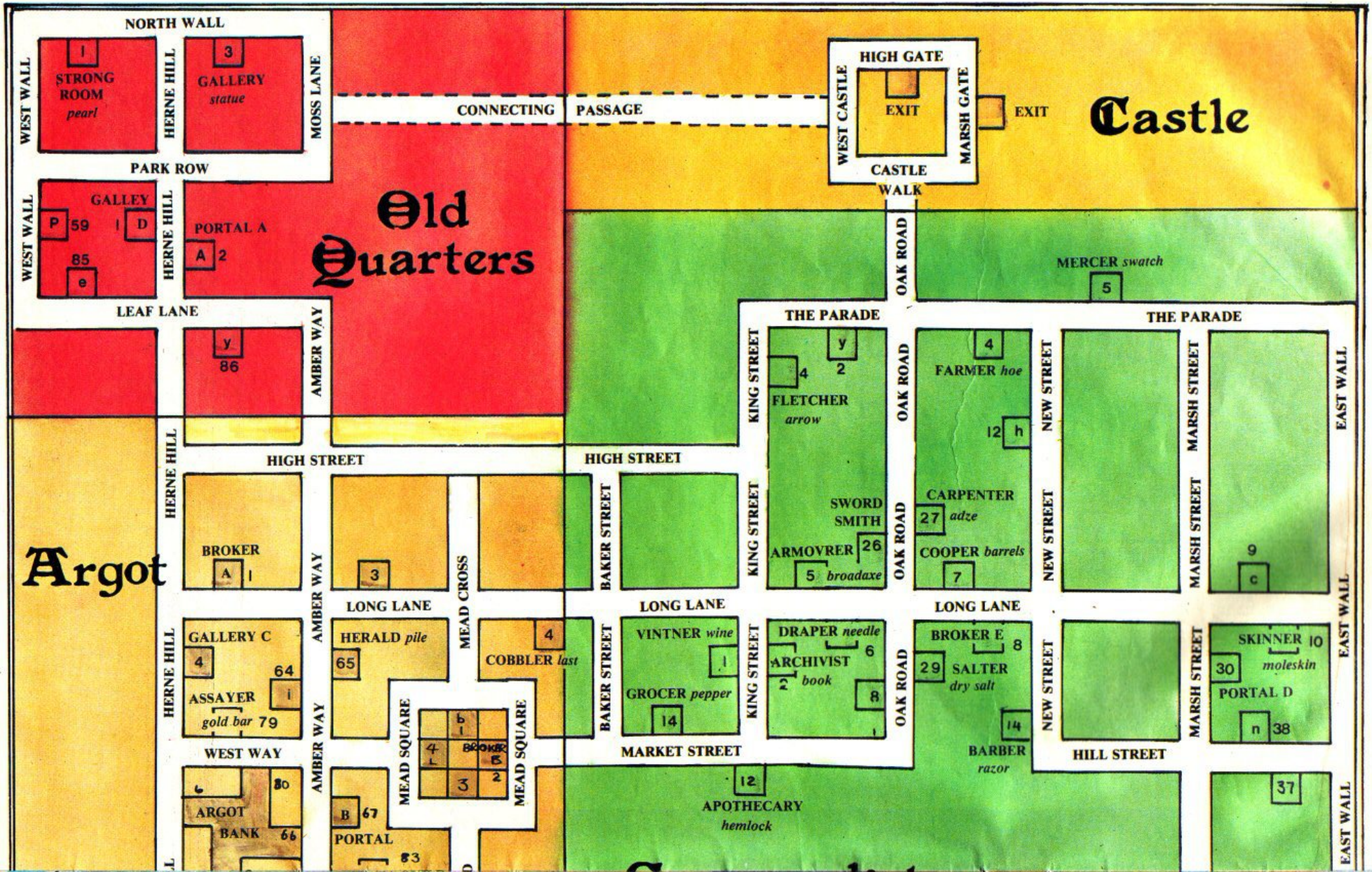
APOTHECARY *sting* 58

A

CARPENTER 20 *hammers*

GALLEY

EAST WALL


NORTH WALL
WEST WALL
1 STRONG ROOM pearl
HERNE HILL
3 GALLERY statue
MOSS LANE
CONNECTING PASSAGE
HIGH GATE
WEST CASTLE
EXIT
MARSH GATE
EXIT
Castle
PARK ROW
GALLEY
P 59 I D
85 e
PORTAL A
A 2
Old Quarters
CASTLE WALK
OAK ROAD
MERCER swatch 5
LEAF LANE
y 86
AMBER WAY
THE PARADE
THE PARADE
KING STREET
y 2
4 FLETCHER arrow
FARMER hoe 4
12 h
NEW STREET
MARSH STREET
EAST WALL
HIGH STREET
HIGH STREET
BROKER A 1
3
BAKER STREET
SWORD SMITH
ARMOVRER 26
5 broadaxe
CARPENTER
27 adze
COOPER barrels 7
9 c
LONG LANE
LONG LANE
Argot
GALLERY C 4
64 i
ASSAYER gold bar 79
HERALD pile 65
MEAD CROSS
MEAD SQUARE
MEAD SQUARE
4 COBBLER last
VINTNER wine 1
GROCER pepper 14
DRAPER needle 6
ARCHIVIST book 12
8
BROKER E 8
29 SALTER dry salt
14 BARBER razor
SKINNER 10 moleskin
30 PORTAL D
n 38
MARKET STREET
HILL STREET
WEST WAY
6
80
ARGOT BANK 66
B 67 PORTAL 83
12 APOTHECARY hemlock
37
EAST WALL

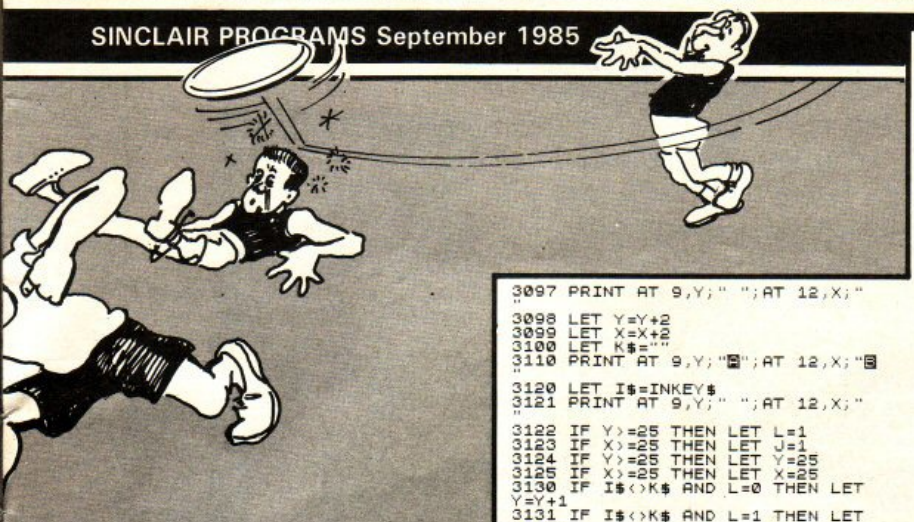
SPORTS DAY

Have you ever envied Spectrum owners the huge selection of sports simulations that they can choose between? Simon Padden of Barnstaple, Devon, has come to your aid with Sports Day, for the 16K ZX-81.

Use any two keys to run, N/L to jump in the long jump, and 1 to throw the discus when it is inverse.

Sports Day includes five events: the 100 metres, long jump, 400 metres, swimming and discus.

```
  0 REM E£RND FAST SGN ▪/▬,▯C▬
INPUT ▮>(“Y ▬4 LET TAN E£RND7 F
AST SGN 7Y/▪3  GOSUB ▩77<(X4 STE
P TAN
  1 GOSUB 8600
  2 FOR A=0 TO 8 STEP 2
  3 PRINT AT A,0;“▩▩▩▩ 000000A▩
▩ ▯▯▯▯ ▩▩▩ ▯▯ ▯▯▯▯▯“ AT A+1,0;“▩
▩▩▩▩ ▬▬▬▬ ▯▯▯▯▯▩▩▩▩▩▩▯▯▯▯ ▬▩▩▩▩“
  4 NEXT A
  5 PRINT AT 12,0;“▬▬▬▬▬▬▬▬▬▬▬▬
▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬
```



```
2082 PRINT AT 16,10;"READY"
2083 PAUSE 50
2084 PRINT AT 16,10;"STEADY"
2085 PAUSE 70
2086 PRINT AT 16,10;"  GO   "
2090 PRINT AT 13,Y;"■"
2091 LET I$=INKEY$
2092 LET T=T+1
2093 IF I$="" THEN GOTO 2091
2100 PRINT AT 13,Y;" "
2120 IF I$<>K$ AND I$<>" " THEN
LET Y=Y+1
2121 IF Y=30 THEN LET W=W+1
2122 IF Y=30 AND W<5 THEN LET Y=
1
2130 IF Y>=30 AND W=5 THEN GOTO
2600
2141 LET K$=I$
2150 GOTO 2090
2600 FOR A=0 TO 10
2610 RAND USR 16514
2620 NEXT A
2630 PAUSE 100
2640 CLS
2642 LET S=S+T
2650 PRINT "YOU MADE IT IN ";T;"
 SECONDS"
2651 IF T<0 THEN PRINT "A NEW RE
CORD"
2652 IF T>0 THEN PRINT "TOO SLOW
.LOSE A LIFE"
2653 IF T>0 THEN LET Q=Q-1
2654 IF Q<=0 THEN GOTO 8500
2655 IF T<0 THEN LET Q=T
2670 PRINT AT 10,0;"YOU HAVE ";S
;" POINTS."
2671 PRINT AT 11,0;"NEXT EVENT-D
ISCUS";AT 13,0;"KEYS-ANY TO STAR
T";AT 15,0;"  1 TO THROW"
2672 PRINT AT 18,0;"PRESS ANY KE
Y"
2680 IF INKEY$="" THEN GOTO 2680
2690 CLS
2691 GOTO 3570
3000 FOR A=0 TO 3
3010 PRINT AT A,0;"AAA0000000A000
[illegible]"
3020 NEXT A
3030 FOR A=19 TO 21
3040 PRINT AT A,0;"AAA0000000A000
[illegible]"
3050 NEXT A
3060 PRINT AT 3,0;"  EVENT 5
[illegible]"
3061 PRINT AT 18,0;"          SPO
[illegible]"
3062 FOR A=2 TO 25
3063 PRINT AT 7,A;"▀";AT 14,A;"▄
"
3064 NEXT A
3065 PRINT AT 7,1;"▛";AT 7,26;"▜
";AT 14,1;"▙";AT 14,26;"▟"
3066 FOR A=8 TO 14
3067 PRINT AT A,1;"▌";AT A,26;"▐
"
3068 NEXT A
3069 FOR A=2 TO 25
3070 PRINT AT 8,A;".";AT 11,A;"
";AT 13,A;"."
3071 NEXT A
3072 PRINT AT 14,1;"▙";AT 14,26;
"▟"
3073 PRINT AT 9,28;A$;AT 12,28;"
COMP"
3080 FOR A=31 TO 0 STEP -1
3081 PRINT AT 6,A;"■";AT 15,A;"■
";AT 6,A+" ";AT 15,A;" "
3082 NEXT A
3083 LET T=0
3084 LET Y=0
3085 LET X=0
3086 LET J=0
3087 LET L=0
3088 LET P=P+.2
3089 PRINT AT 9,Y;"■";AT 12,X;"B
"
3090 PRINT AT 5,10;"XX X GO"
3091 PAUSE 100
3092 PRINT AT 5,10;"■"
3093 PAUSE 100
3094 PRINT AT 5,10;"■■"
3095 PAUSE 100
3096 PRINT AT 5,10;"■■ ■ ■■"
3097 PRINT AT 9,Y;" ";AT 12,X;"
"
3098 LET Y=Y+2
3099 LET X=X+2
3100 LET K$=""
3110 PRINT AT 9,Y;"■";AT 12,X;"■
"
3120 LET I$=INKEY$
3121 PRINT AT 9,Y;" ";AT 12,X;"
"
3122 IF Y>=25 THEN LET L=1
3123 IF X>=25 THEN LET J=1
3124 IF Y>=25 THEN LET Y=25
3125 IF X>=25 THEN LET X=25
3130 IF I$<>K$ AND L=0 THEN LET
Y=Y+1
3131 IF I$<>K$ AND L=1 THEN LET
Y=Y-1
3132 IF I$=K$ THEN LET X=X+P
3133 IF J=0 THEN LET X=X+P
3134 IF J=1 THEN LET X=X-P
3135 IF Y<=1 AND L=1 THEN GOTO 3
500
3136 IF J=1 AND X<=1 THEN GOTO 3
500
3140 LET T=T+1
3150 LET K$=INKEY$
3160 GOTO 3110
3500 FOR A=0 TO 20
3510 RAND USR 16514
3520 NEXT A
3530 PAUSE 100
3540 CLS
3550 IF Y<X THEN PRINT A$;" WON
WITH A TIME OF"
3551 IF X<Y THEN PRINT "THE COMP
. WON .ITS TIME WAS"
3552 PRINT T;" SECONDS."
3553 IF Y<X AND T<N THEN PRINT "
A NEW WORLD RECORD."
3554 IF Y<X AND T<N THEN LET N=T
3555 LET S=S+(T*2)
3556 PRINT AT 15,0;S;" POINTS AR
E YOURS.WELL DONE"
3557 PRINT AT 10,0;"NEXT EVENT-1
00 METERS";AT 12,0;"KEYS-ANY TO
RUN"
3558 IF X<Y THEN LET Q=Q-1
3559 IF Q<=0 THEN GOTO 8500
3561 PRINT AT 17,0;"PRESS ANY KE
Y"
3562 IF INKEY$="" THEN GOTO 3562
3569 GOTO 8410
3570 PRINT AT 18,0;"0000  0000
[illegible]"
3571 PRINT AT 17,0;"  SPORTS DAY
[illegible]"
3572 FOR A=5 TO 31 STEP 2
3573 PRINT AT 3,A;"-";AT 11,A;"-
"
3574 NEXT A
3575 PRINT AT 4,0;"▛▀▀▀▀▀▀";AT 10
,0;"▙▄▄▄▄▄▄"
3576 FOR A=5 TO 9
3577 PRINT AT A,0;"▌"
3578 NEXT A
3579 PRINT AT 0,0;"CONTESTANT-",
A$
3580 PRINT AT 2,0;"DISTANCE="
3581 PRINT AT 7,3;"■"
3582 IF INKEY$="" THEN GOTO 3582
3583 FOR A=1 TO 10
3584 PRINT AT 6,3;" "
3590 IF INKEY$="1" THEN GOTO 500
0
3600 PRINT AT 6,3;" ";AT 7,2;"."
3610 IF INKEY$="1" THEN GOTO 500
0
3620 PRINT AT 7,2;" ";AT 8,3;"."
3630 IF INKEY$="1" THEN GOTO 500
0
3640 PRINT AT 8,3;" ";AT 7,4;"■"
3650 IF INKEY$="1" THEN GOTO 400
0
3660 PRINT AT 7,4;" "
3665 NEXT A
3670 PAUSE 100
3680 CLS
3690 PRINT "YOUR TIME IS UP.LOSE
 A LIFE"
3700 LET Q=Q-1
3705 PAUSE 150
3710 IF Q<=0 THEN GOTO 8500
3720 CLS
3730 GOTO 3570
4000 LET X=7
4001 LET Y=4
4002 LET Z=(Y+(P+3))/2
4009 LET Z=(Y+(P+2)+4)/2
4010 PRINT AT X,Y;" "
4020 FOR A=Y TO (Y+(P+2)+4)
4030 PRINT AT 2,10;A
4040 LET Y=Y+1
4041 IF A>Z+2 THEN LET X=X+1
4042 IF A<=Z+2 THEN LET X=X-1
4050 PRINT AT X,Y;".";AT X,Y;" "
4060 NEXT A
4070 PAUSE 100
4080 CLS
4090 PRINT "YOU THREW IT ";A;"
METERS."
4100 IF A>U THEN PRINT AT 2,0;"A
 NEW RECORD."
4110 IF A>U THEN LET U=A
4111 IF A<U THEN PRINT AT 2,0;"T
OO SHORT.LOSE A LIFE."
4112 IF A<U THEN LET Q=Q-1
4113 PRINT AT 5,0;"NEXT EVENT-SW
IMMING";AT 7,0;"KEYS-ANY TO SWIM
"
4114 PRINT AT 11,0;"PRESS ANY KE
Y"
4120 PAUSE 150
4121 IF INKEY$="" THEN GOTO 4121
4130 CLS
4131 GOTO 3000
4140 IF Q<=0 THEN GOTO 8500
4150 GOTO 8410
5000 PAUSE 100
5010 CLS
5020 PRINT "HIT THE NET.LOSE A L
IFE."
5030 LET Q=Q-1
5040 PAUSE 150
5050 IF Q<=0 THEN GOTO 8500
5060 CLS
5070 GOTO 3570
8410 LET P=P+.4
8420 IF T<D THEN LET D=T
8425 IF P>15 THEN LET P=10
8426 LET S=S+5
8427 LET M=M+1
8428 LET Q=Q-10
8430 CLS
8450 GOTO 2
8500 CLS
8509 RAND USR 16514
8510 PRINT AT 4,5;"SPORTS DAY"
8515 PRINT AT 5,10;"END OF GAME"
8520 PRINT AT 6,3;A$;" HAS ACHIE
[illegible]
8530 PRINT AT 8,3;S;" POINTS";
8531 IF S>M THEN PRINT AT 10,3;"
POINTS-WELL DONE"
8535 IF S<(M AND S>(M-100) THEN P
RINT AT 10,3;"POINTS ACHIEVED SPO
[illegible]
8536 IF S<(M-100) AND S>(M-200)
THEN PRINT AT 10,3;"POINTS ACHIEV
[illegible]
8537 IF S<(M-200) THEN PRINT AT
10,3;"PRACTISE FOR AGAIN"
8540 IF S>M THEN LET M=S
8541 PRINT AT 18,4;"BEGGED ";AT
20,7;"SIMON PADDON"
8550 PAUSE 150
8560 CLS
8570 GOTO 1
8600 CLS
8610 PRINT AT 1,1;"PRESS";AT 3,2
;"ANY";AT 5,2;"KEY"
8611 PRINT AT 15,21;"BY";AT 17,2
3;"SIMON";AT 19,23;"PADDON"
8612 PRINT AT 1,10;"▛▀▀▀▀▀▀";AT 2,
10;"▌▗▖▗▖";AT 3,10;"▌▝▀▀▀▀▀";AT
4,10;"▌▗▖▗▖";AT 5,10;"▌▝▀▀▀▀▀"
8613 PRINT AT 6,9;"▛▀▀▀▀▀▀";AT 7,7
;"▙▄▄▄▄▄▄";AT 8,6;"▛▀▀▀▀▀▀";AT
9,6;"▙▄▄▄▄▄▄";AT 10,6;"▌"
8614 PRINT AT 11,7;"▛▀▀▀▀▀▀";
;AT 12,9;"▙▄▄▄▄▄▄";AT 13,9;"▌"
;AT 15,9;"▙▄▄▄▄▄▄";AT 14,9;"▌"
8615 PRINT AT 16,4;"▛▀▀▀▀▀▀";
;"▌";AT 17,4;"▙▄▄▄▄▄▄";A
T 18,4;"▌▗▖▗▖";AT 19
;4;"▌▝▀▀▀▀▀";AT 20,4
;"▙▄▄▄▄▄▄";AT 21,16;
;"▌"
8620 PRINT AT 1,18;"▛▀▀▀▀▀▀";AT
;AT 2,18;"▌▗▖▗▖";AT 3,18;"▌
";AT 5,17;"▙▄▄▄▄▄▄";AT 4,18;"▌"
8625 PRINT AT 8,21;"▛▀▀▀▀▀▀";AT
9,21;"▙▄▄▄▄▄▄";AT 10,21;"▌▗▖▗▖"
;AT 11,21;"▌▝▀▀▀▀▀";AT 12,21;"▙▄▄
8630 IF INKEY$="" THEN GOTO 8630
8640 CLS
9000 PRINT AT 0,10;"SPORTS DAY"
9001 PRINT AT 0,10;"SPORTS DAY"
9002 PRINT AT 0,10;"SPORTS DAY"
9004 PRINT AT 2,0;"BY. SIMON PAD
DON   1984"
9010 PRINT AT 4,0;"ENTER YOUR IN
TIALS (MAXIMUM 3)"
9012 PRINT AT 6,0;"LIST OF EVENT
S"
9013 PRINT AT 8,0;"EVENT 1:100 M
ETERS"
9014 PRINT AT 10,0;"EVENT 2:LONG
 JUMP"
9015 PRINT AT 12,0;"EVENT 3:400
METERS"
9018 PRINT AT 14,0;"EVENT 4:DISC
US"
9019 PRINT AT 16,0;"EVENT 5:SWIM
MING"
9020 INPUT A$
9030 IF LEN A$>3 THEN GOTO 9020
9031 IF A$="" THEN PRINT AT 2
1,0;"[illegible]
9032 IF A$="" THEN PAUSE 250
9040 CLS
9050 LET Q=2
9051 LET K=0
9055 LET S=0
9056 LET P=.3
9057 LET D=190
9058 LET M=5
9060 RETURN
9990 SAVE "TRAC■
9992 LET M=0
9993 LET B=600
9994 LET D=600
9995 LET U=0
9996 LET N=0
9999 GOTO 1
```



CALLING ALL SINCLAIR USERS



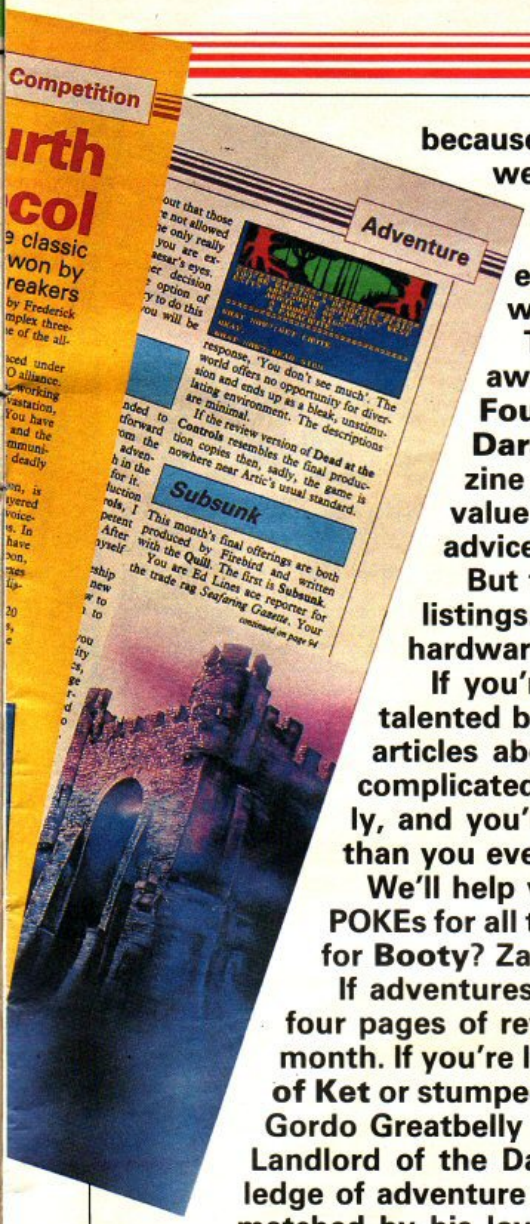
If you've got a Spectrum, you need *Sinclair User*.

It's the single biggest selling computer magazine in Britain and the number of readers is growing all the time.

Because we're the biggest, we can also deliver the best.

We've got the best program listings. Full-length adventure games, superb utilities, and exciting machine-code arcade joystick-busters. Not just another Pac-Man or Frogger in glorious black-and-white Basic.

We've got more software reviews. Often we get to review games before other magazines have even seen them. And



because we've been around for more than three years now, we know what's good and what's not. If a game's lousy, we say so. We don't try to soften the blow to keep software houses happy. If a game stinks, that's exactly what we say about it. And if it's good, then we'll give it due praise.

The very best software gets our Sinclair User Classic award. Recent Classics include **Shadowfire, The Fourth Protocol, Frankie Goes to Hollywood, Dun Darach,** and **Terrormolinos.** And we're the only magazine whose rating system is based fair and square on value for money. You can trust our reviews to give good advice — we reckon the folding stuff counts.

But there's a lot more to *Sinclair User* than reviews and listings. Every month we give away dozens of games or hardware in competitions only our readers can enter.

If you're into programming, we've got some of the most talented brains in the industry writing just for you. We've got articles about everything from the simplest Basic routines to complicated machine-code stuff for the experts. Read us regularly, and you'll find masses of information to help you get more than you ever knew existed out of your Spectrum.

We'll help you play games as well. Zap Chat is full of stunning POKEs for all the best games on the market. You want infinite lives for **Booty**? Zap Chat has the answer.

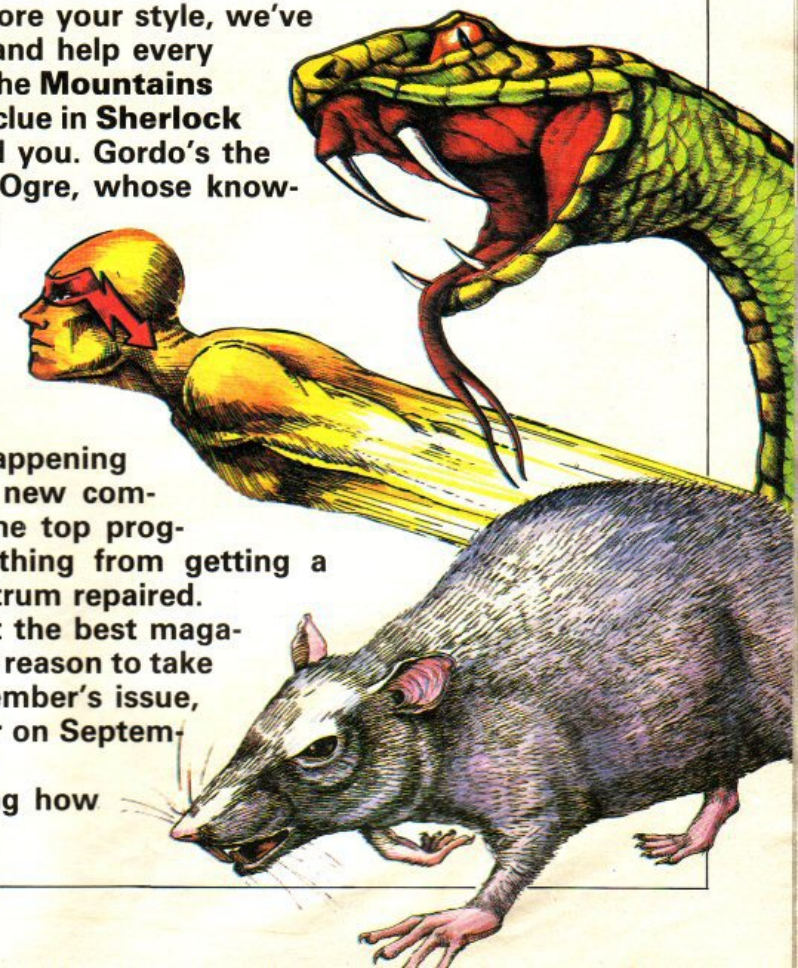
If adventures are more your style, we've four pages of reviews and help every month. If you're lost in the **Mountains of Ket** or stumped for a clue in **Sherlock** Gordo Greatbelly can aid you. Gordo's the Landlord of the Dancing Ogre, whose knowledge of adventure is only matched by his love of a good fight and a tankard of ale.

Then there's cartoon fun with Sinclair Simon, the hopeless hacker whose trials and tribulations are bound to raise a laugh.

There's news about what's happening with new games, new products, new companies. There's interviews with the top programmers, and features on everything from getting a game published to getting a Spectrum repaired.

Obviously, we reckon we've got the best magazine in the business. But there's no reason to take our word for it. Get hold of September's issue, on sale now. October's will appear on September 20.

Before long, you'll be wondering how you ever managed without us.



HARRY & THE

Harry once had six wonderful cars. Stupidly, he left them parked on double yellow lines and they have all been towed away to be crushed and sold for scrap. Help Harry to stop the machines about to pound his cars into oblivion in this platform arcade game.

Harry and the Car Crushers was written for the Spectrum or Spectrum Plus by Alex Matthews of Bromley, Kent.

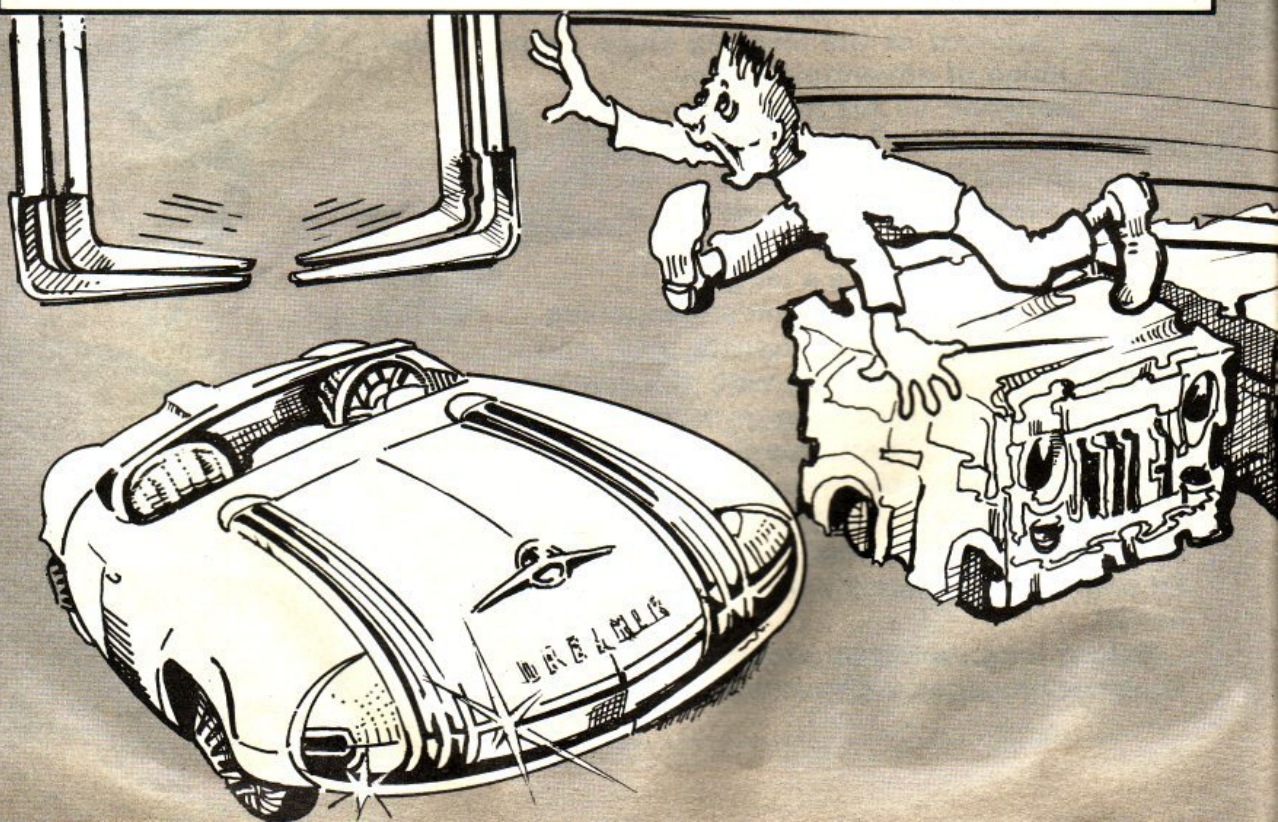
Refer to the graphics instructions on page five when entering underlined characters.

```
  1 LET inst=1: BORDER 1: PAPER
 7: INK 0: CLS
  2 LET hs=0: LET h$="No-one ye
t"
  3 LET sc=0: LET th=9: LET d=-
1
  5 RESTORE
  6 LET x=19: LET y=23: LET h=1
75
  8 LET t=0
  9 GO SUB 9000
 10 GO SUB 5000: LET i=1: REM i
nstructions
 99 CLS
100 FOR f=0 TO 21: PRINT  AT f,
24; INK 1;"(isp)": NEXT f
107 INK i
108 PRINT  AT 19,25;"  (4*ig3)
"
109 PRINT  AT 20,25;" (g6)====(
ig6)"
110 PRINT  AT 21,25;" (ig7:isp:
2*ig3:isp:g4)"
111 PLOT 217,20: DRAW 30,0,- PI
/2
112 PLOT 220,20: DRAW 10,0,- PI
/2
113 CIRCLE 212,15,5: CIRCLE 249
,15,5
114 PRINT  AT x,y; INK 2;"B"; A
T x-1,y;"A"
115 INK 0
120 FOR f=0 TO 21 STEP 5: PRINT
  AT f,0; INK 1; PAPER 7;"DDDDDD
DDDDDDDDDDDDDDDD": NEXT f
130 FOR n=4 TO 19 STEP 5: FOR f
=1 TO 10: PRINT  AT n, INT ( RND
 *18+4); INK 3;"(i#)": NEXT f: N
EXT n
135 PRINT  AT 14,10;"          ";
 AT 15,10; PAPER 1; INK 7; INVER
SE 1;"E"; AT 15,12;"E"; AT 15,15
;"E"; AT 15,17;"E"
140 IF i>4 THEN  PRINT  AT 9,11
;"          "; AT 10,11; PAPER 1;
 INK 7; INVERSE 1;"E"; AT 10,13;"
E"; AT 10,16;"E"; AT 10,18;"E"

145 IF i>1 THEN  LET acc= INT (
RND *4+3): PRINT  AT 14,acc;"
  ": PRINT  AT 15,acc; PAPER 1;
INK 7; INVERSE 1;"E"; AT 15,acc+
2;"E"
180 PRINT  AT 21,0; INK 2;"SCOR
E=0"; AT 21,13; INK 4;"HIGH=";hs

181 PRINT  AT 0,0; INK 1; INVER
SE 1;"HIGH SCORE BY:";"
 "; AT 0,14;h$
190 PRINT  AT 1,0; PAPER 2; INK
 7;"S"; AT 2,0;"T"; AT 3,0;"O";
AT 4,0;"P"
199 PLOT 200,h: DRAW 55,0
200 PLOT 200,h: DRAW  OVER 1;20
,0: PLOT  OVER 1;200,h: PLOT 235
,h: DRAW  OVER 1;20,0: LET h=h-1
: PLOT 200,h: DRAW 55,0
210 IF  ATTR (x+1,y)=56 OR  ATT
R (x+1,y)=15 THEN  PRINT  AT x,y
;" "; AT x-1,y;" ": LET x=x+1: L
ET sc=sc-2: PRINT  AT x,y; INK 2
;"B"; AT x-1,y;"A": BEEP .006,x:
 GO TO 210
220 IF h=0 THEN  GO TO 8000
225 PRINT  AT 21,6;"      "; AT
21,6; INK 2;sc
230 IF  INKEY$ =":" THEN  PRINT
  AT x,y;" "; AT x-1,y;" ": LET
sc=sc-5: GO SUB 8800: GO TO 255
231 IF  INKEY$ ="z" THEN  PRINT
  AT x,y;" "; AT x-1,y;" ": LET
sc=sc+5: GO SUB 8900
240 IF  INKEY$ ="x" THEN  PRINT
  AT x,y;" "; AT x-1,y;" ": LET
sc=sc-5: GO SUB 8850
255 IF  INKEY$ ="s" THEN  GO TO
255
260 IF y=0 THEN  PRINT  AT x,y;
" "; AT x-1,y;" ": LET sc=sc+10:
 FOR f=0 TO 10: BEEP .008,10: BE
EP .008,15: BEEP .008,20: NEXT f
: LET x=x-5: LET y=23: PRINT  AT
 x-1,y; INK 2;"A"; AT x,y;"B"
270 PRINT  AT th,15;" ": LET th
=th+d: IF th=6 THEN  LET d=1
280 IF th=9 THEN  LET d=-1
290 PRINT  AT th,15; INK 2;"C"

300 IF  ATTR (th+1,15)=58 THEN
 PRINT  AT x,y;" ": FOR f=0 TO 1
0: BEEP .008,10: BEEP .008,17: B
EEP .008,25: NEXT f: LET x=19: L
ET y=23: LET sc=sc-10: PRINT  AT
 x,y; INK 2;"B"; AT x-1,y;"A"
480 IF x=4 AND  RND *10>10-i TH
EN  PRINT  AT x+1,y-1; INK 7; PA
PER 1; INVERSE 1;"E": BEEP .01,2
0: BEEP .01,25
490 IF x<5 AND y=1 THEN  GO TO
7000
499 PRINT  AT x,y; INK 2;"B"; A
T x-1,y;"A"
500 GO TO 200
5000 PAPER 7: INK 0: OVER 0: CLS
 : PRINT  AT 0,0; INVERSE 1;"
 HARRY AND THE CAR CRUSHER    "
```



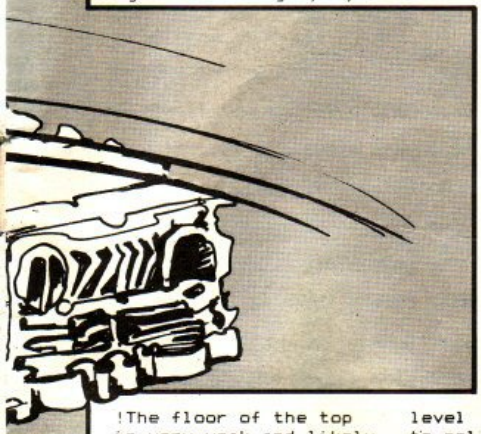
CAR CRUSHERS

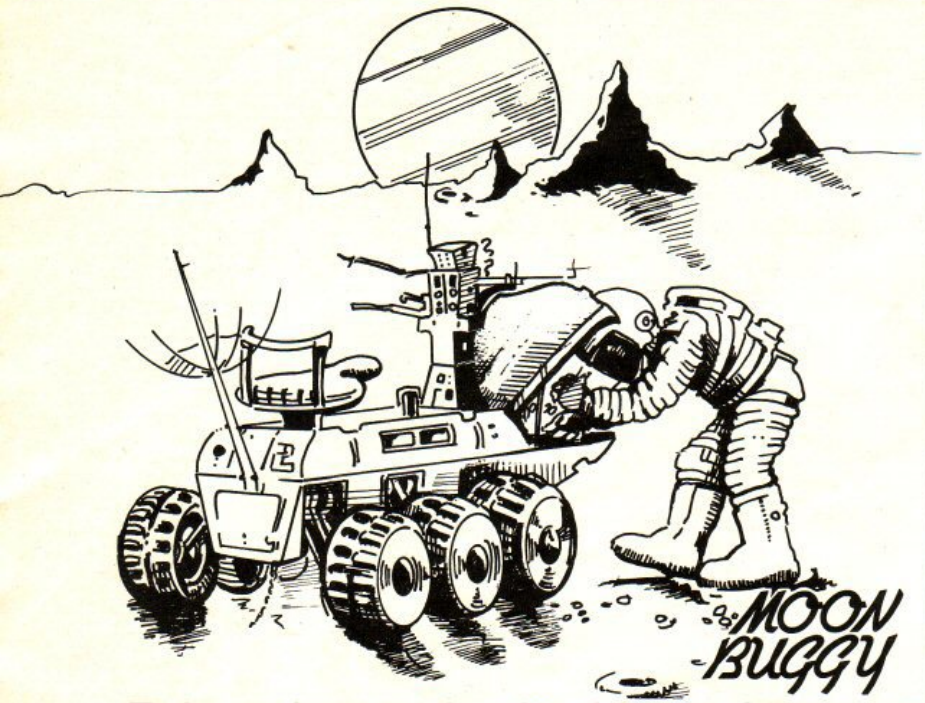
```
5010 RESTORE :'FOR f=1 TO 13: RE
AD len,note: BEEP len/2,note: NE
XT f
5020 FOR f=0 TO 21: PRINT  AT f,
0; INVERSE 1;"    HARRY AND THE
CAR CRUSHER    "
5030 BEEP .004,f: PRINT  AT f,0;
"
 ": NEXT f
5040 PRINT  AT 21,0; INVERSE 1;"
   HARRY AND THE CAR CRUSHER "
5050 PRINT  AT 10,7;"BY ALEX MAT
THEWS": FOR f=0 TO 15: BEEP .01,
10: NEXT f
5060 FOR f=21 TO 0 STEP -1: PRIN
T  AT f,0; INVERSE 1;"    HARRY
AND THE CAR CRUSHER    "
5070 BEEP .004,f: PRINT  AT f,0;
"
 ": NEXT f
5080 PRINT  AT 0,0; INVERSE 1;"
   HARRY AND THE CAR CRUSHER    "
5090 FOR f=0 TO 15: BEEP .01,15:
 NEXT f
5095 IF inst=0 THEN  RETURN
5100 PRINT  AT 2,0;" Harry has(h
ad)six cars(lucky   him);a blue
one,a red one,a     purple one(Y
UK!),a green one,   a light blue
 one and a yellow   one."'" Unfo
rtunately,though,he had notgot a
nywhere to keep them exceptfor p
arking them on a double    yello
w line outside his house."
5110 PRINT " Eventually the day
came when   all of his cars were
 towed away to be crushed in the
 scrapyard."
5115 PRINT #1; FLASH 1;"***PRESS
 ANY KEY TO CONTINUE***": GO SUB
 6000: CLS
5120 PRINT " You are Harry and y
ou have got to press the red STO
P button    before your car gets
 crushed to the ground."'" Jump
over the blocks and holes,avoidi
ng the bouncing tyre,but  BEWARE
 !The floor of the top     level
is very weak and likely   to col
lapse."
5130 PRINT '"When you reach the
left hand   side of the screen
you will be teleported to the l
evel above.   You can only jump
to the left; press the 'z'and sy
mbol shift  keys.Since this is
faster than running to the left
('z'key)you lose points for it.
You also lose poin
ts for      running to the righ
t('x'key)."
5140 PRINT "Hold down the's'key
to pause thegame."
5150 PRINT #1; FLASH 1;"*****PRE
SS ANY KEY TO START*****"
5500 GO SUB 6000
5999 RETURN
6000 RESTORE 9030
6005 READ len,note: IF len <> 99
9 AND  INKEY$ ="" THEN  BEEP len
/3,note: GO TO 6005
6010 IF len=999 THEN  GO TO 6500

6020 RETURN
6500 IF t=2 THEN  FOR n=1 TO 2:
FOR f=40 TO 0 STEP -2: BEEP .008
,f: BORDER 7: BEEP .008,f+5: BEE
P .008,f+10: BORDER 2: NEXT f
6510 IF t=2 THEN  NEXT n
6515 LET t=t+1: IF t=3 THEN  LET
 t=0
6520 RESTORE 9030
6525 BORDER 1
6530 GO TO 6005
6999 STOP
7000 FOR f=0 TO 10: FOR n=1 TO 3
: BEEP .008,n*5: BEEP .008,n*5+5
: BEEP .008,n*5+10: NEXT n: NEXT
 f
7010 CLS : PRINT  AT 1,4; INK 2;
 FLASH 1; PAPER 7;"YOU'VE DONE S
CREEN ";i;"!!!"
7020 IF i=6 THEN  GO TO 7500
7030 PRINT  AT 4,7;"SO FAR YOU H
AVE...": PAUSE 50
7040 FOR f=0 TO 5: FOR n=1 TO 3:
 BEEP .008,n*7: BEEP .008,n*7+5:
 BEEP .008,n*7+10: NEXT n: NEXT
f
7050 PRINT  AT 6,10; INVERSE 1;
INK 2;sc;" POINTS!!"
7060 PRINT  AT 8,4;"Your car was
 ";h;" pixels "'"  away from bei
ng crushed to the        GR
OUND!!"'"          BONUS SCORE:"
;h: LET sc=sc+h
7070 PRINT  AT 14,8; PAPER i+1;
INK 9; FLASH 1;"NOW FOR SCREEN "
;i+1: LET i=i+1
7075 PRINT '"      AND SOME MORE
 HAZARDS!!"
7080 PRINT ''"   PRESS ANY KEY T
O CONTINUE": PAUSE 0: LET x=19:
LET y=23: CLS : LET h=175: GO TO
 100
7500 PRINT  AT 4,7; INK 2; FLASH
 1;"YOU'VE DONE IT!!!"
7510 FOR f=0 TO 5: FOR n=1 TO 3:
 BEEP .008,n*2: BEEP .008,n*2+5:
 BEEP .008,n*2+10: NEXT n: NEXT
f
7520 FOR f=0 TO 5: FOR n=1 TO 3:
 BEEP .008,n*4: BEEP .008,n*4+5:
 BEEP .008,n*4+10: NEXT n: NEXT
f
7530 FOR f=0 TO 5: FOR n=1 TO 3:
 BEEP .008,n*6: BEEP .008,n*6+5:
 BEEP .008,n*6+10: NEXT n: NEXT
f
7540 FOR f=0 TO 5: FOR n=1 TO 3:
 BEEP .008,n*8: BEEP .008,n*8+5:
 BEEP .008,n*8+10: NEXT n: NEXT
f
7560 PRINT  AT 6,7;"YOUR SCORE W
AS...": AT 8,10; INK 2; INVERSE
1;sc;" POINTS!!!"
7561 PRINT "YOUR CAR WAS ";h;" P
IXELS AWAY"'"FROM BEING CRUSHED.
BONUS ";h: LET sc=sc+h
7570 GO TO 8040
8000 FOR f=40 TO 0 STEP -2: BEEP
 .008,f: BEEP .008,f+5: BEEP .00
8,f+10: NEXT f
8010 CLS : PRINT  AT 1,0; INK 2;
 FLASH 1;"YOUR CAR GOT CRUSHED O
N SCREEN ";i
8020 PRINT '' TAB 8;"Your score
is....";'' TAB 10;sc;" POINTS."
8040 IF hs>sc THEN  GO TO 8100
8050 PRINT ''"This may sound bad
 to you but..."
8055 LET hs=sc
8060 PRINT ''"IT MEANS YOU HAVE
A HIGH SCORE!!"
8070 PRINT ''"Enter your name.(m
ax.10 chars)"
8080 INPUT "Name? "; LINE h$: IF
  LEN h$>10 THEN  GO TO 8080
8100 PRINT ''"TODAY'S HIGH SCORE
 IS ";hs
8110 PRINT "SCORED BY ";h$
8120 FOR f=0 TO 10: FOR n=10 TO
20 STEP 2: BEEP .008,n: NEXT n:
NEXT f
8130 PRINT '"Press'I'for instruc
tions,or 'P' to play again"
8132 IF  INKEY$ <> "P" AND  INK
EY$ <> "p" AND  INKEY$ <> "I"
AND  INKEY$ <> "i" THEN  GO TO
8132
8133 IF  INKEY$ ="p" OR  INKEY$
="P" THEN  LET inst=0
8134 IF  INKEY$ ="i" OR  INKEY$
="I" THEN  LET inst=1
8135 CLS
8140 GO TO 3
8799 STOP
8800 IF y<3 THEN  PRINT  AT x,y;
 INK 2;"A": RETURN
8803 IF  ATTR (x-1,y-1) <> 56 TH
EN  PRINT  AT x,y; INK 2;"A": RE
TURN
8805 BEEP .008,-5
8807 LET x=x-1: LET y=y-1
8810 PRINT  AT x,y; INK 2;"B"; A
T x-1,y;"A": BEEP .008,10
8820 IF  ATTR (x,y-1) <> 56 THEN
  PRINT  AT x,y; INK 2;"B"; AT x
-1,y;"A": RETURN
8825 PRINT  AT x,y;" "; AT x-1,y
;" "
8830 LET y=y-1: BEEP .008,0
8849 RETURN
8850 LET y=y+1
8855 IF  ATTR (x,y) <> 56 THEN
LET y=y-1
8857 PRINT  AT x,y; INK 2;"B"; A
T x-1,y;"A"
8860 BEEP .003,10: BEEP .005,40

8899 RETURN
8900 LET y=y-1
8901 IF  ATTR (x,y) <> 56 THEN
LET y=y+1: PRINT  AT x,y; INK 2;
"B"; AT x-1,y;"A": RETURN
8903 PRINT  AT x-1,y; INK 2;"A";
 AT x,y;"B"
8910 BEEP .003,40: BEEP .005,10

8999 RETURN
9020 DATA 1,5,1,4,1,10,3,10,.5,8
,.5,5,.5,2,.5,-1,1,-3,1,0,1,5,3,
4,3,5
9030 DATA 1,4,1,3,1,4,1,3,1,4,1,
-1,1,2,1,0,3,-3,1,-8,1,-4,1,-3,3
,-1,1,-8,1,-4,1,-1,3,0,1,-8
9040 DATA 1,4,1,3,1,4,1,3,1,4,1,
-1,1,2,1,0,3,-3,1,-8,1,-4,1,-3,3
,-1
9050 DATA 1,-8,1,0,1,-1,4,-3
9060 DATA 999,999
9100 REM GRAFIX
9110 DATA 30,63,105,253,57,31,62
,12,28,62,255,63,61,37,36,108
9120 DATA 0,60,66,90,90,66,60,0
9130 DATA 255,170,255,0,0,0,0,0
9140 DATA 129,66,129,0,0,0,0,0
9150 DATA 255,219,129,219,219,12
9,219,255
9900 RESTORE 9100: FOR f=0 TO 47
: READ a: POKE  USR "a"+f,a: NEX
T f
9999 RETURN
```





Drive your buggy over the surface of the moon. Collect as many jewels as possible by running them over. Avoid the craters by jumping over them, and avoid flying meteors by remaining at ground level as they pass overhead.

Moon Buggy was written for the Spectrum or Spectrum Plus by Neil Cooper of Saltburn, Cleveland.

```
  1 REM MOON BUGGY
  2 REM BY NEIL COOPER 7/3/84

  5 INK 7: PAPER 0: BORDER 0: C
LS : GO SUB 8000
 10 LET z=0: CLS : LET c$="ML":
 LET l=32: LET s=0
 20 PRINT  AT 0,0;"SCORE:";s; AT 0,16;"BUGGY:  AB AB AB"
 50 REM ** DRAW SCREEN **
 100 LET b$="AB": LET a=16
 105 FOR n=1 TO 21: PRINT  AT n,0; PAPER 0;,,: NEXT n: FOR n=1 TO 50: PLOT  INK 6; RND *255, RND *150: NEXT n: LET d=1: LET c=0

 110 LET a$="EEEEEEEEEEEEEELEEEEE
EEEEFFFFEEEEEEEEEFFEEEEEEEEEEEL
FFEEEEEEEEEEFFEEEEEFFEEEEEEFFF
EEEEEEEEEFFEEEEEEELEEEEEEEELEEE
EEEEEEEEFFEEEEEEEEEELEEFEEEEEEE
LEEEEEFFFEEEEEEEEEEELEEEEEEEEE
EEEFEEEEEFFEEEEEFFFEEEEEEEEEEE
EEEEFFEEEEEEEEEEEEEEEFEEEEEE
EEEEEELEEEEFFFEEEEEEFFFEEEEEL
EEEEEEELEEEEEEEELEEEEEELEEEEEE
EFFFFEEEEEEEEEELEEEEFFFEEEEEL
EEEEEEEEEELEEEEEEEFFFFEEFFFEEE
EEEEEEFFEEEEEEEEEFFFFEEEEEEEFF
FFEEEEELEEEEEEFFEEEEEEEELEEEEE
EEEEFFEEEEEEEELEEEEEEFFFEEEEEL
EELEEEEEEEEEEEEFFFEEEEEEEEFFE
EEEEEEELEEEE"
 120 LET c=0: LET d=1
 200 PRINT  AT 0,0;"SCORE:";s: FOR n=17 TO 21: PRINT  AT n,0; INK 3;"(32*isp)": NEXT n
 250 REM ** MAIN LOOP **
 300 IF d=-1 THEN  LET a$=a$( LEN a$)+a$( TO ( LEN a$-1))
 301 IF d=1 THEN  LET a$=a$(2 TO )+a$(1)
 302 PRINT  AT 17,0; INK 3;a$( TO 32)
 310 PRINT  AT 13,z;" "; INK 6;"M"; INK 2;"L"; AT a,14; INK 5;b$
 320 IF  INKEY$ ="1" THEN  LET d=-1: LET b$="CD"
 330 IF  INKEY$ ="2" THEN  LET d=1: LET b$="AB"
 340 PRINT  AT 16,14; INK 5;b$

 341 IF a$(15)="F" AND a$(16)="F" THEN  GO TO 2000
 346 IF a$(15)="L" THEN  LET a$(15)="F": LET s=s+1: PRINT  AT 0,6;s: BEEP .05,10: LET c=c+1: GO TO 350
 347 IF a$(16)="L" THEN  LET a$(16)="F": LET s=s+1: PRINT  AT 0,6;s: BEEP .05,10: LET c=c+1
 350 IF  INKEY$ ="0" THEN  GO SUB 1000
 360 BEEP .01,-15: IF c=21 THEN  FOR k=1 TO 50: BEEP .001,50: LET s=s+1: PRINT  AT 0,6;s: NEXT k: GO TO 100
 365 LET z=z+1: IF z=29 THEN  PRINT  AT 13,z;"  ": LET z=0
 370 GO TO 300
 999 REM ** JUMP **
1000 FOR n=-1.5 TO 1.5 STEP .5

1010 LET z=z+1: IF d=1 THEN  LET a$=a$(2 TO )+a$(1)
1011 IF d=-1 THEN  LET a$=a$( LEN a$)+a$( TO ( LEN a$-1))
1015 PRINT  AT 17,0; INK 3;a$( TO 32)
1016 PRINT  AT 13,z;" "; INK 6;"M"; INK 2;"L": IF (z=13 OR z=14) AND a=13 THEN  GO TO 4000
1017 IF z=29 THEN  PRINT  AT 13,z;"  ": LET z=0
1020 PRINT  AT a,14;"  ": LET a=a+n: PRINT  AT a,14; INK 5;b$
1030 BEEP .009,n: NEXT n
1040 IF (a$(15)="F" OR a$(16)="F") AND a=16 THEN  GO TO 2000
1045 IF z=29 THEN  PRINT  AT 13,z;"  ": LET z=0
1050 RETURN
1999 REM ** CRASH **
2000 PRINT  AT 16,14;"  "
2010 INK 5: OVER 1: PRINT  AT 17,14;("GH" AND d=1)+("IJ" AND d=-1)
2020 OVER 0: FOR n=30 TO 0 STEP -1: BEEP .005,n: BEEP .005,n-2: NEXT n
2030 LET n=13
2035 FOR o=1 TO 4
2040 BEEP .05,-20: FOR m=16 TO 14 STEP -1
2050 PRINT  AT m,n;"K"; AT m,29-n;"K"
2065 FOR g=1 TO 20: NEXT g
2070 PRINT  AT m,n;" "; AT m,29-n;" "
2075 LET n=n-1: NEXT m: NEXT o

2080 LET l=l-3: PRINT  AT 0,l;"  "
2085 INK 7
2090 IF l>23 THEN  GO TO 100
2999 REM ** GAME OVER **
3000 PRINT  AT 5,10; FLASH 1;"GAME OVER": PRINT  AT 10,1;"PRESS ANY KEY TO PLAY AGAIN": PAUSE 0: PAUSE 0: GO TO 10
3999 REM ** METEOR CRASH **
4000 FOR n=1 TO 20: PRINT  AT a,14;"NN": BEEP .002,-n+50: BEEP .002,-n+50: PRINT  AT a,14;b$: BEEP .001,40: BEEP .001,40: NEXT n
4010 OVER 1: INK  INT ( RND *6)+2: PLOT 115,65: DRAW 10,10,4044
4015 INK 7: OVER 0
4016 PRINT  AT 12,13;"  "; AT 13,13;"  "; AT 14,13;"  "
4020 FOR n=30 TO 0 STEP -1: BEEP .001,n+n: NEXT n
4030 GO TO 2080
5000 STOP
7999 REM ** INSTRUCTIONS **
8000 PRINT  AT 0,10; INK 1; PAPER 5; FLASH 1;"MOON BUGGY"
8010 PRINT '"The object of the game is to  drive your moon buggy over the  surface of the moon avoiding  the meteors and the craters.  You must collect the precious  stones by running over them.  If you run over one it will  leave a crater in it's place."
8020 PRINT '"CONTROLS:-"'"
   1.........LEFT
   2.........RIGHT
   0.........JUMP"
8030 PRINT  AT 21,3;"PRESS ANY KEY TO PLAY": PAUSE 0: CLS
8999 REM ** DEFINE UDGs **
9000 RESTORE 9000: FOR n= USR "a" TO  USR "n"+7: READ a: POKE n,a: NEXT n: RETURN
9020 DATA 0,15,63,127,255,255,72,48
9040 DATA 0,192,48,60,255,255,72,48
9060 DATA 0,3,12,60,255,255,18,12
9080 DATA 0,240,252,254,255,255,18,12
9100 DATA 0,137,155,255,255,255,255,255
9120 DATA 0,0,0,0,18,154,255,255

9140 DATA 0,15,63,127,255,255,0,0
9160 DATA 0,192,48,60,255,255,0,0
9180 DATA 0,3,12,60,255,255,0,0

9200 DATA 0,240,252,254,255,255,0,0
9220 DATA 0,0,24,36,36,24,0,0
9240 DATA 0,56,126,94,118,124,24,0
9260 DATA 0,3,61,119,219,55,7,0

9280 DATA 129,8,33,4,80,4,16,0,9
9999 CLEAR : SAVE "MOON BUGGY" LINE 1
```

Fight your way to the north pole in Arctic Explorer. There are ten screens to be negotiated en route. Each contains different hazards such as rockfalls, rolling snowballs, snowmen, crevasses and crumbling ice. Move left with O, right with P, jump left with CAPS SHIFT and O, jump right with CAPS SHIFT and P.

Written for the Spectrum or Spectrum Plus by Neil Bates of Coventry.

Underlined letters are those to be entered in graphics mode.

```
    1 LET hi=0: LET n=3000
  10 GO SUB 9000: GO SUB 9050
  25 CLS : GO SUB 8000+(s*10): G
O SUB 9500
  40 LET b$=b$(2)+b$(1): LET t=t
-(t>0): PRINT  AT 15,12; PAPER 0
; INK 5; BRIGHT 1;t;" ": BEEP .0
1,-10: GO SUB 1000+(s*100): LET
b=b+( INKEY$ ="p")-( INKEY$ ="o"
 AND b): IF  INKEY$ ="P" THEN  L
ET q=1: IF b<29 THEN  GO SUB 400
0
  75 IF  INKEY$ ="O" THEN  LET q
=-1: IF b>2 THEN  GO SUB 4000
  80 PRINT  AT a,b;b$(1)
  90 IF b >= 31 THEN  LET s=s+1:
 FOR f=1 TO 50: OUT 254,59: OUT
254,200: NEXT f: LET b=0: LET sc
=sc+t+100: LET t=100: GO TO 25

 100 GO TO 40
1100 LET a$=a$(193 TO 224)+a$(1
TO 32)+a$(33 TO 64)+a$(65 TO 96)
+a$(97 TO 128)+a$(129 TO 160)+a$
(161 TO 192)
1110 PRINT  AT 0,0; INK 0;a$: IF
 a$(193+b) <> " " THEN  GO TO n

1130 RETURN
1200 LET a$=a$(2 TO 32)+a$(1)+a$
(34 TO 64)+a$(33): PRINT  AT 5,0
;a$: IF a$(33+b) <> " " THEN  GO
 SUB 8023: GO TO n: IF  ATTR (a+
1,b)=56 THEN  GO SUB 8023: GO TO
 n
1240 RETURN
1300 IF  RND >.45 THEN  LET a$=a
$(2 TO 32)+a$(1)+a$(34 TO 64)+a$
(33): GO TO 1320
1310 LET a$=a$(32)+a$(1 TO 31)+a
$(64)+a$(33 TO 63)
1320 PRINT  AT 5,0;a$: IF a$(33+
b) <> " " THEN  GO TO n
1340 RETURN
1400 IF  RND >.5 THEN  IF z=0 TH
EN  LET v=7: LET j= INT ( RND *2
7)+3: IF  ATTR (7,j)=61 THEN  LE
T z=1
1410 IF z=1 THEN  PRINT  AT v,j;
" "; AT v+1,j; INK 5; PAPER 7;"K
": LET v=v+1: IF v=9 THEN  PRINT
  AT 9,j;" ": LET z=0
1420 PRINT  AT a,b;" ": IF  ATTR
 (a+1,b)=56 THEN  GO TO n
1430 RETURN
1500 GO SUB 1300: RETURN
1600 PRINT  AT a,b;" ": IF  ATTR
 (a+1,b)=56 THEN  GO TO n
1620 RETURN
1700 GO SUB 1600: GO SUB 1200: R
ETURN
1800 GO SUB 1700: RETURN
1900 GO SUB 1300: GO SUB 1600: R
ETURN
2000 PRINT  AT a,b;" ": IF  ATTR
 (a+1,b)=56 THEN  GO TO n
2020 IF b >= 25 THEN  GO TO 2500

2030 RETURN
2500 PRINT  AT a,b;"AP": RESTORE
, 9900: FOR f=1 TO 32: READ a,b:
BEEP a/3,b: NEXT f: LET sc=sc+50
0: PRINT  AT 10,12; INK 0; FLASH
 1;"BONUS =500"; AT 8,12; INK 2;
"WELLDONE"
2540 FOR f=1 TO 20: BEEP .01,f+3
0: BEEP .01,f*2: NEXT f
2550 LET a=6: LET b=0: LET s=1:
LET l=l+1: GO TO 20
3000 PRINT  AT a,b; INK 2;"A": L
ET l=l-1: IF l=0 THEN  GO TO 380
0
3010 RESTORE 9900: FOR f=1 TO 6:
 READ a,b: BEEP a/2,b: NEXT f
3020 LET a=6: LET b=0: GO TO 25

3800 RESTORE 9900: FOR f=1 TO 6:
 READ a,b: BEEP a/1.5,b: NEXT f:
 PRINT  AT 12,11; INK 7; FLASH 1
; BRIGHT 1; PAPER 0;"GAME OVER"

3810 IF sc>hi THEN  LET hi=sc: P
RINT  AT 9,0; INK 5; PAPER 0; BR
IGHT 1;n$; AT 9,8;"A NEW HIGH SC
ORE": FOR f=20 TO 40: BEEP .01,f
: BEEP .01,f-20: NEXT f
3820 RESTORE 9910: FOR f=1 TO 25
: READ a,b: BEEP a/4,b: NEXT f

3830 FOR f=4 TO 7: PRINT  AT 21,
0; INK f; PAPER 0; BRIGHT 1;"  P
RESS ANY KEY FOR ANOTHER GO  ":
PAUSE 10: IF  INKEY$ ="" THEN  N
EXT f: GO TO 3830
3840 GO TO 10
4000 RESTORE 9950: FOR f=1 TO 6:
 READ x,y,m: PRINT  AT a,b;" ":
LET a=a+y: LET b=b+m: PRINT  AT
a,b;"A": BEEP .001,x: NEXT f
4020 RETURN
5000 GO SUB 4000: PRINT  AT a,b;
" ": LET b= INT b-1: IF b>21 THE
N  IF a <= 6 THEN  GO TO 50
5005 LET a=6: GO TO 3000
8010 DIM a$(224): FOR f=1 TO 15:
 LET c= INT ( RND *190)+1: LET a
$(c)= CHR$ ( INT ( RND *2)+148):
 NEXT f
8011 PRINT  AT 7,0; PAPER 7; INK
 5;"KKKKKKKKKKKKKKKKKKKKKKKKKKKK
KKK",,: RETURN
8020 GO SUB 8023: GO SUB 8011
8022 RETURN
8023 DIM a$(64): LET a$="
  LM      LM          LM
  NO      NO          NO": RETURN

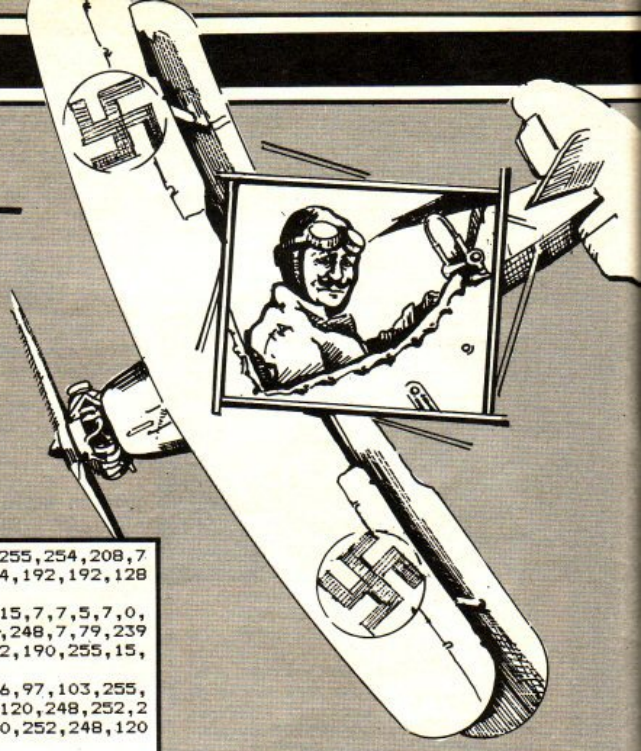
8030 LET a$="          GH
                       IJ
            ": GO SUB 8011: RETURN

8040 LET j=10: LET v=0: LET z=0:
 GO SUB 8011: RETURN
8050 GO SUB 8030: LET a$(20 TO 2
1)="GH": LET a$(52 TO 53)="IJ":
RETURN
8061 PRINT  AT 7,0; INK 5;"KKKK"
; AT 7,5;"KKK"; AT 7,9;"K"; AT 7
,12;"K"; AT 7,15;"KKKKKK"; AT 7,
22;"KKKK"; AT 7,27;"KKKKK": RETU
RN
8070 GO SUB 8061
8072 DIM a$(64): LET a$(10 TO 11
)="LM": LET a$(42 TO 43)="NO"
8073 RETURN
8081 GO SUB 8020: PRINT  AT 7,0;
n$: GO SUB 8061: RETURN
8090 GO SUB 8030: PRINT  AT 7,0;
n$: GO SUB 8061: RETURN
8100 PRINT  AT 7,0; INK 5;"KKKKK
"; AT 7,7;"KKK"; AT 7,12;"K"; AT
 7,14;"KK"; AT 7,17;"KKK"; AT 7,
22;"KKKKKKKKKK": RETURN
9000 RESTORE 9920: FOR f= USR "a
" TO  USR "p"+7: READ a: POKE f,
a: NEXT f: RETURN
9051 LET b$="AB": LET l=5: LET a
=6: LET b=0: LET sc=0: LET s=1:
LET t=100: LET n$="
                    ": RETURN
9510 FOR f=12 TO 21: PRINT  AT f
,0; PAPER 0;n$: NEXT f: RESTORE
9960: FOR f=1 TO 5: READ x,y,x$:
 PRINT  AT x,y; INK 6; BRIGHT 1;
 PAPER 0;x$: NEXT f: FOR f=1 TO
5: READ x,y,q: PRINT  AT x,y; BR
IGHT 1; PAPER 0; INK 5;q: NEXT f
: RETURN
```




```
9900 DATA 1,5,1,5,1,2,.5,4,.5,2,
2,0,1,7,.5,7,.5,2,.5,2,.5,4,.5,2
,2,7,2,0,1,7,.5,7,.5,5,.5,2,.5,4
,1,2,2,5,2,7,2,0,2,2,1,2,.5,4,.5
,2,1,0,1,7,1,5,1,2,2,0
9910 DATA 2,7,1,9,.5,11,.5,12,.2
5,14,.25,16,.25,14,.25,12,1.5,11
,.5,12,.125,14,.125,16,.125,14,.
125,12,.125,11,.125,12,.125,11,.
125,9,2,7,1,9,1,11,2,12,1,11,1,1
2,3,14
9920 DATA 28,28,8,127,28,28,20,2
0,28,28,8,28,62,93,20,34,114,116
,40,112,112,112,114,62,78,46,20,
14,14,14,78,124,48,124,190,255,2
51,118,126,60,32,12,12,0,0,102,3
9,3
9930 DATA 3,7,13,15,6,3,1,15,192
,224,176,240,96,192,128,240,31,5
5,99,51,19,6,12,24,248,236,198,2
04,200,96,48,24
9940 DATA 0,255,255,187,179,19,1
,1,7,25,55,111,127,255,255,254,2
24,248,252,254,254,63,223,221,25
4,191,191,127,127,63,31,7,125,25
1,251,246,206,60,248,224,40,44,4
6,40,32,32,32,32
9950 DATA 16,-1,0,18,-1,0,20,0,q
,22,0,q,22,1,q,20,1,0
9960 DATA 13,3,"LIVES",15,20,"LE
VEL",15,3,"BONUS",17,3,"SCORE",1
9,3,"HI-SCORE",13,12,1,15,12,t,1
7,12,sc,19,12,hi,16,22,s
9970 DATA -45,-53,-34,-61,-21,-6
7,-7,-70,7,-70,21,-67,34,-61,45,
-53,34,-61,21,-67,7,-70,-7,-70,-
21,-67,-34,-61,200
```

DOG FIGHT



Shoot down the red baron before he can hit you. This is the challenge in Dog Fight, written for the Spectrum or Spectrum Plus by Neil Bates of Coventry.

Underlined letters are those to be entered in graphics mode.

```
   1 POKE 23676,250: POKE 23675,
0
   2 GO SUB 500
   5 GO SUB 3000
  10 DIM y(2): DIM x(2): LET sc=
0: DIM m(2): LET a$="01234567":
LET b$=a$: LET x(1)=5: LET y(1)=
5: LET x(2)=15: LET y(2)=10: LET
 f=0: LET a=5: LET b=5: LET c=10
: LET d=15: LET t=100
  30 PAPER 0: BORDER 0: INK 7: C
LS : FOR f=3 TO 13: PRINT  AT f,
3; PAPER 5;"
       ": NEXT f
  40 PRINT  AT 21,2; INK 4; BRIG
HT 1;" SCORE = ";sc; TAB 20;"TIM
E = ";t;"  "
  50 IF  INKEY$ ="8" THEN  LET a
$=a$(2 TO )+a$(1)
  60 IF  INKEY$ ="5" THEN  LET a
$=a$(8)+a$( TO 7)
  70 LET f=1: GO SUB 200+(( VAL
a$(1))*10): GO SUB 300
  80 IF x(1)>x(2) THEN  LET b$=b
$(2 TO )+b$(1): GO TO 100
  90 IF x(1)<x(2) THEN  LET b$=b
$(8)+b$( TO 7)
 100 LET f=2: GO SUB 200+(( VAL
b$(1))*10): GO SUB 300
 110 PRINT  AT a,b; PAPER 5;"  "
; AT a+1,b;"  "; AT c,d;"  "; AT
 c+1,d;"  ": POKE 23675,m(2): PR
INT  AT y(2),x(2); INK 2; PAPER
5;"AB"; AT y(2)+1,x(2);"CD": POK
E 23675,m(1): PRINT  AT y(1),x(1
); INK 4; PAPER 5;"AB"; AT y(1)+
1,x(1);"CD": LET a=y(1): LET b=x
(1): LET c=y(2): LET d=x(2)
 120 IF f=2 AND  RND <.1 THEN  G
O SUB 600+( VAL b$(1))*10
 130 IF  INKEY$ ="0" THEN  LET f
=1: GO SUB 600+(( VAL a$(1))*10)
 140 LET t=t-1: PRINT  AT 21,27;
 INK 4; BRIGHT 1;t;" ": IF t <=
0 THEN  GO TO 1030
 150 GO TO 50
 200 LET y(f)=y(f)-1: LET m(f)=0
: RETURN
 210 LET y(f)=y(f)-1: LET x(f)=x
(f)+1: LET m(f)=32: RETURN
 220 LET x(f)=x(f)+1: LET m(f)=6
4: RETURN
 230 LET x(f)=x(f)+1: LET y(f)=y
(f)+1: LET m(f)=96: RETURN
 240 LET y(f)=y(f)+1: LET m(f)=1
28: RETURN
 250 LET y(f)=y(f)+1: LET x(f)=x
(f)-1: LET m(f)=160: RETURN
 260 LET x(f)=x(f)-1: LET m(f)=1
92: RETURN
 270 LET x(f)=x(f)-1: LET y(f)=y
(f)-1: LET m(f)=224: RETURN
 300 IF y(f)>12 THEN  LET y(f)=3

 310 IF y(f)<3 THEN  LET y(f)=12

 320 IF x(f)<3 THEN  LET x(f)=27

 330 IF x(f)>27 THEN  LET x(f)=3

 340 RETURN
 500 FOR f=64000 TO 64255: READ
a: POKE f,a: NEXT f: RETURN
 510 DATA 0,0,1,127,255,255,127,
11,0,0,128,254,255,255,254,208,7
,3,3,1,1,15,15,1,224,192,192,128
,128,240,240,128
 520 DATA 12,30,31,15,7,7,5,7,0,
0,0,128,224,240,240,248,7,79,239
,126,56,124,46,4,252,190,255,15,
6,0,0,0
 530 DATA 0,0,0,0,96,97,103,255,
48,120,120,120,248,120,248,252,2
55,103,97,96,0,0,0,0,252,248,120
,248,120,120,120,48
 540 DATA 4,46,124,56,126,239,79
,7,0,0,0,6,15,255,190,252,7,5,7,
7,15,31,30,12,248,240,240,224,12
8,0,0,0
 550 DATA 1,15,15,1,1,3,3,7,128,
240,240,128,128,192,192,224,11,1
27,255,255,127,1,0,0,208,254,255
,255,254,128,0,0
 560 DATA 0,0,0,96,240,255,125,6
3,32,116,62,28,126,247,242,224,3
1,15,15,7,1,0,0,0,224,160,224,22
4,240,248,120,48
 570 DATA 12,30,30,30,31,30,31,6
3,0,0,0,0,6,134,230,255,63,31,30
,31,30,30,30,12,255,230,134,6,0,
0,0,0
 580 DATA 0,0,0,1,7,15,15,31,48,
120,248,240,224,224,160,224,63,1
25,255,240,96,0,0,0,224,242,247,
126,28,62,116,32
 600 PLOT x(f)*8+8,176-y(f)*8: D
RAW  INK 0;0,23: BEEP .001,40: G
O SUB 1000: PLOT  OVER 1;x(f)*8+
8,176-y(f)*8: DRAW  OVER 1;0,23:
 BEEP .001,60: RETURN
 610 PLOT x(f)*8+16,176-y(f)*8:
DRAW  INK 0;23,23: BEEP .001,40:
 GO SUB 1000: PLOT  OVER 1;x(f)*
8+16,176-y(f)*8: DRAW  OVER 1;23
,23: BEEP .001,60: RETURN
 620 PLOT x(f)*8+16,168-y(f)*8:
DRAW  INK 0;23,0: BEEP .001,40:
GO SUB 1000: PLOT  OVER 1;x(f)*8
+16,168-y(f)*8: DRAW  OVER 1;23,
0: BEEP .001,60: RETURN
 630 PLOT x(f)*8+16,160-y(f)*8:
DRAW  INK 0;23,-23: BEEP .001,40
: GO SUB 1000: PLOT  OVER 1;x(f)
*8+16,160-y(f)*8: DRAW  OVER 1;2
3,-23: BEEP .001,60: RETURN
 640 PLOT x(f)*8+8,160-y(f)*8: D
RAW  INK 0;0,-23: BEEP .001,40:
GO SUB 1000: PLOT  OVER 1;x(f)*8
+8,160-y(f)*8: DRAW  OVER 1;0,-2
3: BEEP .001,60: RETURN
 650 PLOT x(f)*8,160-y(f)*8: DRA
W  INK 0;-23,-23: BEEP .001,40:
GO SUB 1000: PLOT  OVER 1;x(f)*8
,160-y(f)*8: DRAW  OVER 1;-23,-2
3: BEEP .001,60: RETURN
 660 PLOT x(f)*8,168-y(f)*8: DRA
W  INK 0;-23,0: BEEP .001,40: GO
 SUB 1000: PLOT  OVER 1;x(f)*8,1
68-y(f)*8: DRAW  OVER 1;-23,0: B
EEP .001,60: RETURN
 670 PLOT x(f)*8,176-y(f)*8: DRA
W  INK 0;-23,23: BEEP .001,40: G
O SUB 1000: PLOT  OVER 1;x(f)*8,
176-y(f)*8: DRAW  OVER 1;-23,23:
 BEEP .001,60: RETURN
1000 IF f=1 THEN  IF  ATTR (y(2)
,x(2))+ ATTR (y(2),x(2)+1)+ ATTR
 (y(2)+1,x(2))+ ATTR (y(2)+1,x(2
)+1) <> 168 THEN  GO TO 1090
1010 IF f=2 THEN  IF  ATTR (y(1)
,x(1))+ ATTR (y(1),x(1)+1)+ ATTR
 (y(1)+1,x(1))+ ATTR (y(1)+1,x(1
)+1) <> 176 THEN  GO TO 1030
1020 RETURN
1030 FOR g=0 TO 5: FOR f=0 TO 25
5 STEP 32: BEEP .001,40+g: PRINT
  AT y(1),x(1); PAPER 5; INK g;"
AB"; AT y(1)+1,x(1);"CD": BEEP .
001,60: POKE 23675,f: NEXT f: NE
XT g
1040 PRINT  AT 5,4; BRIGHT 1; PA
PER 5; INK 2;"       GAME OVER
     "
1050 FOR f=0 TO 50 STEP 5: BEEP
.01,f: NEXT f
1060 FOR f=1 TO 4: BEEP .01,30:
PAUSE 5: BEEP .01,20: PAUSE 5: N
EXT f
1070 PRINT  AT 7,10;"PRESS ANY K
EY": PAUSE 1
1080 PAUSE 0: GO TO 10
1090 BEEP .01,60: PRINT  AT y(2)
,x(2); PAPER 5;"  "; AT y(2)+1,x
(2);"  ": LET sc=sc+t: PRINT  AT
 21,11; BRIGHT 1; INK 4;sc: LET
t=100: LET y(2)=5: LET x(2)=23:
RETURN
3000 PAPER 0: BORDER 0: CLS : PR
INT  AT 2,8; INK 6; PAPER 0; BRI
GHT 1;"D O G   F I G H T"
3010 LET n$="  IT IS THE 1st WOR
LD WAR.THE      BATTLE FOR THE SK
Y WAS BEING     WON BY THE GERMAN
S,AND IN        PARTICULAR,BY THE
 RED BARON.     YOUR TASK IS TO S
HOOT HIM        DOWN.
                KEYS:5 LEFT ,8 RI
GHT ,0 FIRE"
3015 LET n$=n$+"       YOU LOSE A
LIFE IF YOU GET        SHOT OR YOU
R TIME RUNS OUT
                       YOU CONTROL
THE GREEN PLANE.              GOO
D LUCK    "
3020 POKE 23675,64: LET o=4: LET
 p=0: FOR f=1 TO  LEN n$: BEEP .
001,20: PRINT  AT o,p; INK 5; BR
IGHT 1;n$(f); INK 4;"AB"; AT o+1
,p;"CD": LET p=p+1: IF p=32 THE
N  LET p=0: LET o=o+1
3030 NEXT f
3035 PRINT  AT 19,0; FLASH 1; BR
IGHT 1; INK 6; PAPER 0;"      PRE
SS ANY KEY TO START      "
3040 PRINT  AT o,p;"  "; AT o+1,
p;"  ": PAUSE 0: PAUSE 1: RETURN
```

MANiAC

Your constantly moving Maniac must eat as many pears as possible within two minutes. He must not fall into a pit or you will be given a two second penalty. Time elapsed and score are constantly shown on the screen.

Written for the Spectrum or Spectrum Plus by Shahram Kaviani of Ecclesall, Sheffield.

Refer to page five for help in entering underlined letters.



```
  1 REM          Maniac
        @ Shahram Kaviani .
 10 GO SUB 1000
 100 GO SUB 900: GO SUB 800
 220 LET t= FN t(): PRINT  AT 19
,11;T: IF t>119 THEN  GO TO 600

 230 IF  INKEY$ ="z" THEN  LET a
=-1: LET b=0: LET d$= CHR$ 148

 240 IF  INKEY$ ="x" THEN  LET a
=1: LET b=0: LET d$= CHR$ 146
 250 IF  INKEY$ ="k" THEN  LET b
=-1: LET a=0: LET d$= CHR$ 145

 260 IF  INKEY$ ="m" THEN  LET b
=1: LET a=0: LET d$= CHR$ 147
 270 PRINT  AT y,x;" ": LET x=x+
a: LET y=y+b: IF  ATTR (y,x)=85
THEN  GO SUB 400
 280 IF  ATTR (y,x)=84 THEN  GO
SUB 300
 290 PRINT  AT y,x;d$: GO TO 210

 300 LET s=s+1: PRINT  AT 21,11;
s; AT y,x;"A": BEEP .025,-20: BE
EP .015,-40
 310 LET e=( RND *14)+1: LET f=(
 RND *30)+1: IF  ATTR (e,f) <> 8
6 THEN  GO TO 310
 320 PRINT  AT e,f;c$: RETURN

 400 FOR n=150 TO 154: PRINT  AT
 y,x; CHR$ n: BEEP .015,n-100: N
EXT n: PRINT  AT y,x; INK 5;b$:
BEEP .1,-30: FOR n=0 TO 100: NEX
T n: GO SUB 860: RETURN
 600 BEEP .25,30: BEEP .25,10: P
RINT  AT 10,10; FLASH 1;"TIME OV
ER": PRINT #0; AT 0,0;"PRESS  SP
ACE  TO CONTINUE"
 610 PAUSE 0: IF  INKEY$ =" " TH
EN  GO TO 80
 620 GO TO 610
 800 BORDER 1: POKE 23693,86: CL
S : LET S=0: LET a$="(32*isp)":
LET b$= CHR$ 143: LET c$= CHR$ 1
6+ CHR$ 4+ CHR$ 149
 810 PRINT  AT 0,0; INK 5;a$: FO
R n=1 TO 15: PRINT ; AT n,0; INK
 5;b$; AT n,31; INK 5;b$: NEXT n
: PRINT  AT 16,0; INK 5;a$
 840 FOR n=0 TO 10*m: PRINT  AT
 RND *16, RND *31; INK 5;b$: NEX
T n: FOR n=0 TO 20: GO SUB 310:
NEXT n
 850 PRINT  AT 19,6; INK 7;"TIME
"; AT 21,5;"SCORE 0": POKE 23672
,0: POKE 23673,0
 860 LET a=1: LET b=0: LET y=10:
 LET x=15: LET d$= CHR$ 146: RET
URN
 910 PRINT #0; AT 0,0; INK 3;"Wh
at difficulty level?","(1-EASY T
O 9-HARD)"
 920 PAUSE 0: LET A$= INKEY$ : I
F A$<"1" OR A$>"9" THEN  BEEP .2
5,-10: GO TO 920
 930 LET m= VAL a$: RETURN
1000 BORDER 0: POKE 23693,7: CLS
 : PRINT  AT 5,12; FLASH 1; PAPE
R 5; INK 1;"MANIAC": PRINT ''"
The aim of this game is to eatas
 many fruits as possible in  tw
o minutes."''"If you fall into th
e ditch or  one of the pits you
 will get a  two second penalty.
"''"GOOD LUCK"''"KEYS"''"Z-left"
,"X-right","M-down","K-up"
1010 DEF FN t()= INT ((256* PEEK
 23673+ PEEK 23672)/50): BEEP .1
5,0: BEEP .1,-10: BEEP .1,20: BE
EP .1,-10
1020 LET r=60: LET z=126: LET t=
255
1030 FOR m= USR "a" TO  USR "1":
 READ a: POKE m,a: NEXT m: RETUR
N
2000 DATA r,z,t,t,t,t,z,r,36,102
,231,t,t,t,z,r,r,z,t,248,a,t,z,r
,r,z,t,t,t,231,102,36,r,z,t,31,a
,t,z,r
2010 DATA 6,9,24,r,z,z,r,24,153,
116,58,158,r,18,108,163,1,152,98
,10,192,14,48,130,0,32,4,0,33,0,
4,128,0,4,64,16,0,68,0,a.a,a,a,a
,a,a,a,a,a
```

Eric the Worm

GUIDE Eric the Worm around the garden while the computer guides Fred the Caterpillar. If you hit a poisonous mushroom, the garden wall, Fred or your own tail you will die. If you can force Fred to do any of these things, he will die.

Eric the Worm was written for the Spectrum or Spectrum Plus by Anthony Magroth of Rugby.



```
  1 LET hs=0: GO SUB 200
  2 GO SUB 400
  3 LET s=0: LET q=2
  4 LET c$="
          ": GO SUB 300
  5 PRINT  AT 10,10;c$( TO 10);
 AT 21,0; PAPER 5;c$; AT 21,5;"S
CORE:";s;"  HI-SCORE:";hs
 10 LET c=10: LET d=20: LET e$=
"z"
 20 LET t=350: LET a=10: LET b=
10: LET a1=0: LET b1=1
 30 LET t=t-1: LET f$= INKEY$

 40 IF f$="z" OR f$="x" OR f$="
p" OR f$="1" THEN  LET e$=f$
 50 LET c1=c: LET d1=d: LET c=c
+(e$="l")-(e$="p"): LET d=d+(e$=
"x")-(e$="z")
 60 IF  SCREEN$ (c,d) <> " " OR
 c>20 OR c<0 OR d>31 OR d<0 THEN
 GO TO 500
 70 BEEP .006,a: PRINT  AT c,d;
INK 1;"A"; AT c1,d1;"~"
 80 IF  SCREEN$ (a+a1,b+b1) <>
" " OR a+a1<0 OR b+b1<0 OR a+a1>
20 OR b+b1>31 THEN  GO SUB 110
 90 LET a=a+a1: LET b=b+b1: IF
 SCREEN$ (a,b) <> " " THEN  GO T
O 600
 100 PRINT  AT a,b; INK 3;"D"; A
T a-a1,b-b1; INK 0;"B": GO TO 30

 110 IF a1 <> 0 THEN  LET a1=0:
GO TO 160
 120 LET b1=0
 130 IF  SCREEN$ (a+1,b)=" " AND
a <> 20 THEN  LET a1=1: IF  RND
>.5 THEN  RETURN
 140 IF  SCREEN$ (a-1,b)=" " AND
a <> 0 THEN  LET a1=-1
 150 RETURN
 160 IF  SCREEN$ (a,b+1)=" " AND
b <> 31 THEN  LET b1=1: IF  RND
>.5 THEN  RETURN
 170 IF  SCREEN$ (a,b-1)=" " AND
b <> 0 THEN  LET b1=-1
 180 RETURN
 200 FOR f= USR "a" TO  USR "d"+
7: READ g: POKE f,g: NEXT f
 210 DATA 60,66,165,129,129,153,
129,60
 220 DATA 60,126,255,195,255,255
,126,60
 230 DATA 0,60,126,126,255,153,2
4,24
 240 DATA 60,66,165,129,153,153,
129,60
 250 RETURN
 300 CLS : FOR f=1 TO q: PRINT
AT  RND *20, RND *31; INK 2;"C":
 NEXT f
 310 LET q=q+2: RETURN
 400 PAPER 4: BORDER 5: CLS : PR
INT ' TAB 9;"ERIC THE WORM"; TAB
 9;"(13*g3)"
 410 PRINT '" Guide Eric A aroun
d the garden,"''"avoiding the de
adly centipede D,"''"the poisono
us mushrooms C and"''"Eric's own
 trail."
 420 PRINT '' TAB 9;"Use Keys:"'
' TAB 11;"P=up"; TAB 11;"L=down"
; TAB 11;"Z=left"; TAB 11;"X=rig
ht"
 430 PRINT  AT 20,5; FLASH 1;"Pr
ess any key to start"
 440 IF  INKEY$ ="" THEN  GO TO
440
 450 DATA 12,0,14,0,16,0,14,0,12
,0,16,-17,12,-12
 460 RESTORE 450
 470 RETURN
 500 PRINT  AT 21,0; PAPER 5;c$;
AT 21,13;"I WIN"
 515 IF s>hs THEN  LET hs=s
 520 DATA 5,9,4,9,2,9,0,9,5,9,4,
9,2,9,0,9,7,10,5,10,4,10,2,10,5,
0,9,0,5
 525 RESTORE 520
 530 PRINT  AT 21,5; PAPER 5;"SC
ORE:";s;"  HI-SCORE:";hs
 540 FOR f=0 TO 150: NEXT f: CLS
: GO TO 2
 600 PRINT  AT 21,0; PAPER 5;c$;
AT 21,12;"YOU WIN"
 610 FOR f=-10 TO 40 STEP 7: BEE
P .2,f: NEXT f
 620 LET s=s+t: GO SUB 460: GO T
O 4
```

1	Knight Lore	Ultimate
2	Matchday	Ocean
3	Soft Aid	Various
4	Doomdark's Revenge	Beyond
5	Underwurlde	Ultimate
6	Pyjamarama	Mikrogen
7	Technician Ted	Hewson
8	Skooldaze	Microsphere
9	Decathlon	Ocean
10	Lords of Midnight	Beyond

⬆ HEIGHTS ⬇ DEPTHS

1	Make a Chip	Sinclair
2	3D Tunnel	New Generation
3	Transylvanian Tower	Richard Shepherd
4	Horace goes Skiing	Psion
5	Airwolf	Elite

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