

85p

# BIG VIEW

No.7  
OCT

**PROGS &  
UTILITIES**  
for Spectrum,  
CBM 64, Oric,  
and BBC

**ENTER THE  
DRAGON**  
Computer Adventure  
Comes Of Age

**MSX-**

**INITIALS OF DOOM?**

**LAME GAMES**

Grand Clunker Survey-  
No Holds Barred!

**WIN A WICO  
CONTROLLER!**

Australia \$1.70.  
New Zealand \$2.00.  
Malaysia \$3.25.

## Kokotoni Wilf

'Kokotoni Wilf is an arcade adventure program whose undisguised intention is to steal the title of "best arcade adventure program bar none" from Jet Set Willy. Kokotoni Wilf must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for his master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk. The 48K program features a number of major advances over Jet Set Willy. The games designer, ELITE, stresses that each of the games 60 plus screens settings is genuinely high resolution as opposed to psuedo high-res and doesn't require a title to explain what you're looking at. The Sprite characters are of cartoon quality and exhibit their own unique personalities. Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued. Now they can find out for themselves!

Available September 15th for -

Spectrum 48K ..... @ £5.95 (Cass.)  
Commodore 64 ..... @ £6.95 (Cass.)  
..... @ £8.95 (Disc)

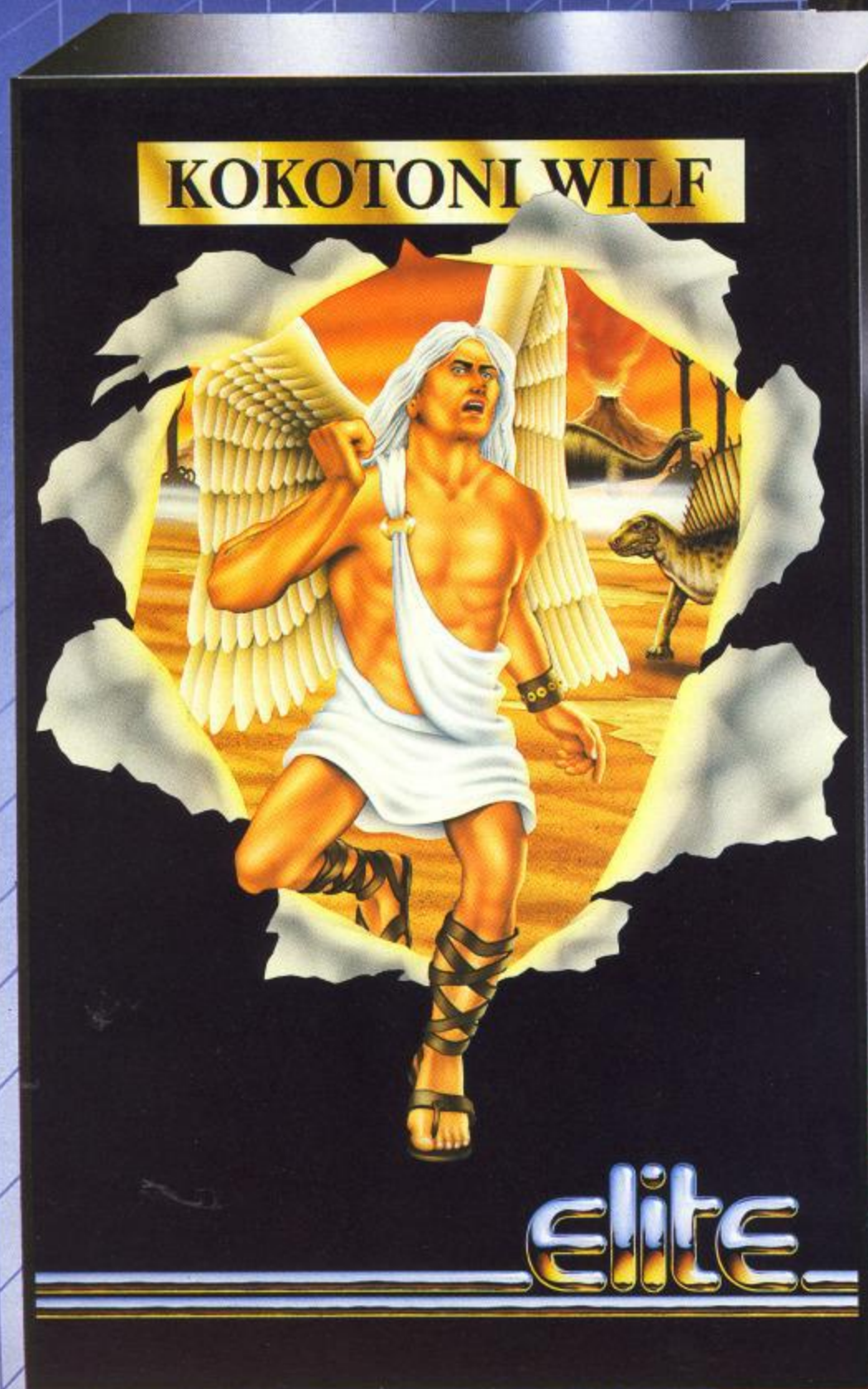
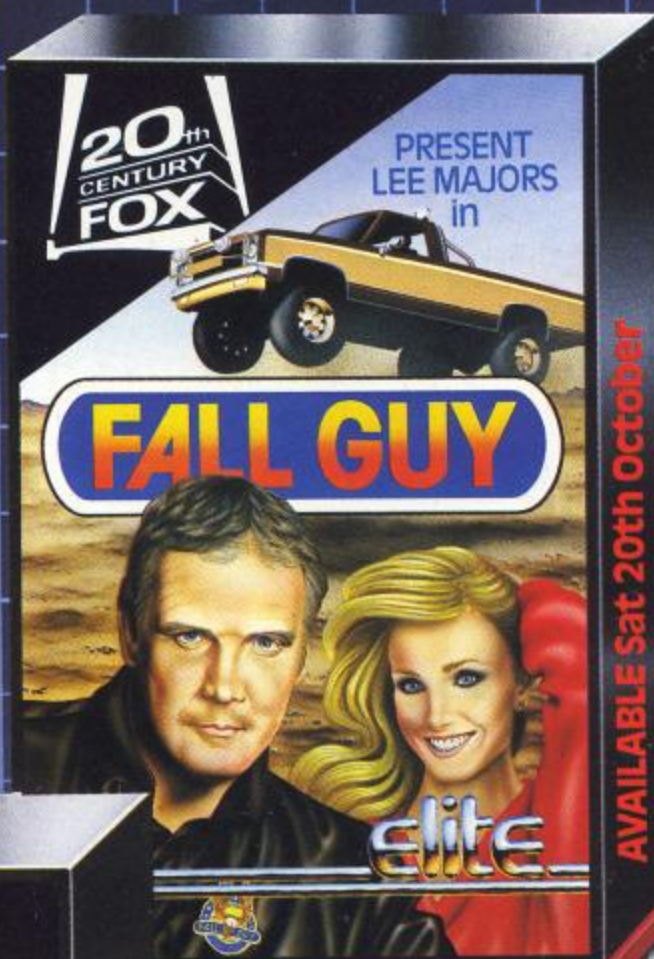
## The Fall Guy

'Colt Savers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moon-lighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stunt girl protege, Jody, and Terri the lady from the Bail Bond Company, who hires Colt when he's not before the cameras.

The cast of characters is:

Colt Savers .....	LEE MAJORS
Jody Banks .....	HEATHER THOMAS
Howie Munson .....	DOUG BARR
Terri Micheals .....	MARKIE POST

Available October 20th

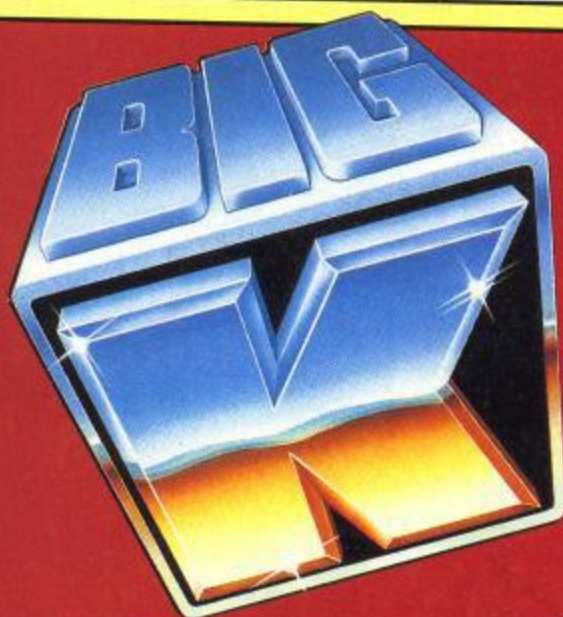


Every single 'ELITE' product carries the unique 'ELITE' Holographic Sticker. Make sure your copy does, its your guarantee of quality.

AVAILABLE NOW

48K Spectrum  
and Commodore 64

Mail Order: Just send a cheque or P.O. payable to 'ELITE' or quote your credit card no.



Editorial Address: BIG K  
IPC Magazines Ltd., Kings Reach  
Tower,  
Stamford Street, LONDON SE1 9LS.  
Telephone: 01-261 5818/6249  
Advertising: 01-261 5660

## IF IT'S AN ARTFORM IT MUST BE O.K.

It seems a little ironic that the oldest form of computer game — the "Adventure" — is today both the fastest-growing and the form that seemingly holds the greatest untapped potential.

Even in the six months since BIG K last covered this subject in any depth (May issue), the numbers and types of computer adventures have taken off in a kind of interactive mini-boom. New varieties and sub-varieties have appeared. No longer is the humble text-only job alone in the world. We have graphic adventures, some aiming for a "movie" feel, others for a "comic" look; combined arcade-adventures; quasi-adventures; multi-player adventures for micros and mainframes; and mixtures of all of the above.

It's also true that the basic adventure format — interaction with the software via keyboard input — is now recognised as the bedrock for a whole future artform. And where the word "artform" leads, can "respectability" be far behind? Will some of the terminal computerphobes who guard the nation's culture soon be forced to chuck in the sponge and admit that perhaps computers are not, after all, Satan-inspired? Watch this space . . .

TONY TYLER

## CONTENTS

### GAMES PROGRAMS

HEXAGON for ZX81.....	34
LANDER 64 for CBM 64.....	60
.22 ALLEY for SPECTRUM.....	84
DOGS for ORIC.....	88
AIRBORNE ATTACK for SPECTRUM.....	100

### UTILITY PROGRAMS

ATARI PLAYER MISSILES.....	66
ADVENTURER'S DATABASE for SPECTRUM 48K.....	74

### SOFTWARE REVIEWS

Pick of the Month.....	15
Review Pages.....	14-30

### HARDWARE

MSX: our first look.....	76
--------------------------	----

### ADVENTURE SPECIAL 39-59

#### includes:

Dorkslayer!.....	40
A Wolf in Dungeon Master's Clothing.....	42
MUD, Glorious MUD.....	46
Adventure Screeds.....	48
They Wrote One.....	52
Classic Games of Our Time.....	54
What's New from Hobbit House?.....	56
For This Man X Marks the Spot.....	59

### FEATURE

Lame Games.....	82
-----------------	----

### REGULARS

On-Line News.....	3
Arcade Alley.....	72
Taylor-Made Graphics.....	92
Charts.....	95
Letterbase.....	108

### COMPETITON

Win Wico Joysticks.....	69
-------------------------	----



Travel in time back to World War 1 (p.100), to the near future with MSX (p.76) or to a mythical past as seen through the eyes of Dorkslayers everywhere (p.40).



FOR ANY ZX SPECTRUM 16/48K

# A Space Odyssey

by KEVIN FLYNN

A four part arcade style space adventure that takes you into another galaxy ...

PART 1  
**SENTINEL**  
WARNS

Without warning the alien ships invade your galaxy. Can your **SENTINEL** space stations delay the enemy long enough for you to prepare the planetary defences?

PART 2  
**FIREFLASH**  
PROTECTS

Your **FIRE FLASH** guided missiles must destroy the incoming **Interplanetary Ballistic Missiles** fired from the alien ships standing off in deep space. Only your command skill can beat off the attack so that you can ...

PART 3  
**PROTEUS**  
ATTACKS

... launch **PROTEUS**, your attack craft, to clear your galaxy of the enemy. Armed with guided missiles you can attack in safety ... or can you???

PART 4  
**AVENGER**  
DESTROYS

You finally reach the alien home planet where you must destroy their base to win the **FINAL BATTLE!**

**Space Odyssey** is four complete arcade-style adventure games suitable for 16K and 48K Spectrums. Written in machine code to give high performance graphics, each game is a complete space battle as well as being part of the greatest space adventure ever played.

You choose the scene and make the command decisions.

**But be warned! The Aliens fight back!**

**Space Odyssey** comes as a 4 cassette pack complete with all playing instructions and is available only from



716 Llangyfelach Road, Treboeth,  
Swansea SA5 9EL.  
Tel: 0792 799193.



To: **Abacus Programs, FREEPOST, Swansea SA5 5ZZ**

Please send me \_\_\_\_\_ **Space Odyssey** on 4 cassettes (as illustrated).

I enclose **£14.95** each (including postage and packing).

- I enclose cheque/postal order for £ \_\_\_\_\_
- Please debit my Access card no: \_\_\_\_\_

Signature: \_\_\_\_\_

Name: Mr/Mrs/Ms \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

PLEASE ALLOW UP TO 7 DAYS FOR DELIVERY



*The Great Space Race* is that much-speculated upon entity — the follow-up to Legend's highly innovative, highly successful 'computer movie' (their description) *Valhalla*.

Out go any traces of Norse gods, myths, legends and graphic adventure elements and in comes the hi-tech world of the future in what looks to be a very sophisticated arcade game with strategy overtones and single key-press commands. As usual Legend are saying little, grinning a lot and

## LEGEND ELBOWS GODS, JOINS SPACE RACE

fuelling what they call the 'wind up' to the launch in late September/early October (even that's not definite).

As of writing, Chairman John Peel has gone as far as describing *The Great Space Race* as "... a spectacular futuristic romp, with the emphasis on fun and entertainment. We saw the opportunity for a completely new kind of computer entertainment; one that goes beyond arcade and adventure games but retains the best elements of both."

*TGSR* (as it's called around Legend's Chingford command post) has two main phases, both with time limits. In the first, pre-race section, the player has to wheel and deal to get the best spaceships, weapons and personnel for his team. The race itself is a fast-paced, anything goes event pitting the player against time, natural obstacles and other competitors.

Movisoft 2, a development of the original Movisoft used in *Valhalla*, is the operating system for

*TGSR*. Legend promise, "... True solid 3D graphics, which, under the control of a computerised 'camber director' create the most realistic and spectacular pictures ever." Full facial animation is claimed to be another first for *TGSR* enabling players to see the characters on-screen in detailed close-up.

Legend Managing Director Jan Peel told BIG K that *TGSR* had come about largely in the same way as *Valhalla*. "We asked dealers what they wanted to see in a new computer game," she said. "Just as they said when we started *Valhalla* they asked for something entirely new, entirely amazing, original and with spectacular graphics!" With the gauntlet hurled Legend set about coming up with the goods. According to Jan the bill for production costs alone came to a quarter of a million pounds by the time *TGSR* was complete. However, with *Valhalla* already having grossed over £2m (see BIG K No. 1) the in-

vestment seems worthwhile.

*The Great Space Race* will be released simultaneously for the Commodore 64 and Spectrum 48K. Price has yet to be confirmed but is expected to be around £14.95.

Meanwhile, *Valhalla* lives on and is spreading its wings on the international scene. John told us that he is negotiating with a "very, very large U.S. software company" (as opposed to 'very large' or just plain 'large') for the Stateside release of *Valhalla*.



Original sketch and computer image (inset) of *TGSR* character

## NEWT MEN ALIVE AND KICKING

**BRIGHTON-BASED** software company Salamander are not going out of business.

Despite reports elsewhere in the computer press to this effect, last month company directors hit back at what they said was "an urge to write us off... we are alive and well and would appreciate the decency of a phone call before wakes are organised."



## MSXTRA!

**MITSUBISHI**, MAKERS of the wartime Zero fighter, have entered the rapidly growing MSX market with a personal computer, the ML-F110.

Recently seen in top-secret test flights over the Pacific island of Iwo Jima — where it came under intensive American AAA fire — the lightweight F110 is apparently distinguished by its extraordinary manoeuvrability, great firepower and ability to carry a massive payload. However it appears to be relatively underpowered at 32 Horserams (compared to the 64 of other fighters in the same strategic arena).

Meanwhile more details of the Sanyo MPC 100 MSX machine (see photo) have been revealed. It differs from other makes in possessing a light pen facility.



## THRILL-POWER PEAKS AT QS

QUICKSILVA have successfully concluded an historic deal with The Mighty Tharg, alien editor of Britain's top (and the Galaxy's Greatest) science fiction comic *2000 AD* to produce computer games featuring his awesome characters.

The first game, *Strontium Dogs* and the *Death Gauntlet*, is due out now and stars Johnny Alpha, mutant bounty hunter of the future. *Strontium Dog* is probably *2000 AD*'s second all-time most popular series after the top-rated Judge Dredd. Other *2000 AD* mega-stars include *Robo-Hunter*, *The A.B.C. Warriors*, *Rogue Trooper* and *Ace Trucking Company*.

Asked about future plans,

Quicksilva's Mark Eyles said that provided this first time went well others would follow.

BIG K was honoured to be granted ten seconds of the Mighty Tharg's valuable time. He would not be drawn on the details of the deal but confirmed that several crates of plastic cups (his favourite Earth food) were involved. The Mighty One also stated that Quicksilva's game would be, "... zarjaz, scrotnig, ghafflebette and that only a grexnix would miss it."

*Strontium Dog* and the *Death Gauntlet* will initially be available only on the Commodore 64 with the Spectrum version following soon after.



## YANKS LAND ON SOFTWARE PROJECTS

From our War Correspondent

DATELINE: LIVERPOOL. A new development in the escalating Battle for Britain took place as American software forces infiltrated yet another British software house. (See *On-Line News* last month for first reports of the Invasion threat.)

Units from Sierra and Broderbund, two crack American software houses, reached a bloodless agree-

## CHEAPSKATE CORNER



IT AIN'T what you prog, it's the price that you flog it — that's what gets results. Or at least that's what increasing numbers of companies are trying to find out. Great amounts of games priced at £1.99 are being bought to our attention, in what's obviously going to be the great race to fill stockings this Christmas.

Svengalis of cut-price,

Mastertronic, have built their empire on lower market echelons. Their latest offerings are *Psycho Shopper* and *Alcatraz Harry*. Then there's that blatantly booze besotted lot — Beau-Jolly (geddit?) who've masterminded the computer equivalent to the party six pack. There's one for each of the CBM 64, 48K Spectrum, and Vic 20, at £14.99, plus the 16K Spectrum four-pack at £9.99.

Another newcomer to Cheapo Corner is Atlantis. They're sitting on a nest of games for all major machines and are going into a slow hatch of four per month. Then there's Scorpio Gamesworld. Not only have Scorpio bought out a £1.99 graphic adventure for the Spectrum, *Codebook Caper*, but they've a whole bunch of games for the Texas T199.



## VIVA EL

SPAIN! LAND of sunshine, warm seas, paella, bullfights ... and the Dragon couputer.

Come again?

It's true, 6809E fans. The all-Welsh Dragon 32/64 series, once the pride of the BritMicro industry — and more recently just the latest in a series of BritMicro disasters — has finally been rescued from oblivion by a Spanish-based company cal-

led EuroHard.

The giant GEC company, who initially stepped into the breach when Dragon looked like going down earlier this year, will continue to distribute and service the machine in the UK. However, yet another new company — called Touchmaster — has been set up to coordinate the transference of the production lines from the Land of

ment with Software Projects for the release of their games.

Sierra's armoury is known to contain some particularly big guns in the form of licensed games based on top comic strips 'B.C.' and 'The Wizard of Id' as well as the recent deal with Walt Disney to produce games featuring their characters. Alan Maton, C-in-C of Software Projects, said that they now had access to most of Sierra's inventory and would be converting it for use in British machines. First out will be *B.C.'s Quest for Tires*, available immediately for the CBM 64 on disc and cassette and soon for Spectrum.

Broderbund, while not sporting quite as many well-known products as Sierra, has *Lode Runner*, a particularly popular game in the States. SP will be making this available in the U.K. on the Spectrum and CBM 64.

Meanwhile SP are marshalling their own forces for an assault on as many machines as possible with their own big gun, *Manic Miner*.

Your correspondent doesn't expect this to be the last skirmish in the attempt to take over Britain's domestic software industry and urges vigilance at all times.

## DRACO!

Mists and Eisteddfods (Spain) to the land of pesetas and shark-infested seas (Wales).

Meanwhile, mixed fortunes continue to attend the Oric/Atmos range. Amid rumours of impending liquidation of the British end of the company, Oric Computers continue to sell a storm in the Land of the Franc and the Pissior (France). This major Euro-success story in its own right has now been added considerable weight by the news that a new market appears to be opening up with the securing of a £3/4 million deal to sell machines to Germany (the Land of Würstchen and Wunderkinder) and Switzerland (Fully Debugged Cuckoo Clocks).

## BUT DOES IT SELL DRINKS?



Is it a cash-point? Can it vend you a drink? No, it's an Electronic Software Distribution System (EDOS). Edos Cudos will belong to John Menzies early next year.

The machine will quickly reproduce any of its store of 1,000 programs onto tape, disk or cartridge, eliminating the need for shops to hold massive software stocks. You simply choose by scrolling

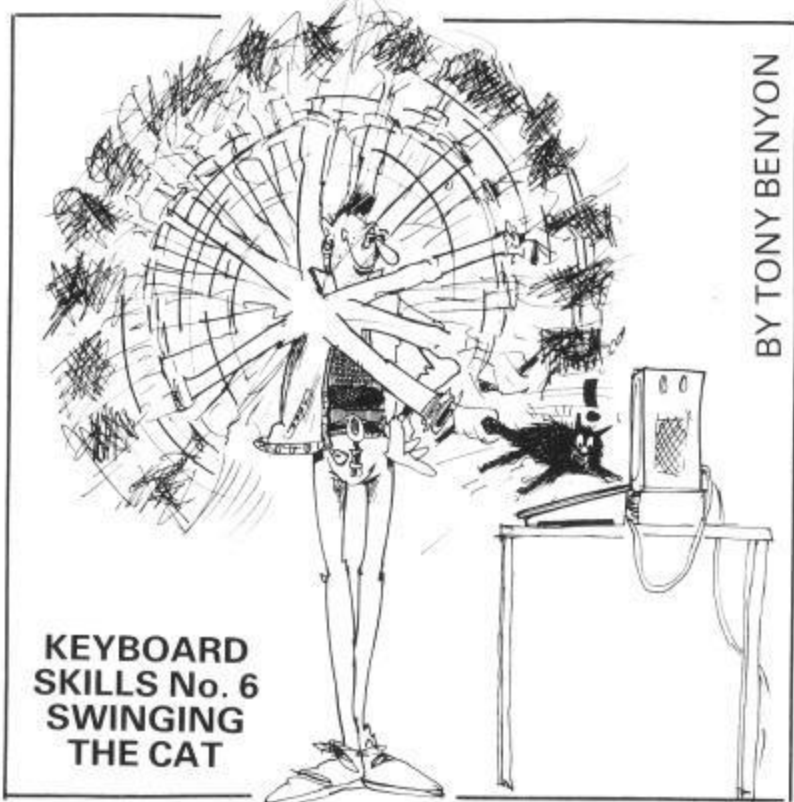
through its inventory, and all the retailer has to do is slip out the data slug and slap it into its relevant packaging.

Progs come telephone linked from the central main frame in Edinburgh. Of course, there could be some of those exciting new bugs that have a habit of slipping into any new system, but theoretically, this sounds like the end to the big wait for new software.

## COULD THIS BE THE END OF PIRACY AS WE KNOW IT?

IN THE endless fight of civilisation against the parasitic preyings of piratical predators (that's you, Kevin), the Industry have given you dongles, G.O.S.H., Software Projects' colour cards... and now holograms.

Not (we hasten to add) the laser jobs that cost about 20K apiece, but 3-D effect stick-ons on the lines of those funny matchbooks you get from Japan Air Lines. The suppliers, Elite Systems, claim that these small eye-bending silver logos are obtainable from only one source in the world, and therefore that counterfeit Elite games cannot carry them.



# THE EDGE

## IN FROM THE EDGE

HIGH QUALITY software is beaming in from The Edge, newly formed offshoot of Softek International, purveyors of fine games to the gentry for some time.

The Edge is a group of freelance programmers spread throughout the computer-literate world who, along with graphic artists and musicians are devoted to pushing back the frontiers of computer gaming on the established home micros.

How about a 1,000-plus screens of arcade action? The Edge delivers that on *Quo Vadis* and *Psytraxx*, its first two releases for the CBM 64 and Spectrum.

The Edge term these offerings 'megagames'. Take a look at the 'gee whiz' data on *Quo Vadis*: 118 caverns, 115 passages (the longest 14 screens in length).

*Starbike* is a space arcade adventure (that just about covers everything!) involving skill and strategy for the 48K Spectrum. A prize awaits those gamers who locate a hidden code number.

Fourth and last of the first batch of releases is *Firequest*, subtitled *The Further Adventures of Ugh* it features the cavemen from Softek's popular release *Ugh!*.

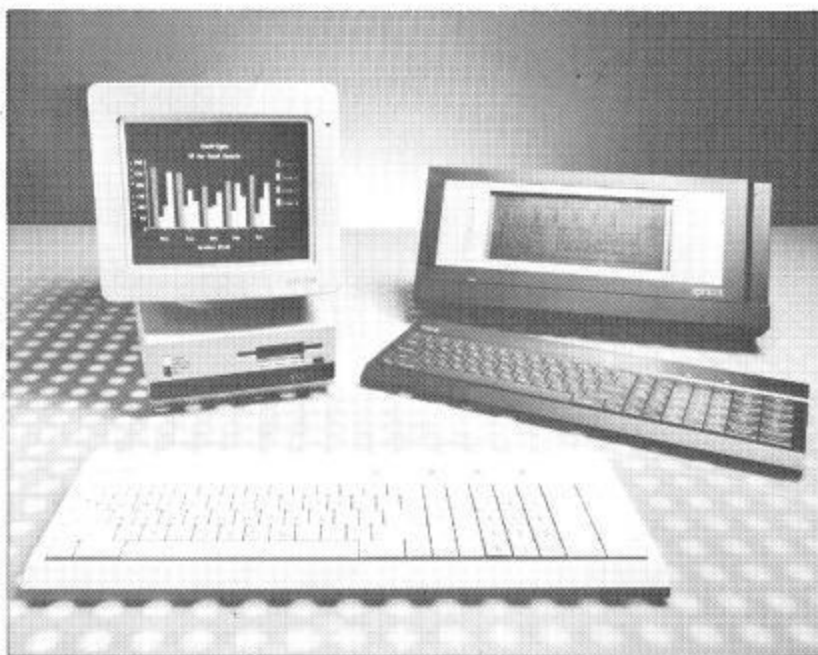
All four games will be appearing under the banner of The Edge and will retail at £9.95 for CBM 64 editions (*Starbike* costs £5.95).

## BARNEY O'BEEB AND THE LITTLE PEOPLE

ACORN COMPUTERS are to set up manufacturing in the Republic of Ireland.

In the first planned year's operation 5,000 BBC Model 'B's will roll off the Dublin production line, which was due to be set up by the end of this month.

## DROOLWARE CORNER



YES, YES, we know you can't afford it — but who knows? That game you're working on right now might (just might) connect in a big way... and then you'll naturally want to go 16-bit and clean up the rest of your act.

Geddit? Oh, well. News is that ACT, makers of the lovely and much-praised Apricot 16-bit biz machine, have revved the spec. down to what looks like an even nicer

"peanut" version for slightly under £1,000. This is the Apricot F1, recently previewed with its larger cousin the LCD-based Apricot Portable. It appears to contain as much as the original 'cot (apart from the Microscreen), and in addition features a PCjr-style infra-red (connectionless) keyboard, all white and sleekly styled. 256K RAM comes on board as a minimum memory.

## NO STRINGS ON CRL

Puppet fever seems to have broken out at CRL. Following acquisition of rights to *The Magic Roundabout* and *Terrahawks* games the company has now announced its agreement with Gerry Ander-

son to produce a game produced on his classic *Thunderbirds* TV series, first seen in the sixties and soon to return to TV in a brand new series (yay!).

*Terrahawks* — Anderson's most recent TV work — has been written for the 48K Spectrum by acclaimed software author (and BIG K columnist) Richard Taylor and is said to feature "almost perfect 3D simulation". No details are available on *Thunderbirds* as of going to press.

## ATARI SLASH PRICES AS NEW REGIME BITES

ATARI HAVE cut virtually all their hardware and software prices as the first steps in the fightback to success following the takeover two months ago by ex-CBM chief Jack Tramiel.

Most startling cut is for the 600XL computer (basically 16K but expandable to 64K via a RAMpack), which is now under £100. The 1050 disc drive and the 1020 Colour Printer are each cut by £100.00. The VCSjr comes down to £69.99 with its carts retailing at £10-13.

And Atarisoft titles will also be cut — down to the £8-10 range. Interestingly, amid conflicting rumours from the U.S. about Tramiel's overall strategy in buying the Atari empire, reports are now emerging claiming that in the near future *Atarisoft* will dump the CBM format entirely.

# HOW TO MAKE A RED DEVIL SEE RED

with accurate control from Suncom



Beating the game requires positive response and fast accurate control.

That's why beating the game requires Suncom from Consumer Electronics.

A range of 3 quality joysticks all with arcade-style features plus Joy Sensor, the ultimate, with precision, touch-sensitive control.

No stick to move, no resistance to movement.

Together with a range of C.E.L. Adaptor leads, they're compatible to a wide range of machines.

Check them out at your dealer—they're sure fire winners.

For details of your nearest stockist contact—Consumer Electronics Limited, Failsworth, Manchester M35 0HS. Tel: 061-682 2339.

Compatible with  
Atari CX2600 Game System\*  
Atari Personal Computer Systems\*  
Commodore 64 & Vic 20 Computers\*  
and most other Home Computers  
with suitable adaptor.

\*These are the registered Trade Marks of the individual companies concerned.

 **Suncom**  
from Consumer Electronics.

Range available from most branches of John Lewis Partnership, Spectrum and most good computer shops.

Sluk Stik is available from all branches of Argos and selected Woolworth stores.

# SABRE WOLF

**ULTIMATE**  
**PLAY THE GAME**

The Green,  
Ashby de La Zouch,  
Leicestershire LE6 5JU

48K SINCLAIR ZX SPECTRUM  
£9.95

# Stay cool. Stay low. Stay alive.



## RIVER RAID

1-2 Players. Running on  
Commodore 64, Sinclair Spectrum  
from your usual software store.

You are commanding a squadron of four ground attack aircraft...

The mission is seemingly hopeless.

Fly along the river at zero altitude, twisting and turning crazily to stay within its tortuous banks, blasting at anything and everything in sight. Especially the bridges.

Three of your jets are held in reserve while you are pitched against Battleships, Enemy Aircraft, Land Tanks, Balloons, Helicopter Gunships. All intent only on your destruction.

And destroy you they will, if you don't get them first. You'll need to keep an eye on your fuel gauge. But take comfort, you can take fuel on board from one of the special depots.

If you get hit - and nobody has yet reached the end of the river - your next reserve starts at the last bridge you blasted on your way through!

Each target you destroy adds to your points score.

Like all Activision Software, River Raid will hold you and keep you coming back for more.

Chocks away!

Lose yourself in the world of

 **ACTIVISION**®

# CURRAH $\mu$ SPEECH



## Speech Synthesiser for ZX Spectrum

The **CURRAH  $\mu$ SPEECH** is ready to talk immediately on power-up, has an infinite vocabulary and outputs speech and ZX Spectrum sound through your TV speaker. There is no software to load with  **$\mu$ SPEECH** — sophisticated Gate Array technology means you can just plug in and start constructing words and sentences like this:

**LET SS = "sp(ee)k (nn)(oo) (ee)vil"** will say "speak no evil"! Further commands control the "voicing" of keys as they are pressed, and an intonation facility allows you to add expression to the speech.

**$\mu$ SPEECH** is fully compatible with ZX Interface 1 and may be used with the **CURRAH  $\mu$ SLOT** Expandable Motherboard, allowing easy expansion of your ZX system.  **$\mu$ SPEECH** and  **$\mu$ SLOT** will also be compatible with the **CURRAH  $\mu$ SOURCE** unit when it arrives later this year, allowing you to write **Assembler** and **FORTH** statements directly into your **BASIC** programs!

Top selling games like **ULTIMATE'S Lunar Jetman** feature  **$\mu$ SPEECH** voice output — watch out for other titles from Bug-Byte, CDS, Ocean, Quicksilver and PSS.

**$\mu$ SPEECH** is available from COMET, W.H. SMITH, WOOLWORTHS, GREENS, BOOTS, JOHN MENZIES, SPECTRUM STORES and good dealers nationwide — or use the form to order the **CURRAH  $\mu$ SPEECH** — winner of the CTA 'Product of the Year' award 1984.

# CURRAH

To: **MicroSpeech Offer, P.O. Box 1, Gateshead, Tyne & Wear, NE8 1AJ**

Please Supply ..... **MicroSpeech** unit(s) at **£29.95** each incl. VAT & P & P

..... **MicroSlot** unit(s) at **£14.95** each incl. VAT & P & P

Name (please print) .....

Address (please print) .....

Postcode .....

I enclose a cheque/PO payable to "MicroSpeech Offer" value £ .....

or debit my Access/BarclayCard No.

Cardholder Signature .....

**Credit Card Hotline 091 - 482 4683** Please allow 28 days for delivery. Offer valid UK only

See us at the PCW Show Stand 329



## MAY THE FORCE BE WITH YOU?

THE AUTHORITATIVE voice of Holmes, supersleuth, has been given a new lease of life. HOLMES — Home Office Large Major Enquiry System — will be a computer system to coordinate and collate all the data that pours into police incident rooms across the land. They added 'Large' to lend it less of a 'household' name — (what won't these people do?)

The Home Office are vetting likely candidates for contracts (they wouldn't name names), hoping to get HOLMES on his feet by January 1985. The force are likely to house an agglomeration of existing compatible mainframes and micros, for which special software will be writ-

ten.

HOLMES will link up clues, and match similar cases up and down the country. His cross referencing abilities will improve upon the existing thousands of card files (understatement of the year, surely). For example, if a detective makes a search for suspect 'Anthony', Holmes will also give him a 'Tony' and 'Tone'. But if our editor was to run off with all next year's competition prizes, would it also search for him under his better known handles of 'The Big Cheese' and 'Loud Mouth'? We will find out. Let's hope he never has to.

Our natural paranoia led us to enquire as to the extent to which HOLMES would be allowed to go on line in his quest to control crime. Will he talk to immigration control, over-ride company accounts or share a hotline with Margaret Hacker? The Home Office were not amused.

"We will be confined to the incident room alone," they said. As we said. We'll find out. Let's hope we never have to. NICKY XIKLUNA

## NO, NOGGIN THE NOG DOESN'T LIVE HERE

TIR NA NOG, as every reader of 2000 AD's sword and sorcery series *Slaine* knows, is the ancient Gaelic name for the Land of Youth (or Land of the Young, depending on your historical preference).

*Tir Na Nog* is also the name of a new graphic adventure from Gargoyle Games for the 48K Spectrum due for release next month. It features the exploits of the great hero, Cuchulainn, following his departure from the world of the Living, his entry into Tir Na Nog and his subsequent attempts to locate and reunite the fragments of the Seal of Calum.

Gargoyle claim "... State-of-the-art film animation" in the game's graphics. The main character stands 56 pixels tall and a total of 64 frames are required for the complete animation of the figure. He is situated in a complex landscape which can be viewed from four different 'camera angles', like Quick-silver's *Ant Attack*.

The game cassette will

come in a presentation box with a cover depicting the Celtic God Cernunnos (you must remember him), a map, instruction book and extracts from the History and Peoples of Tir Na Nog. Everything you need for a jaunt through myth and legend.

RICHARD BURTON

## tír na nóg



GARGOYLE GAMES

48K ZX SPECTRUM

# FALL GUY GOES SOFT

*The Fall Guy* is the latest TV series to get the made-for-computers treatment. Newly-named Elite Systems Ltd. (formerly Richard Wilcox Software)

have a new game on the stocks based on the popular (it says here) TV series showing on ITV.

For those who may have missed the series

(for shame) it stars Lee Majors as Colt Seavers, a top Hollywood stuntman who moonlights as a modern-day bounty hunter, bringing back to justice people who have jumped bail. He is aided

in his work by typical, boneheaded young sidekick Howie Munson (Doug Barr) and don't-call-me-dumb blonde Jody Banks (Heather Thomas).

Elite's game will be an arcade adventure featuring the player as Colt Seavers in pursuit of a couple of Bail Bond Jumpers. Needless to say, a number of Hollywood-type stunts will have to be performed by Colt before he gets his men in this fast action multi-screen game.

*The Fall Guy* will be launched jointly for the Commodore 64 and Spectrum computers towards the end of October. Pricing will be £6.95 for the Spectrum and £7.95 for the CBM 64 (£9.95 for disc edition).

BIG K will have an exclusive review of *The Fall Guy* next month.





## HOW DO YOU SAY 'POKE' IN RUSSIAN?

EXCELLENCY. Work continues at Bogdanov Oligarchical Soviet-Leninist Hi-tech Institute (BOLSHI). Da! Professor Chomski has announced this week his stunning new 13K machine! Have no need of bourgeois individualist miniaturisation habit. But working night and day to make model to leave by door. Is making transportation difficult.

Is also big problem. Excellency, as revised (1985) five year plan demands that eight million babushkas own micro. Is good idea to exploit — I mean try out — the Western Capitalist technology? Just until the mighty production lines start to roll?

Your humble sputnik,  
(deleted)

IF YOU thought our Russian letters were a good joke — you're wrong. (They're a bad joke.) Also they're not far from describing what the real situation *vis-à-vis* East/West computer *detente*.

Computer sales to the East have been completely prohibited for years. Forget the exigencies of the computer revolution — legislation has not changed since 1976! Now

... Because trade barriers are coming down, and before long Warsaw Pact punters will be cursing the membrane keyboards of their ZX81's (just like the rest of us). NICKY XIKLUNA reports.

for the first time the embargo is cracking...

The USSR does make its own non-military computers — reportedly (hopefully?) inferior to Western counterparts. There are very few publicly available. In schools, only whizz-niks get a look-in, at special schools for maths virtuosos. So the USSR is itching to improve its stock of western computers — good news for the prolific industry here, eh? But things ain't that simple.

Sitting on trade restrictions is COCOM — the coordinating committee controlling high tech trade with the East. The nations therein have been in complete deadlock for the last two years — the main reason being ... America (cue "Hail to the Chief").

"Exporting computer technology could constitute a major threat to US National Security", said William Archey, Deputy Assistant Secretary of Commerce for Trade and export control, recently. "Sophisticated weapons today depend on dual use technology — civilian and military." For starters, it's said that the Apple II alone is fully capable of missile guidance (if not when running Applesoft!).

The Assistant Secretary for US defence has cited the fully computerised 9th American army Division as the sort of thing the Russians want to emulate. "Humph!" said a USSR press rep. "They *would* say that, wouldn't they? Americans always over-react."

Meanwhile, Western com-

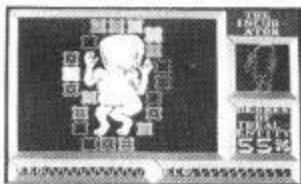
panies are steeling themselves for fierce competition over export to the Soviet bloc. Rumour has it that four hundred ZX81s are already lined up ready for shipment to Czechoslovakia. (That should worry the Pentagon.) It has also been alleged that Acorn has spent thousands on several Beeb-promoting visits to the East (see also BIG K issue #1).

"Not true," says David Springle, Acorn *grand fromage*. "It'll be at least two years before trade starts. You journalists have been hassling me all week. I've just come back from holiday in Russia — that's all!"

Not a lot of agreement, generally. One thing's for sure — computers sold to the USSR'll have no capability to talk to each other *à la* Micronet or Prestel. So don't expect to tap Rusknet, Sovinet or Rednet. Meanwhile, Big K is waiting for some interesting Socialist/Realist software to break borders — or perhaps the arrival of the odd dissident (corrupted no doubt by a sneak preview of *Jet Set Willy*). Until then, *nastrovia*.

# AUTOMATA U.K.

## The Piman's Software House



DEUS EX MACHINA

**DEUS EX MACHINA** 48K Spec. Kempston Joystick & ZX Interface 2 compatible. The unique new era of entertainment, starring Ian Dury, Jon Pertwee, Frankie Howerd and you, in an animated televised fantasy, synchronised to an incredible stereo soundtrack. There is nothing like it in this world.



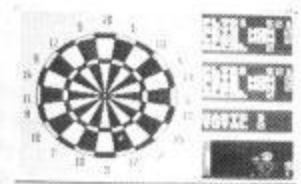
PIMANIA

**PIMANIA** 48K Spec. The Cult Adventure that's for real! Could you be the lucky winner of 'The Golden Sundial of Pi'? Many have tried and failed. Voted program of 1983 by the Computer Trade Association (Joint winner).



PIROMANIA

**PIROMANIA** 48K Spec. M/C Arcade Style, Kempston Joystick & ZX Interface 2 compatible. Strike a light! Fire your imagination. That bright spark of a Piman is flaming well out to make the residents of Automata Towers the toast of the town! Can you help Walter Hose dampen the Piman's extinguished career and help the inmates give up smoking?



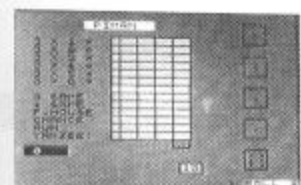
DARTZ

**DARTZ** 48K Spec. Family fun. This 'arrowing version of your local's favourite game! Includes true life scoring with 'The more you play the more you drink, the worse your game becomes' rule!



PI-EYED

**PI-EYED** 48K Spec. M/C Arcade Style. Kempston Joystick compatible. The Piman's hit the bottle! Can you help him negotiate the traffic and drink the town dry?



YAKZEE

**YAKZEE** 48K Spec. and Dragon. Family fun. An oriental game of luck and skill for 1 to 4 players, playing between 1 to 4 rounds. Each tape comes with both the Dragon and the 48K Spectrum versions along with a simple to follow guide on how to play YAKZEE.

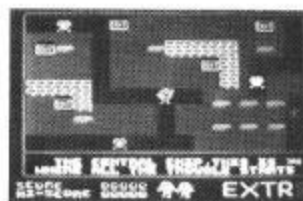
**NEW WHEELS JOHN?** 48K Spec. Family fun. Would you buy a used motor from this man? Dare you clock an old banger? Have you ever wondered what it's like to run your own second-hand car lot? Wheel leave the rust to you!

**CRUSOE** 48K Spec. M/C Graphic & Text Adventure. Shipwrecked and stranded, on ye remote island, with nothing save a bottle of Granny's patent elixyr, an empty stomach, ye shorts that he stands up in . . . and thou. Ye adventure is only just beginning. Can you help him escape ye island's perils?



CRUSOE

**PI-IN'ERE** 48K Spec. M/C Arcade Style. Kempston Joystick & ZX Interface 2 compatible. 61 screens of action as Burt searches for the elusive bug inside a computer, while keeping out of the reaches of the minor menaces. The program includes Hi-Score, Save and Load facility as well as Replay from last position feature.



PI-IN'ERE

**OLYMPIPIANIA** 48K Spec. M/C Arcade Style. Currah Micro Speech & Kempston Joystick compatible. For all those who just can't get enough of the Olympics, the Piman stages his own just for you! Yes he's going for gold in the craziest events you've ever seen! Can you set new world records in the Speepichase, Alpi Ski-ing, Pitathlon, Pi-Jump, or even the Butterpi? The Piland International Anthem on the flip side.



OLYMPIPIANIA

**PI-BALLED** 48K Spec. M/C Arcade Style. Currah Microspeech & Kempston Joystick compatible. Bouncy, bouncy, this fast action game will let you have a ball! Starring The Balls Brothers, Sid the Snake, Jas'n' Col, and your friend and ours The Piman.



PI-BALLED

**MORRIS MEETS THE BIKERS** 16/48K Spec. M/C Arcade Style. Kempston Joystick compatible. Morris finds himself abandoned in a multi-storey car park. Help him gather the 10 coins per screen to pay his way out, while avoiding the kamikaze bikers.



MORRIS/BIKERS

**GO TO JAIL** 48K Spec. Family fun. A computer property trading game for up to 5 players. Your computer not only acts as a banker, but can also take on the roll of a ruthless player, buying, selling and trading its own property.



GO TO JAIL

**BACKCHAT** CBM64 Speech Synthesiser. Automata's speech synthesiser comes complete with easy to use Programming Manual and Software cassette containing both BASIC & M/Code programs, so you can now add speech to all your home grown games using BACKCHAT's allophone vocabulary.

## ORDER COUPON

CRUSOE . . . . . 48K Spec £6 <input type="checkbox"/>	DEUS EX MACHINA . . . . . 48K Spec £15 <input type="checkbox"/>	PIMANIA . . . . . 48K Spec £10 <input type="checkbox"/>
PI-EYED . . . . . 48K Spec £6 <input type="checkbox"/>	GO TO JAIL . . . . . 48K Spec £6 <input type="checkbox"/>	OLYMPIPIANIA . . . . . 48K Spec £6 <input type="checkbox"/>
PIROMANIA . . . . . 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS . . Any Spec £6 <input type="checkbox"/>	PI-BALLED . . . . . 48K Spec £6 <input type="checkbox"/>
PI-IN'ERE . . . . . 48K Spec £6 <input type="checkbox"/>	T-SHIRTS State Size . . . . . Price £5 <input type="checkbox"/>	DARTZ . . . . . 48K Spec £5 <input type="checkbox"/>
YAKZEE . . Dragon/48K Spec £5 <input type="checkbox"/>	'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book . . . . . £25 <input type="checkbox"/>	NEW WHEELS JOHN? 48K Spec £5 <input type="checkbox"/>
PIMANIACS CLUB for 20% off all products, PI-Monthly Magazine. Annual Subscription U.K. £5 <input type="checkbox"/>		Piman's Stereo L.P. Cassette . . . . £3 <input type="checkbox"/>
		Overseas £7 <input type="checkbox"/>

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is .....

Card holders signature ..... Card holders name ..... My name .....

My address .....

Post Code .....

NO EXTRAS! All our prices include VAT and Postage & Package. 24 hr.—CREDIT CARD HOT LINE (0705) 735242.  
Send your order and payment to: AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.



# POD HOPPER

**CUTHBERT IN SPACE/  
DRAGON**

Cuthbert's back, or rather gone. Three different screens show gravity defying platforms which support fuel pods on some far off planet. Microdeal's harassed hero must leave the mother ship which is at the bottom of the screen, collect a pod and return. Objects which hurtle across the screen are out to stop him but Cuthbert's flitter, used for his excursions, can spit destruction at them. Control is via joystick or arrow keys plus spacebar and response is excellent... and it needs to be. Getting those pods whilst dodging and firing continuously is a hectic task. Success in retrieving all 15 pods is rewarded by a shower of objects from the top of the screen which you can collect while still contending with the horizontal horrors. Your destruction or

a swift retreat to safety means you are presented with another screen of fuel pods to collect. Sometimes your game is interrupted by a tedious event whereby you use the controls to manipulate figures... sorry, co-ordinates, to simulate collecting spare parts to mend your damaged ship.

There is a game pause feature and a high score table. Unfortunately, all the high score positions are preset at 5000. This is difficult to achieve and so the table often remains unused. Silly Microdeal. In fact, this game is difficult, frustrating... and great fun. Animation is smooth and the hum as the bay doors open to reveal Cuthbert's flitter is just right.

— T.S.  
**Maker:** MICRODEAL  
**Format:** cassette  
**Price:** £8.00  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** KKK  
**Overall:** KK



# HOT ROCK

**RUBY RUNABOUT/  
SPECTRUM 48K**

Reggie the Robber is a nasty piece of work. He'd sell his pet hamster to Pedigree Chum if he thought he'd make a bob or two. So imagine his delight when he hears of the fabulous Rock Salmon Ruby, a hefty hunk of stone worth more than the monthly pay packets of both T. Tyler and R. Burton combined! (Cheap hunk of rock, huh? — Ed & Asst Ed).

Thus the scene for your adventure is set. You must aid Reg the tea-leaf in his attempt to purloin the gem and abscond to foreign parts. However, it's unlikely that this task will take very long. The game features only 40 locations, 20 of which are neatly (and quickly) illustrated. Hardly a challenge by current standards. There's little freedom of input for the player. Experienced explorers are unlikely to find the game of

much interest. Still, response times are good and the demeanour of the piece is bright and colourful. I guess if you wanna buy a prog for your kid sister this could be one to go for. — S.K.

**Maker:** SCORPIO SOFTWARE  
**Format:** cassette  
**Price:** £1.99  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** K  
**Overall:** KK

# DEADSHEET

**NEW VENTURE/  
SPECTRUM 48K**

A po-faced simulation for prospective accountants. The object of the game (I use the term with all due respect, gents) is to run a business (you're given the option of buying either a small village shoppe or a big town megastore), scam the taxman and acquire whatever luxuries (bonus points!) you can afford. The menu offers an opportunity to place ads in the media, visit your bank (presumably to pay for the ads) and plan effective stock management. Yawnsville you've earned enough filthy lucre to afford the fabled Falcmobile. At that point you're so disgustingly rich the program can bear no more and dies. It's a sombre lark indeed.

The inlay card declares: Because of the complex nature of this program we are putting a PG rating on it. Suitable for only intelligent people above the age of 14 years old. Well "PTOO! FOOEY!" to them, eh kids! We don't wanna play their stupid game anyway. — S.K.

**Maker:** FALCON COMPUTING  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** K  
**Playability:** None  
**Addictiveness:** None  
**Overall:** K

SWOOP/CBM 64

# THE CURSE OF THE INTERSTELLAR CAGE-BIRDS

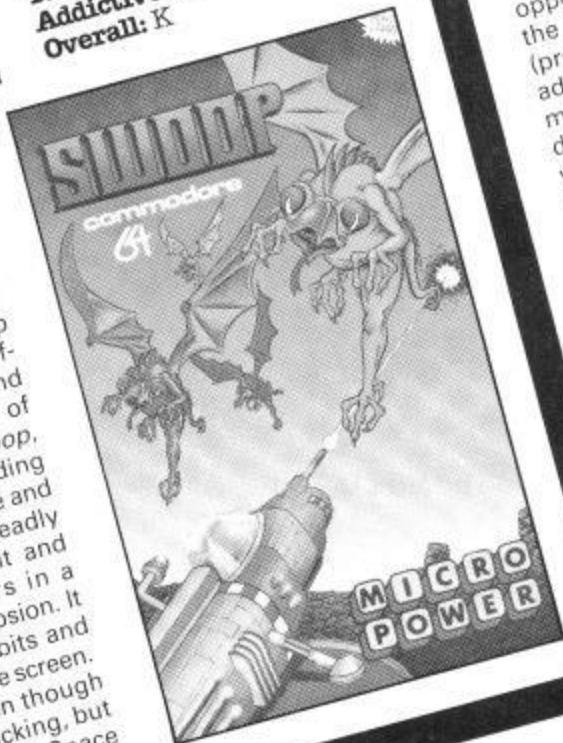
Well now, what have we here? *Space Invaders* with parrots. Faced with a massive flock of parrots there are only three possible courses of action. Cover your head — if the stuff gets in your hair you'll never get it out, if you get my drift; run like hell and be branded a coward for life, or reduce them to component parts and make a fortune in the Kentucky fried/feather duster business. Me, I plump for that last option.

Apart from a few minor details this is a tarted up *Space Invaders*, the only difference being the parrots and their disconcerting habit of swooping — hence Swoop, geddit? — from their holding pattern in the skies above and depositing a rather deadly egg next to you. Hit it and your ship disappears in a most impressive explosion. It sort of breaks up in bits and spins away and off the screen.

It's quite nice even though the sound is a bit lacking, but all the same it's still *Space Invaders*. Something a bit

more original would have been better. — K.A.

**Maker:** MICRO POWER  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** K  
**Overall:** K



- REVIEWERS:**  
Steve Keaton  
Richard Burton  
Trevor Spall  
Kim Aldis  
Tony Tyler  
Nicky Xikluna  
John Conquest

# IDEAL HOLMES

The world's most famous detective made his first appearance 100 years ago in a magazine story called 'A Scandal in Bohemia'. Today, he lives on in the form of a computer adventure from those Wizards of Oz, Melbourne House.

**E**VENING was falling over Baker Street and Sherlock Holmes and I, as was our habitual wont at this time of day, were smoking our pipes and reading the evening newspaper.

"Great news, Watson!" said my friend, tapping his pipe out on my knee, while simultaneously measuring out a "fix" of cocaine.

"The game's afoot, Holmes?" I replied hopefully — for life in our Baker Street lodgings had, of late, been dull indeed.

"The game, old friend," replied he, "is more than a foot. It's ahead!"

I laughed — somewhat dutifully, I confess, since I had not the faintest idea what he was talking about and feared that the evil drug already coursing through his veins was rendering him incoherent.

"Ahead of what?" I ventured, eyeing the revolver on the nearby table and wondering if I could possibly get to it before he did.

"Of the competition, dear boy!" replied my friend. "See, it is here, in the newspaper. Melbourne has struck again!"

I replied that I did not know the gentleman, adding that I presumed it was yet another alias adopted by our old adversary, Professor Moriarty.

Holmes eyed me with a measure of impatience. "Sometimes, Watson, I wonder about you..." he sighed, then his gaze resumed its original piercing quality. "Melbourne," he said, "is not Moriarty. It is a company with, I believe, Australian connexions.

"Their line of trade is the manufacture of analytical games of a questing nature, to operate in conjunction with the Babbage Analytical Engine. I realise that this is possibly new to you, but then, you, with all your sterling qualities, do not follow scientific developments as closely as I. In brief, then: the company has already scored a remarkable commercial success with a game titled, I believe, *The Habit*. Naturally there has been pressure upon the directors to produce what is termed a 'follow-

From: MELBOURNE HOUSE  
Format: cassette. Price: £14.95.

up'; and here, in the *Daily Chronicle*, is a report on the new product. Allow me," he continued, overriding my protests, "to read it to you. If there are any unfamiliar terms I shall explain them in due course."

He picked up the *Chronicle*, which crackled in his steely grip. I was pleased to note that the drug-induced brightness in his eyes had given way to the old eager glitter.

"Melbourne's new potential blockbuster displays many of the licks and trademarks which made its predecessor so famous: real-time action, a tough and intricate plotline, sturdy if transitory graphics, and a truly enormous vocabulary made relatively easy to handle by the use of English — that's 'English' with an 'I', Watson."

## Alimentary

"With an eye?" I responded feebly, for I had already found he had been correct: I barely understood a word of the report.

"Aye," he replied, and continued reading aloud.

"The story starts with the two main protagonists in the famous Baker Street sitting room. They are reading the *Daily Chronicle*. News in the paper of a murder in Leatherhead sets the famed pair off on the scent, by hansom to Victoria Station. In taking up the quest for the murderer(s), they are once again up against Inspector Lestrade of Scotland Yard."

"The same Lestrade?" I asked, astonished.

"The same," he replied, and continued to read. "Getting Watson to read the paper is difficult, as the old boy seems almost paralytic with stupidity" — I beg you, Watson, allow me to continue — "but perseverance brings its own reward and soon you find yourself in the street."

"The bounder who wrote this calumny will

find himself in the street fast enough once I get through with him!" I roared, for I was incandescent with rage.

Holmes smiled thinly and continued to read. "Use of the *Animtalk* technique allows the player to give instructions to other characters in the game, a method first pioneered in its predecessor. However, asking Watson to, for example, pay the cabbie produces the usual dimwitted non-response and in the end you have to pay the man yourself."

"By God —" I raved, stamping in fury at this unmitigated libel.

"At least the old codger doesn't hang around singing of gold — a small mercy but welcome enough."

At this point I snatched the paper from my hawk-featured friend and read it myself.

"As Holmes, you will find yourself extraordinarily lazy. You never walk anywhere, it seems, but stick to trains and cabs — in keeping with the great detective's naturally indolent character." Holmes frowned, but already I was feeling slightly mollified.

"Moreover, real time passes, kept track of — poor English, there, Holmes, I fancy — 'by a digital clock on the screen. Incidentally, Typing the word NO produces what is colloquially known as a "crash"."

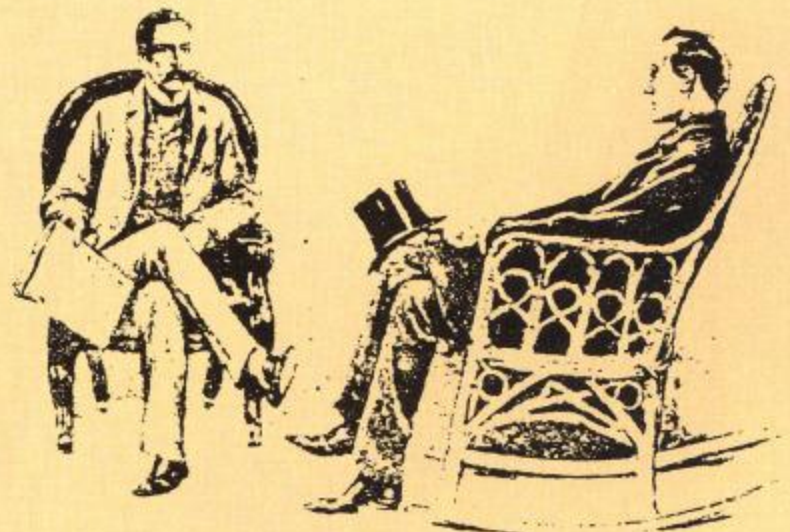
There was a long pause. Downstairs, there was a thunder of crockery as Mrs Hudson, dead drunk as usual, fell over while bringing up our suppers.

"Was that what the writer means by a crash?" I asked timidly, for Holmes was apparently in a trance.

"Eh? What? No!" replied my friend.

"Then what does he mean? And what is the other word digital?" But there was no reply from the Best and Wisest Man I Have Ever Known.

So after some minutes of silence I refilled my pipe from the Persian Slipper and sat down at the desk to compose a letter to my solicitor. — Conan Doyle.



"Holmes eyed me with a measure of impatience."



# LOVE THAT BIN

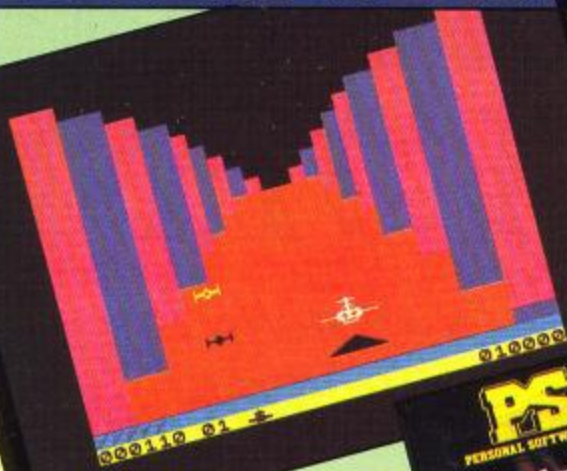
## TRASHMAN/SPECTRUM 48K\*

Now humping a dustbin up and down the road may well be fun but it's not really what we've come to expect from New Gen is it? I mean, just where are the dinosaurs? I've scoured the streets and ransacked the gardens but have yet to find a single one. Highly disappointing. A Malcom Evans game without dinosaurs is simply not on.

Visually *Trashman* the most resplendant offering yet from the Evans pen. The scrolling townscape in which the dinosaur hides is breathtaking, with quite astounding attention paid to detail. Herbaceous borders are painted a delicate mottled green and a variety of vehicles litter the road. It's real state of the art landscaping.

Your task as the *Trashman* is to empty all the bins from a specified area before your bonus points reach zero. This is surprisingly hard as tramping across gardens is frowned upon by the points department and dogs weaned on nether regions lurk in the shadows. Seasoned *Trashmen* can earn bonus points by humouring creatinous residents and taking sustenance in the local hostelry, although this is not to be overdone. It's all highly original stuff. If only I could find that dinosaur... — S.K.

(\*CBM 64 version available through Quicksilva.)  
**Maker:** NEW GENERATION SOFTWARE  
**Format:** cassette  
**Price:** £6.95 (CBM 64—£7.95)  
**Graphics:** KKK  
**Playability:** KK  
**Addictiveness:** KKK  
**Overall:** KKK



# BLADERS OF THE LOST TRENCH

## BLADE ALLEY/ SPECTRUM 48K

Another day, another trench. Settling into the *Interceptor's* cockpit you glance confidently around. The *Kempston* looks somewhat incongruous sellotaped to the flight deck but you clasp it anyway. Suddenly a roar of anger fills the launch bay and your *Ion Drives* begin to bleed. Ahead in the valley wait the *Ties* and the *Saucers*...

So begins a commendable but flawed attempt to rewrite *Buck Rogers and the Planet of Zoom*. Flawed? 'Fraid so. There's a couple of niggling game details which persistently spoil the action. F'rinstance, while you and the enemy scud smoothly across the screen blasting away at each other the scrolling backdrop looks decidedly hesitant. It doesn't seem to know where it's going. The *Photon Disruptors* are also suspect — a successful shot seems to depend more on the relative size of the two conflicting ships rather than anything is ever picked off on the horizon. *Killer Kane*, *Buck Rogers' nemesi*s, best summed it all up with that celebrated line: "There's nowt in them pants save radishes!" The media clearly owe him a great debt. S.K.

**Maker:** PSS  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** KK  
**Overall:** KK



# A JOLIE GODE GAYME

## ROBYN HODE/ SPECTRUM 48K

Runesoft stalwarts Slack and Stevenson have made great efforts to keep *Robyn Hode* as authentic as possible. All the locations (in this mammoth text adventure) actually existed back in the 13th century, and background info has been culled from such literary sources as Nottingham City Library, Nottingham Castle, the Robin Hood Society and The Doomsday Book. The upshot of all this research appears to be an abundance of extremely odd spellings. These add considerable to the mediaeval atmosphere and so compensate for the lack of an evocative narrative.

I've been giving it a good old thrashing the past couple of weeks but as yet the Sherryffe of Notyningham has little to fear from this particular Hooded Man. I'm still looking for a way out of the forest! Still things will doubtless improve. One day a crib-sheet will arrive in the post and thus inspired I'll stagger into the city of Notyningham, find the secret caves which lead to the castle and (gasp) go on to rescue Maid Marion. Mead and venison will then duly flow. — S.K.

**Maker:** RUNSOFT  
**Format:** cassette  
**Price:** £9.95  
**Graphics:** N/A  
**Playability:** KK  
**Addictiveness:** KKK  
**Overall:** KKK



# SILLY WALK

## THE QUEST FOR THE HOLY GRAIL/ SPECTRUM 48K

Hugely unfunny text 'n' graphics adventure that wants desperately to be zany. "It's 932 AD (After Dinner)," proclaims the manual, "and Arthur, King of the Britons is looking for his Knights. No, there hasn't been a burglary of the Royal Chess Set..." Splutter. It's your misfortune to play one of these missing knights, the not-so-amusingly named Sir Tappin the Basic. Your task is to track down the Holy Grail, a quest

inherited no doubt from Sir Python of Olde. Author Chris Newcombe is clearly a fan as there's a gamut of swipes on offer, from carnivorous white rabbits to the Knights Who Say Nic (and other similar oaths). While the quest is quite playable you'll need a strong stomach to suffer such witty retorts as "Take what? Berk!!!" and "A French guard unclogs his nose in your direction. You die a horrible green death!" Laugh? I didn't start. — S.K.

**Maker:** DREAM SOFTWARE  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** K  
**Playability:** K  
**Addictiveness:** KK  
**Overall:** K





## STAR BORES DON'T SCORE

STAR TRADER/ SPECTRUM 48K

SF trading simulation that promises a great deal and then promptly falls flat on its face. As is the norm in these things you must ply stated trade routes with well chosen cargo. Selling at a profit when possible, and minimizing losses when not. The cargo is bought at the local Spaceport (nice graphic) from a band of traders whom we'll presume are related. While stocking up you're given an option on a laser pistol. This is used for defense from pirate attack en route. Naturally you buy it. Things then go downhill. The screen display changes as you enter deep space and more often than not the Pirates attack. With a new laser on board you jump at the battle-option-only to find the gun is next to useless. The response time is appalling! Naturally the Pirates clean you out.

The next bumper comes when you land on the new planet. It's exactly the same as the one you've just left! You're back at a spaceport (same graphic) bartering with the local traders who once again look related. Hardly worth the journey. At least with the old Trader trilogy from Pixel you got to meet a few amorphous blobs and alien dudes. Not so here. Invariably I sold my cargo off at a loss and then pegged out through boredom. Well, it was the most exciting option on offer. — S.K.

**Maker:** BUG-BYTE  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** K  
**Playability:** K  
**Addictiveness:** None  
**Overall:** K



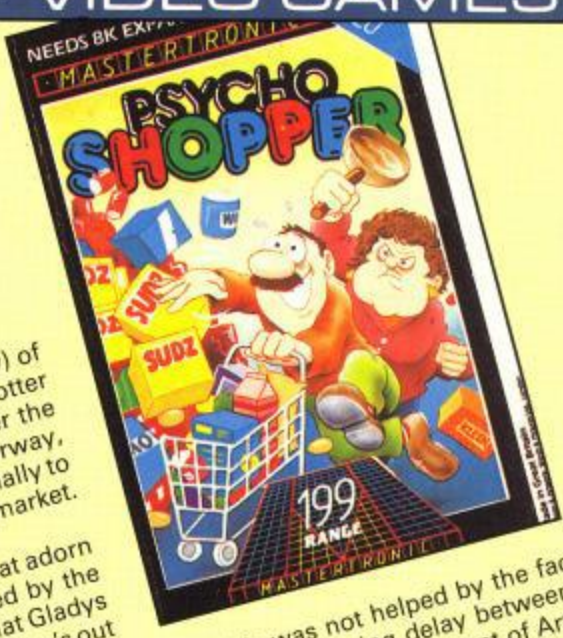
## PENSIONER NICKED IN SHOPLIFTING PURGE

PSYCHO SHOPPER/ VIC 20

This is the sad tale (well, it is when I play) of old Arthur, and his many attempts to potter to the shops. Guide the old codger over the double zebra, across the six lane motorway, over the high speed train tracks, and finally to screen four and Nirvana — the supermarket. What else.

As you make grabs for the coins that adorn the pavements (probably overlooked by the last batch of muggers) remember that Gladys — gran fatale — lurks amid-screens. She's out to get our man — and you wouldn't want a squashed Arthur on your conscience (or your carpet), would you?

I have a hunch that if the grey panthers ever got their dentures into this little number, Mastertronic would never see retirement. Shake not those silver locks at me — I didn't write it! But I did have fun playing it. The graphics are rather smart, especially for the short memory of the VIC, and at the low budget price. Psycho Shopper has plenty of Pzazz, but never let an off-the-wall idea fool you — it's difficult to accomplish. You really have to hare it to avoid that traffic.



This was not helped by the fact that there was an annoying delay between movement of joystick and movement of Arthur. If this is a result of age — there sure ain't no flies on Gladys! I don't know what old people are coming to these days. — N.X.

**Maker:** MASTERTRONIC  
**Format:** cassette  
**Price:** £1.99  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** K  
**Overall:** KK

## PARDON ME WHILE I BUCKLE MY SWASH

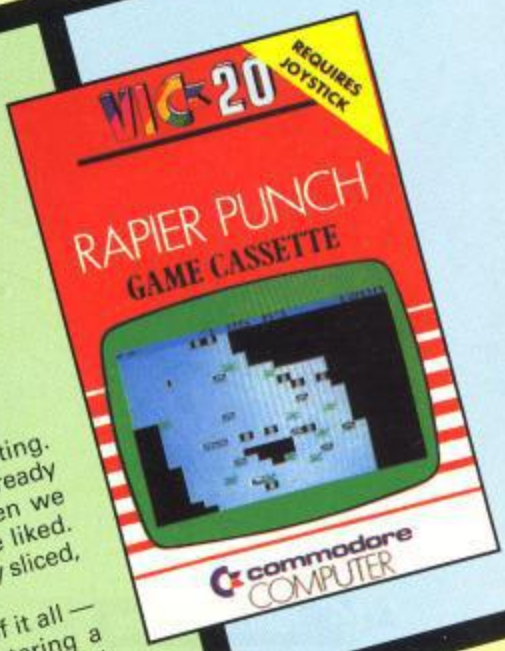
RAPIER PUNCH/ VIC 20

It's back to the romantic era of swordfighting. Those wonderous days when men came ready canned, (but with no labels), and when we ladies threw our hankies at people we liked. (Yuck!) Days when you got romantically sliced, rather than shot to death.

But let us not harp on the magic of it all — the game must go on! You are entering a darkened room with your trusty steel and dagger. The darkness recedes from your torch, as you foray on for the treasure chest. Your beam will also reveal myriad baddies — dragons and spinning crosses. You may only prang them with your rapier whilst an intermittent tone is playing, otherwise press fire to throw your dagger, or you'll be laughing on the other side of your vizor.

This could be a really good game, but it is ruined by wishy-washy graphics. There just isn't enough to keep me grawing instead of ignoring. If it was a first draft, I'd say it had potential. But it isn't and it doesn't. — N.X.

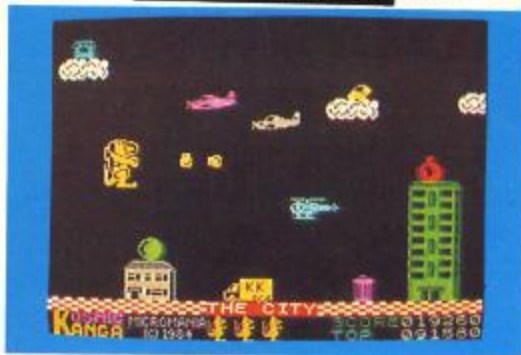
**Maker:** COMMODORE  
**Format:** cassette  
**Price:** £4.99  
**Graphics:** Graphics: Ughh!  
**Playability:** K  
**Addictiveness:** K  
**Overall:** K



# KOSMIC KANGA

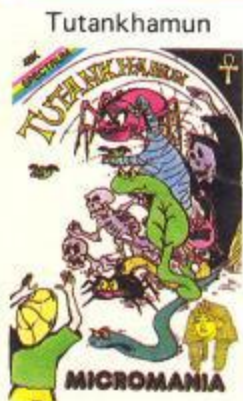


At **John Menzies** now



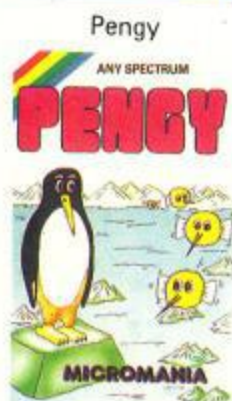
**KOSMIC KANGA**, a multi-screen, amazing, arcade standard original action game. Featuring superbly animated graphics and packed full of arcade features. Help **KANGA** find his space ship so he can return home to his planet. Leap about buildings, trees, clouds etc., pick up bonuses and throw boxing gloves at the enemies.

Keyboard or most joystick. **48K SPECTRUM & COMMODORE 64**



Tutankhamun

48K Spectrum



Pengy

16K/48K Spectrum



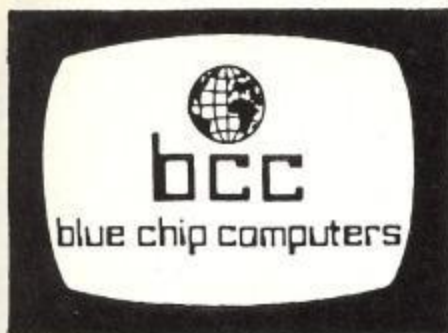
Invasion Force

48K Spectrum plus stack SLR

**ONLY £5.95 EACH**

Available from most good software retailers. If your local software retailer is out of stock, send cheque/P.O. to Micromania, 14 Lower Hill Rd., Epsom, Surrey, KT19 8LT., and we will send your order by first class post free.

**MICROMANIA**



# blue chip computers

**\*FREE\*** POSTAGE AND PACKING ON ALL ORDERS OVER £10.00

ADD £1.00 TO ORDERS UNDER £10.00. UK MAINLAND ONLY  
WESTERN EUROPE + 10% ELSEWHERE + 15%

**We pride ourselves on a fast delivery & customer satisfaction**

**AUTHORISED  
TEXAS INSTRUMENT  
DEALER**

## PRE-CHRISTMAS SALE on TEXAS INSTRUMENTS

## AMSTRAD CPC 64

EDUCATIONAL SOFTWARE FOR CHILDREN	
ADD & SUB 1	Makes Learning Fun for Numbers 0-9..... 9.95
ADD & SUB 2	Guide your child with Numbers upto 18..... 9.95
NUMERATION	Introduce your Child to Number Concepts such as "Greater than" or "Less than"..... 9.95
NUMBER MAGIC	Have Fun Learning Maths..... 9.95
EARLY LEARNING FUN	Helps Teach Shape & Number recognition Counting Sorting..... 9.95
TEACHING UTILITIES FOR THE PROGRAMMER	
STARTER PACK 1	100 page Manual plus Cassette..... 8.95
STARTER PACK 2	Advanced Aid contains same as above..... 8.95
GAME WRITER 1	Learn to write your own games (cass. & Book)..... 8.95
GAME WRITER 2	For Advanced Game Writers (cass. & Book)..... 8.95
TEACH YOURSELF	BASIC..... 8.95
TEACH YOURSELF	EX. BASIC..... 8.95
GAMES ALL CARTRIDGE	
ALIEN ATTACK	Shoot Em Up Good Action..... 10.95
TI INVADERS	All Time Classic..... 14.95
MUNCH MAN	TI Great Version of Pac Man..... 14.95
TOMBSTONE CITY	Very fast Action Game..... 10.95
ZERO ZAP	Pinball Spectacular Game..... 10.95
CHESS	The Ultimate Strategy Game..... 24.95
INDOOR SOCCER	Five-a-Side Fun & Action..... 10.95
CASSETTE CABLE LEAD	..... 9.95
QUICKSHOT II JOYSTICK + INTERFACE	..... 19.95
99'er MAGAZINE FROM AMERICA	..... 2.75
DUST COVERS	..... 2.95

WORD HANG	..... 8.95
HAPPY NUMBERS	..... 8.95
WORLD WISE	..... 8.95
HAPPY LETTERS	..... 8.95
HAPPY WRITING	..... 8.95
TIME MAN 1	..... 8.95
TIME MAN 2	..... 8.95
HOME RUNNER	..... 8.95
HARRIER ATTACK	..... 8.95
SULTAN'S MAZE	..... 8.95
SPANNER MAN	..... 8.95
OH MUMMY	..... 8.95
ROLAND IN THE CAVE (Fred off Spec)	..... 8.95
ROLAND ON THE ROPES (Bugaboo)	..... 8.95
CHESS	..... 8.95
LASER WARP	..... 8.95
HAUNTED HEDGES	..... 8.95
CODE NAME MATT	..... 8.95
HUNTER KILLER	..... 8.95
ALIEN BREAK IN	..... 8.95
ATOM SMASHER	..... 8.95
ELECTRO FREDDY	..... 8.95
CRAZY GOLD	..... 8.95
PUNCHEY	..... 8.95
CUBIT	..... 8.95
SAMURAI INVADERS	..... 8.95
CASTLE OF THE SKULL LORD (Advent.)	..... 8.95
ROOSTER RUN	..... 8.95
MISS MAZEY	..... 8.95
DUST COVERS Green Screen & Keyboard	..... 5.95
Colour Monitor & Keyboard	..... 6.95
WATERPROOF — WASHABLE — ANTI-STATIC	

## Massive Selection of Software on the following Micro's; COMMODORE 64 — VIC 20 — SPECTRUM

**SEND SAE FOR LIST**

SEND CHEQUE OR POSTAL ORDER NOW TO:  
BLUE CHIP COMPUTERS, 16 Clapgate Lane, Goose Green, Wigan WN3 6RN  
STATING NAME, ADDRESS, TEL. No. & GOODS  
REQUIRED.  
OR PHONE TELE SALES ON WIGAN (0942) 495753  
WITH YOUR ACCESS/BARCLAY CARD NO.  
\* General enquiries ring (0942) 322543

TO: BLUE CHIP COMPUTERS, 16 Clapgate Lane, WIGAN

Please send me .....

Name .....

Address .....

Tel. ....

I enclose a cheque/p. order to the value of £ .....

## Be A McVid Kid

There are as many sprite draw routines and utilities for the BBC around now as there are leaves on trees. They even come free with magazines so it's nice to see that someone has gone to some trouble to provide a really worthwhile piece of software that does more than just let you shift aliens around the screen. McVid does, and is, a great deal more than that. Firstly it covers not only sprites but machine code line drawing — which isn't that hard but seems to be notably devoid of attention in books and ANY graphics mode, even Mode 0, which is something none of the others even consider. Finally the reason why it rises head and shoulders above the rest is its accessibility. These are not utilities but machine code routines. A source listing is provided so you can adapt them to your own needs — trim them down, expand on them and whack them into your programmes.

If you can produce fast, smooth graphics in one of the high-res screens you're going to impress people. The reason why most of people who should know better try to tell you, because there are more colours but because it's easier. In Mode 2 each byte holds information on only two pixels. Reasonably smooth animation can be achieved by whopping your shape two pixels at a time into the next byte. Hi-res modes are another matter altogether. Each byte holds either four or eight pixels depending on the resolution so you have to get into rolling bytes in and out of each other. Even if your assembler isn't too hot (although you'll need a bit) you can use these routines without really understanding them.

The line drawing is nice. A little slower than some I've seen, but they do include fairly fast rotate and scale routines. The rotation uses a look-up table for COS and SIN values so it's probably as fast as you'll get and the line draw is an incremental method so it only needs one division at the beginning of the draw.

McVid is a very nice little package, especially if you want to know more about machine code graphics techniques. Even if you don't it's useful to have around just to speed things up a little. — K.A.

## No Thanks, Mrs Yanouk

ICE HUNTER/CBM 64

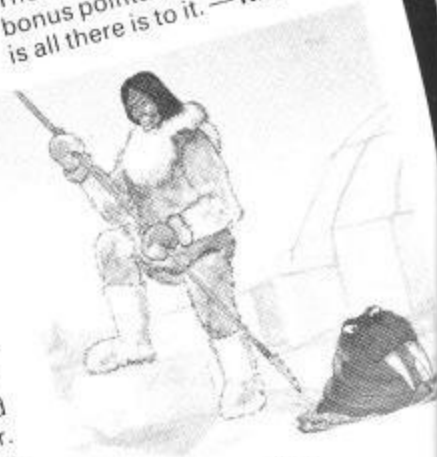
The good thing about being an Eskimo, it would seem, is that, um, there isn't a good thing about being an Eskimo. The bad thing, on the other hand is that it's cold enough to encourage a pretty hefty trade in spare parts for brass monkeys.

The cover depicts a passably dashing Eskimo about to sink a harpoon into the back of a cross-eyed walrus. One or the other of these is Thorak, Prince of Ice. Probably the walrus.

Once you get past all the garbage they've covered the package with you're left with that old standby the ladders and platforms game. Not only that the elegant 'Prince of Ice' from the cover materialises on the screen with as much dash as a dead sheep and with a conk like an anteater. Don't get me wrong, it's quite a fun game. It's just that the graphics are a little, shall we say, unimaginative and the sound does little more than belch occasionally.

Anyway, instead of ladders there's icicles to slide up (??) and down between shelves of ice and thin patches of ice, which can only be trodden on

once, dotted about the place. The idea is to collect blocks of ice, dropping them through the levels to the river below, while avoiding dragons (on the polar icecap?), birds and sealions. These wee beasts can be brained with ice blocks dropped from above or rendered harmless for a while by eating pills that appear from time to time. Once a few blocks have been dumped in the river you can hop onto them and float away, not to an island paradise but to Thorak's igloo, and collect bonus points. And that, folks, is all there is to it. — K.A.



**Maker:** ANIROG  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** K  
**Playability:** KK  
**Addictiveness:** KK  
**Overall:** K

## USEFUL

### CHARACTER GENERATOR/ SPECTRUM 48K

Useful little package from those awfully nice Scope people that enables you painlessly to design UDGs as either graphic symbols or lettering sets. The advantages of a new character set are of course modest but they'll certainly add some of that elusive professional polish to your BASIC progs, particularly Adventures. Surprisingly impressive onscreen effects can be created simply by alternating between the new character set and the built-in one. A couple of POKES are all that's required.

Six pre-defined sets (love the Algerian) come ready to use so tired listings can be revamped immediately and as you might imagine it's compatible with Big Daddy Scope as well as other machine code software. I jazzed up a Quill game with it to great effect. Worth checking out even if it is priced a quid or so over the odds. — S.K.

**Maker:** ISP MARKETING  
**Format:** cassette  
**Price:** £17.95  
**Graphics:** Make 'em yourself  
**Playability:** Not really  
**Addictiveness:** Pah! This is hard work  
**Overall:** KKK



## YOU CANNOT BE SERIOUS

### WIMBLEDON 64/CBM 64

Wimbledon, is way behind us now but tennis is always a popular spectator sport. So it's hardly surprising that a version for the Commodore has surfaced. It ain't gonna turn ya into no McEnroe — for a start there's no linesman to scream at — but even so it gives you a chance to whack at the ball in a passable impersonation of the real thing. And it loads as fast as hell.

The view is full 3D, from one end of the court and — this is the only bad point in a good game — requires two players. It seems fairly pointless having a game like this if you can't brush up your play against the computer.

After a while, when you get used to the thing, it's quite subtle. Forehand, backhand, smashes and lobs are all possible and control of power is simply a matter of how long you hold down the fire button before hitting the ball. A passable imitation of a spin is possible by moving the joystick while the ball is in flight but because the ball casts a shadow. You can tell the sun's out

**Graphics:** KKK  
**Playability:** KK  
**Addictiveness:** KK  
**Overall:** KK

**Maker:** MERLIN  
**SOFTWARE**  
**Format:** cassette/disc  
**Price:** £7.95/£9.95 disc

**NatWest**  
The Action Bank

...POCKET·THIS...

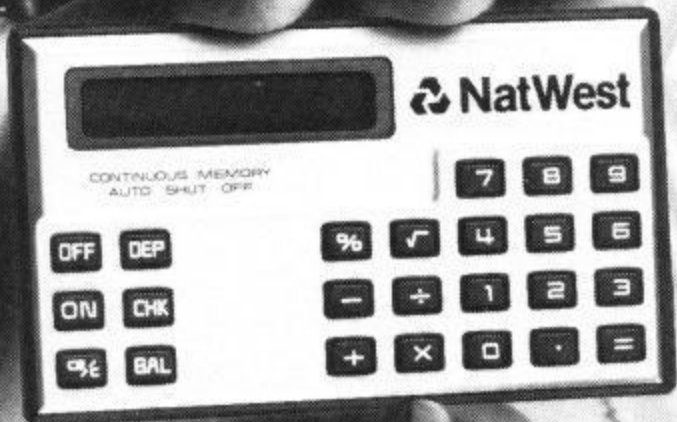
CALCULATOR·THEN·WORK·OUT.

·HOW·MUCH·YOU'VE·SAVED...

When you operate a savings account, it's handy to know just how much you have in it. That's why the first thing we give you when you join the NatWest ON LINE Savers Club, is a continuous memory calculator that records your balance even when switched off. This is information of vital importance to ON LINE savers. Because unlike other schemes, ON LINE savers have the chance to buy the things they want through our exclusive telephone ordering system.

Simply pick up the phone, quote you personal code number and order from our exciting catalogue packed full of interesting goods. To join the ON LINE Savers Club, just drop into any NatWest branch with £5 (£2 covers membership) and you'll receive our special ON LINE savers pack. A folder containing all you need for your ON LINE Account, alternatively for an application form, send the coupon to National Westminster Bank PLC, ON LINE, FREEPOST 2, London EC2B 2GN.

**ON LINE**  
SAVERS CLUB



Name

Address

Postcode

Send to: National Westminster  
Bank PLC, ON LINE,  
FREEPOST 2, London  
EC2B 2GN.

BK 2

All orders for goods supplied through the On Line system will be fulfilled by Empire Stores Ltd. at 18 Canal Road Bradford West Yorkshire. This scheme is available to any applicant under the age of 19. For current interest rate please ask at your local NatWest branch.



## LISTEN TO THE SERPENT

### QUEST FOR THE GARDEN OF EDEN/CBM 64

Hang this man. By his tongue. Phoenix specialise in this sort of thing—an arcade and an adventure on the same tape; no adventure until you fetch a code from the end of the arcade game. The chances of lasting more than five seconds of the arcade are roughly on a par with the life expectancy of a polar bear in a volcano.

Their last little gem, *Attack on Windscale* for Auntie's favourite machine, the BBC, was so hideously difficult that the adventure never saw the light of day, so there was a certain feeling of relief when a packet was found supposedly containing the code. 'Open only in dire emergency', it said. 'Cause I'm a good boy, always goes by the book, that sort of thing, I opened the packet while the game was loading. Inside was a copy of the instructions (useful that, saves all the fuss and bother of looking on the back of the case) but no code for the adventure. So, crack that arcade game boys.

This is totally impossible. When the screen comes up you're standing on a bridge with a large black spider on it. Below, in the water is a rather ill-mannered gobbing fish and a bee in the middle. This has to be dodged while at the same time jumping over the spider as it patrols the bridge and keeping a wary eye on the bee should it decide that a good parking place for its sting might be your butt. Meanwhile you have to pick bricks from a pile and drop them into the water. The real problem in this game is the fish. It always gobs at you and it always hits. In one game I lost all my lives literally as the screen came up which strikes me as more than a bit unfair.

I don't mind a difficult game, even prefer it, but this is daft. As for the adventure, how the hell should I know?

—K.A.  
**Maker:** PHOENIX  
**Format:** cassette  
**Price:** £6.99  
**Graphics:** KK  
**Playability:** ??  
**Addictiveness:** 0  
**Overall:** K



## BIKERS WILL LIKE IT

**FULL THROTTLE/SPECTRUM 48K**

Totally amazing sequel to Micromega's good-at-the-time bike race, *Deathchase*. Here author Mervyn Estcourt takes us out of the woods and onto the road, *Pole Position*-style, for a selection of bike-meets from San Marino to Silverstone. With a field of 40 other competitors on hand the competition has never been fiercer. Initially the graphics might seem a little bland, but the animation of the bikes and perspective FX are quite brilliant. Just lean that sucker over and see for yourself! Being no stranger to the world of two wheels I can vouch for the authenticity of the movement.

There's a couple of nice extras for hesitant rebels, like a learners' practice mode (vital if you wanna make an impression on the rest of the field) and a variety of tough 'n' easy tarmacs to test. We were also due to have gear changes but Micromega thought that unworkable. A lucky escape methinks. It's also accident free! Collisions merely result in a harmless (but annoying) speed penalty. Safety first, eh? Be advised, though, that a taut 'stick is needed for prolonged rides. The keyboard layout is quite unmanageable. —S.K.

**Maker:** MICROMEGA  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** KK  
**Playability:** KKK  
**Addictiveness:** KKK  
**Overall:** KKK



suspect. —S.K.  
**Maker:** BUG-BYTE  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** K  
**Playability:** K  
**Addictiveness:** K  
**Overall:** K



## KNOWING YOUR PYRITES

**MAZE GOLD/VIC20**

Neato maze roustabout for the generally dense VIC. Like most good V20 games the idea is intrinsically simple. Just grab as much gold as you can and then do a runner. Trying to foil you is a rather bland blue fiend capable of quite a pace. Luckily on the first couple of screens he's a little stupid (well he is unexpanded) but things soon hot up as you stash more and more cash. To complicate matters the maze is peppered with random electricity pylons which must also be avoided. Like the keyboard option they're bad news when touched.

There are six skill levels to master and you can entertain up to six monsters at a time. My limit was three and that was only achieved after much cussing. One of the better new progs for the 64's geriatric great-uncle. —S.K.

**Maker:** VISIONS  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** KK  
**Overall:** KK

# Tandy® Cuts The Cost of Business Efficiency!



New Low Price  
 2-Drive Model 4 Portable **£999** Exc. VAT  
 Previous Price £1303.48



New Low Price  
 Model 4 2-Drive **£999** Exc. VAT  
 Previous Price £1129.00

New Low Price  
 Model 4 1-Drive **£849** Exc. VAT  
 Previous Price £999.00

## ...Model 4 Desktop or Portable, Tops on Price and Performance!

**Tandy Model 4 and Model 4P Microcomputers** are designed for the professionals, educators, home computer users and busy managers. Their software flexibility means that almost any task at hand can be performed: word processing, accounting, forecasting, programming, graphic presentations and much more. Both models run all Model III TRSDOS programs and are compatible with LDOS™ and now also the CP/M Plus™ operating system making available a huge, ready-to-run software library. Both expand easily to meet your growing computing needs.

**Tandy Model 4P** features a 64K memory as standard and 128K option ideal for tackling large workloads. The new TRSDOS 6 operating system also lets you use extra memory as a superfast disk drive. The 4P is easy to carry and small enough to stow in overhead luggage racks on planes, trains, buses or in the boot of the car. **25-1080 ..... £999.00 Exc. VAT**

**Tandy Model 4** two disk drive desktop model provides 368K of disk storage (184K each drive) and has an optional RS-232C Serial Interface for communications. It comes complete with Microsoft Disk\* BASIC and TRSDOS 6 operating system, an owner's manual, reference card, programming manual and an introduction to start you computing immediately.

**64K 2-Disk. 26-1069 ..... £999.00 Exc. VAT**  
**64K 1-Disk. 26-1068 ..... £849.00 Exc. VAT**



**Take A Look At Tandy, Today**

Visit your local store or dealer and ask about our expanding range of microcomputers and software - we service what we sell!

See Yellow Pages For Address Of Store Nearest You



Take The "Transportable" Model 4P With You, It Weighs Only 26 Pounds!

Available at all Tandy Computer Centres and at Tandy stores and participating dealers



**Send For Further Information to:**

Computer Marketing, Tandy Corporation (Branch UK),  
 Tameway Tower, Bridge Street, Walsall,  
 West Midlands. WS1 1LA. Tel: 0922-648181

Name .....

Address .....

Post Code ..... Tel. No. ....(WC12)



## NO SCORE

Commodore Basic is not great. In fact let's be quite blunt. It's bloody awful. There are a number of ways around this — extend it, install another Basic, etc. Another option, especially if you're into games, is a games designer. Scope is just such a beast.

The Bible-sized pack that it comes in makes great claims for itself: easy to use; powerful, write and publish games using simple English commands, beginner and competent programmer alike... and so it goes on. So where does that leave the prospective games crafter? First of all if you don't know the machine you're going to have problems. Scope is a compiled language, so it has to have space for writing and space in which to be compiled. If you compile it in the middle of young Sidney, the sound chip, anything could happen. Secondly it's primitive. Sure enough it makes life easier for sprites and sound but the way it handles variables and functions is hideous. No more than

52 single byte integers and 26 double byte integers. This may well be adequate for most purposes but the variable names can be only a single letter. This is true for line labels as well. The thought of coming back to a complicated piece of coding after a few months and trying to decipher something like that is frightening. If you're doing something complicated then it must be easy to follow. A subroutine called 'A' is not that by any standard.

Anyone who knows the 64 well enough to use Scope would be better off buying a good assembler. After all the Peeks and Pokes of Basic, assembly language is a doddle and of a much more general use than something as machine-specific as Scope. — K.A.

**Game:** SCOPE 64  
**Maker:** ISP  
**Machine:** COMMODORE 64  
**Format:** cassette  
**Price:** £17.95  
**Rating:** K



## BORN AGAIN

### CHECKOUT/ BBC 'B'

In the corner of my room I've got a stack of Virgin games. Every so often I glance in that direction and have a good giggle.

But there's an exception to every rule, and *Checkout* seems to be it.

The game gets its name from its star, young Checkout Charlie. He's a rather seedy looking character with short legs and dark glasses. The reason for the glasses is easy to see; the colours are blinding and have a nasty habit of flashing like a traffic light having a fit when something good happens.



Chas's mission in life, for reasons best known to him, is to change the colour of the floor in his room — twice, square by square. Running over a square a third time causes the square to revert to its original colour and has to be run over twice more.

Death — obligatory in games of this kind — is dealt by a remote robot which patrols the edges of the room. At regular intervals, when the egg timer at the edge of the room runs out, this heap of scrap metal lets loose with a laser blast. If Charlie gets in the way he farts gently and fades from the screen. What a way to go. Good stuff. From Virgin, too. Keep an eye out for flying pigs. — K.A.

**Maker:** VIRGIN GAMES  
**Format:** cassette  
**Price:** £7.95  
**Graphics:** KK  
**Playability:** KK  
**Addiction:** KK  
**Overall:** KK

## SPLAT/CBM 64

And it does splat, too. Very nicely, thank you. Someone out there has a real morbid sense of humour. When zippy, the character involved, gets squashed, he spurts his inner organs everywhere. The idea is to move him around (he looks like a berserk beetle), picking up things — no idea what they are, we're told — scattered around a maze. This is no ordinary maze, though, it slides around, it's big and God help Zippy if he gets trapped between a maze wall and the edge of the screen. The only thing that's going to shift him is a shovel and lots of soapy water.

## SPLAT!



CHALLENGE  
COMMODORE 64

*Splat* is a fine example of a simple idea applied well with an imaginative use of graphics. After all these *Q-Bert*, *Frogger* and *God knows what look-alikes* it makes a change to see something with a spark of originality to it. Perhaps if it does well they can afford to give some instructions with it. — K.A.

**Game:** SPLAT  
**Maker:** INCENTIVE  
**Machine:** COMMODORE 64  
**Format:** cassette  
**Price:** £6.50  
**Rating:** KK

## WORSE THINGS HAPPEN/SPECTRUM

Neatly drawn nautical nonsense in which you must try and stem a thousand leaks on board an ailing ocean liner in order to guide it into port. The ship consists of about a dozen compartments, all of which begin to fountain like mad as you trundle frantically about on your rounds. Once sealed, these segments can be pumped dry in order to keep the tub afloat. Unfortunately sealing plates are in rather short supply and the little sea-droid who does all the work has a tendency to rust up and croak when exposed to salt water. Sailors will have a constant battle against the rising tide on their hands. Personally I believe it *Canute* be done (you're fired — Ed.) Visually it's the most impressive thing yet put by Silversoft and the challenge quota is considerably high.

**Game:** WORSE THINGS HAPPEN AT SEA  
**Maker:** SILVERSOFT **Machine:** SPECTRUM 48K  
**Format:** cassette **Price:** £5.95 **Rating:** KKK

## DARTZ/SPECTRUM 48K

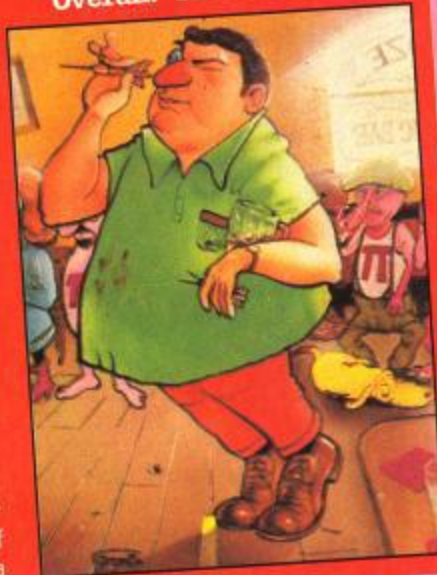
Wonderfully authentic Darts simulation from those wacky Automata people. Now I'm certainly no player myself (the game-play is baffling!) but I can't help but appreciate the attention to detail employed here.

All the possibilities of a real match have been carefully woven into the play. Supping generously after each leg my player's alcohol content began to dramatically rise. Warning bells rung as my condition escalated from giggly to dizzy to tipsy. Indeed I got so sozzled that I could barely hold my darts. The game reached a bizarre climax when the tortured floorboards, unable to stand my vast girth any longer, collapsed with an undignified groan. Like I said, very authentic.

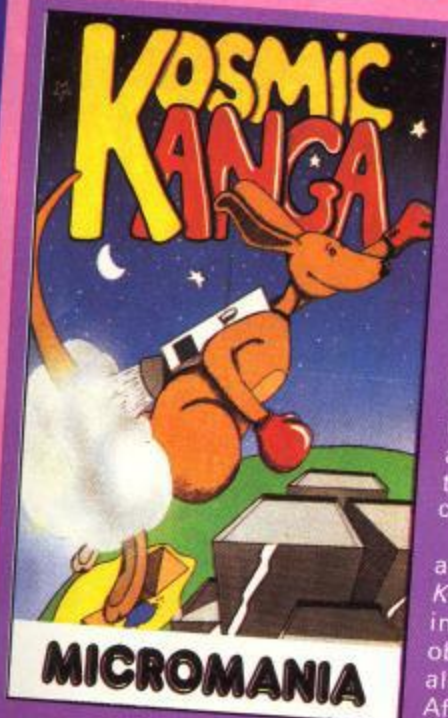
The presentation is first rate. There's a split screen display showing the score, the board along with a neatly animated cartoon graphic. If you miss the board or take a

drink, the cartoon depicts your actions. Very stylish. Likewise the audio track on the flip. Smashing stuff I'd say. Hic. — S.K.

**Maker:** AUTOMATA  
**Format:** cassette  
**Price:** £5.00  
**Graphics:** KKK  
**Addictiveness:** KK  
**Playability:** KK  
**Overall:** "180!"



**K** = Could Be Better  
**KK** = Could Be Worse  
**KKK** = Unsurpassable



**MICROMANIA**

**KOSMIC KANGA/  
SPECTRUM 48K**

After much beating about the bush, Micromania have finally delivered. Following a handful of passable (but unexciting) arcade conversions they've produced their own original game — and it's a winner! In it you must help Kanga, an alien Kangaroo, phone home. This involves leaping tall buildings (amongst other things) with a single bound and avoiding all manner of obstacles in the ensuing scenarios. These include an airport, where trucks and planes do their

best to trundle over you; the ocean, where crabs and squids lurk with deadly intent; through Atlantis, across a beach and then into the countryside. It's quite a journey!

Thankfully you needn't rely on agility alone. When confronted by a deadly beach buggy (or similar) Kanga can unleash a flying boxing glove. Quite a potent weapon! I managed to hop through the airport without too much trouble, but those snappy crabs got me everytime.

The large cartoon graphics are excellent and *Kosmic Kanga* displays enough invention to disguise it's obvious *Jet-Pac* origins. It's also delightfully addictive. After 30 minutes of abject

screen failure, I dug out my Kempston 'stick and found both success and motivation. After that there was no escape! The CBM can keep its mutant camels. Kangeroos are far more classy. — S.K.

**Maker:** MICROMANIA  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** KKK  
**Addictiveness:** KKK  
**Playability:** KKK  
**Overall:** KKK



**THE ODYSSEY OF  
HOPE/SPECTRUM  
48K**

Having ransacked Tolkein, the Legends of Ancient Greece seem to be next in line for software exploitation. And why not! The place was obviously made with adventures and simulations in mind.

In this scenario the gods of Mount Olympus are well cheated off. Some rascal has stolen Hope from poor ol' Pandora's box and us mortals are in an advanced state of despair. The skies have blackened and lightning bolts stab from the sky. Zeus is clearly off his chump. Only you can venture out and recover Hope for all mankind.

Much effort has been spent on creating an authentic world here, and all to great effect. Indeed, followers of the period will have a definite advantage over us lesser mortals when it comes to solving the quest. All the locations are illustrated, but these appear instantly so playability has not been sacrificed. Written descriptions though are sparse. I'd have



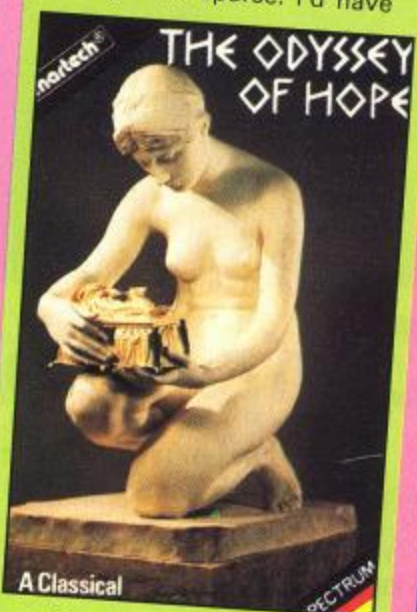
**PLANETFALL/  
SPECTRUM**

*Planetfall* is basically a reworking of Pixel's *Trader* trilogy, this SF simulation takes you on a cut price tour of the galaxy with a cargo full of valuable commerce (computers, iron ore, Adidas trainers). The aim of this is to fill your coffers with more Galactic Groats than you've ever dreamt possible. Unlike *Trader* though you've no animated sequences to enjoy en route, instead there's a stream of different text displays, some of which are clearer than others. Be warned also that there's no option for solo play. The game is for between 2 and 12 traders. Something of an error methinks.

The game initialises with the announcement that "It takes a few moments to build the Universe." Once in, the number of options open to you are considerable. You can choose your destination, answer emergency requests from desperate planets, haggle with invisible aliens, outwit your opponents and generally behave like an irresponsible Harry Mudd.

Although competent and challenging I rather despaired of *Planetfall's* lack of humour. It's all played so alarmingly straight! A shame because the situ has much scope for silliness. — S.K.

**Maker:** ARGUS PRESS  
**SOFTWARE**  
**Format:** cassette  
**Price:** £6.99  
**Addictiveness:** K  
**Playability:** KK  
**Overall:** KK

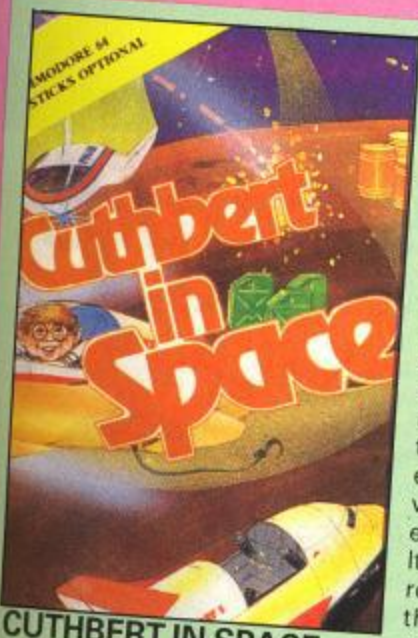


**A Classical**

preferred more evocative text to be honest, but then that's all a matter of taste.

From my initial wanderings I'd say that the game is of a fair size and offers adequate headaches. If the subject matter appeals then this is well worth checking out. — S.K.

**Maker:** MARTECH GAMES  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** K  
**Overall:** KK



**CUTHBERT IN SPACE  
CBM 64**

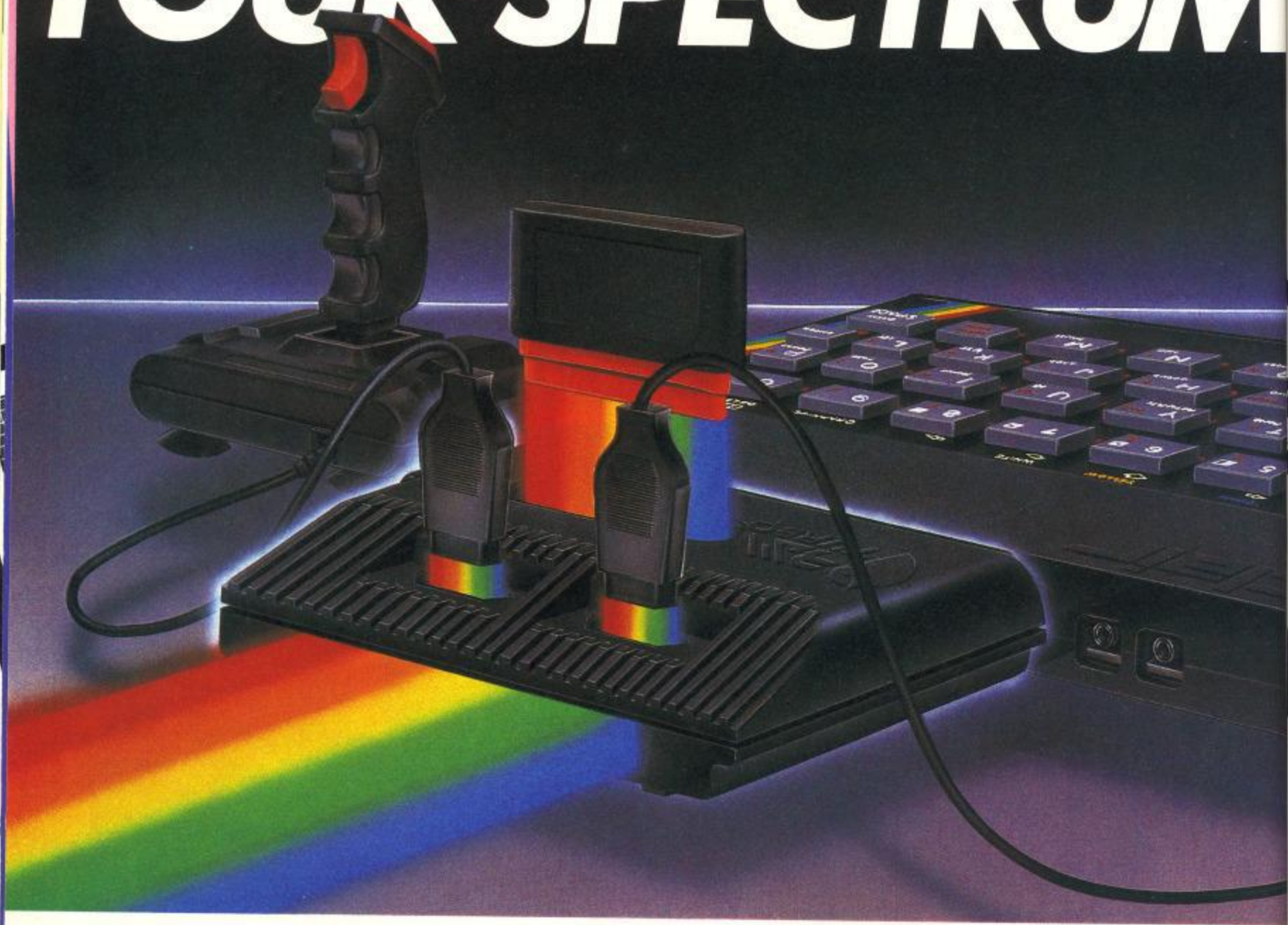
After the jungle and *Walkabout*, Cuthbert finds himself ravaging Moronians. Everyone has to earn a living I suppose.

As the game starts, Cuthbert's space craft, which would probably be more at home in a carnival proces-

sion, materialises Tardis style at the bottom of the screen. The cover slides back, revealing Cuthbert and the somewhat ludicrous message 'arriving on Vyxelt'. The screen is invaded by Catherine Wheels, or that's what they look like, and Cuthbert has to destroy/avoid these while picking up-fuel pods. As soon as he gets all the fuel pods he does a spot of looting before being dragged off to another planet that looks exactly the same as the previous one, with a different but equally stupid name. It's O.K. but there's a lot of room for improvement. Not the sort of thing I'd pay money for. — K.A.

**Maker:** MICRODEAL  
**Format:** cassette/disc  
**Price:** £4.75/£5.90  
**Graphics:** KK  
**Playability:** K  
**Addiction:** K  
**Overall:** K

# TURBO CHARGE YOUR SPECTRUM



## Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- \* A variety of interfaces including: Rom cartridges, two 9-way D plugs for standard joysticks, PLUS full expansion bus at rear.
- \* Compatible with Kempston and Protek protocols.
- \* Works with latest Quickshot Mk II auto rapid-fire joysticks!
- \* Choice of Rom cartridge or tape cassette software.
- \* Instant program loading with cartridge software.
- \* Built-in power safety device – unique to Ram Turbo.
- \* Full one year guarantee.
- \* Immediate availability – 24 Hr:despatch on receipt of P.O./ credit card details (cheques – seven days).
- \* Incredible value – only £22.95.

So don't wait around – simply complete the coupon and send it to us today.

Or call our credit card hot line on 02514 25252. (Access and Visa welcome).

Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Please send me:

\_\_\_\_\_ Spectrum Turbo Interface(s) at £22.95  
+ £1 p+p (overseas orders £3 p+p)

\_\_\_\_\_ Quickshot II Joystick(s) at £9.95  
(Only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £ \_\_\_\_\_



Name \_\_\_\_\_

Address \_\_\_\_\_

Tel \_\_\_\_\_

To: Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

24 hour  
dispatch for  
Credit Cards and  
Postal Orders



Trade and export enquiries welcome.



## TERLY GARSTLY

### WARRIORS REVENGE/ SPECTRUM 48K

Stunningly inept text adventure apparently written by illiterate seven year olds for backward under fives. Yep, this is a real turkey. Infact it's SO BAD it's almost entertaining.

There's a certain perverse pleasure to be had wading through line after line of risible, pidgin english driven! In what seems a courageous move for publishing freedom Video Force have taken the spelling-error factor to undreamt of lengths. Never have I seen so many errors grouped together in one place at one time. Having defeated a 'Moster from the boulds of hell' I found myself in 'an earie graveyard guarded by two zombies.' It's a good job I didn't stop to drink at the well as the water tastes 'tear-able'. And don't think I'm giving you the highlights here! This awesome level of literacy is maintained throughout the game.

What's more the layout is sloppy (would you believe 'press "D" to die?'), the scenario totally unoriginal and the challenge level zero! Oh yeah, it's also written in BASIC. The thing is so duff it could well become a cult hit! How they have the cheek to threaten us with a sequel I'll never know! Horrendous. — S.K.

**Maker:** VIDEO FORCE  
**Format:** cassette  
**Price:** £5.95  
**Graphics:** N/A  
**Playability:** None  
**Addictiveness:** None  
**Overall:** Zippo



## TRIFF

### ENCOUNTER/CBM 64

What the hell was that? Too late. Whatever it was it was big, faster than a rat up a drainpipe and packed a wallop like Ali with a brick in his glove. *Encounter* is a great game. Based on the old *Battlezone* where you take a view from a tank, instead of vector graphics like *Battlezone* this is in full solid graphics, four times as fast and unbelievably smooth.

The enemy, loosely described in the guff as a flying saucer, looks more like the ace of diamonds in the real thing. It works quite well, lending a certain surreal feel to the game. The tank can be driven anywhere around the landscape, which is dotted with large cylindrical objects a bit like gas storage tanks. What they are is anybody's guess but if you fire at them your shots just bounce off. When you eventually manage to catch, and even more unlikely hit, one of the saucers it explodes impressively in a mass of fragments.

Access to each screen is a novel idea. Once one screen has been cleared a gaping hole appears. Take a deep breath, head straight into it and once inside all hell lets loose. Large globes roar towards you and you have to avoid them all before getting on the next screen.

We could do with a few more like this for the Commodore; good games are sadly lacking. — K.A.

**Maker:** NOVAGEN  
**Format:** cassette/disc  
**Price:** £9.95/£12.95 disc  
**Graphics:** KKK  
**Playability:** KKK  
**Addictiveness:** KKK  
**Overall:** KKK

## FLASH DASH FOR CASH

### MURPHY/CBM 64

Who loves money? Altogether now 'WE DO', and Murphy in the best traditions of the human race in general, does too. The setting is a deserted mine — not such an uncommon sight in these troubled times: the objective, get rich. Murphy potters sedately around the mine, which fills three screens, picking up bags of cash and defending pickaxes in their chests. I like this, a simple idea and maybe not as original as some but fun just the same. As I said the idea is to run Murphy around the maze, which is basically an arrangement of slopes and ladders, picking up bags of money. The robbers are remarkably resilient, shrugging off the effects of major surgery a-la-pickaxe after only a few seconds, but you can also keep them occupied for a while by braining them with the money bags. On top of all this there are the runaway carts. Although these pack a pretty mean wholop, if your timing is right you can grab hold of the tunnel's cross members and drop into one as it passes under you.

Once that lot's sorted out it's down to the game proper. The bags have to be picked up one at a time and dropped in the wheelbarrow at the top of the screen for full points. One of the bags is well and truly locked up. If anyone wants to know how to get it, cash only please to . . . — K.A.

**Maker:** MOGUL  
**Format:** cassette  
**Price:** £7.95  
**Graphics:** KK  
**Playability:** KKK  
**Addictiveness:** KK  
**Overall:** KK

## SWINE BEFORE PEARLS

### THE PINK PEARL/ SPECTRUM 48K

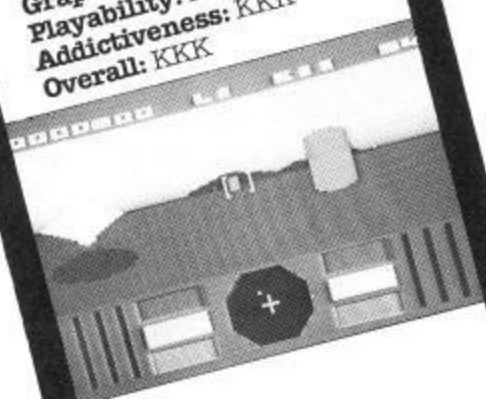
A pot pourri of adventure cliches in which you play a famous explorer intent on finding the fabulous Pink Pearl of Ttaroani.

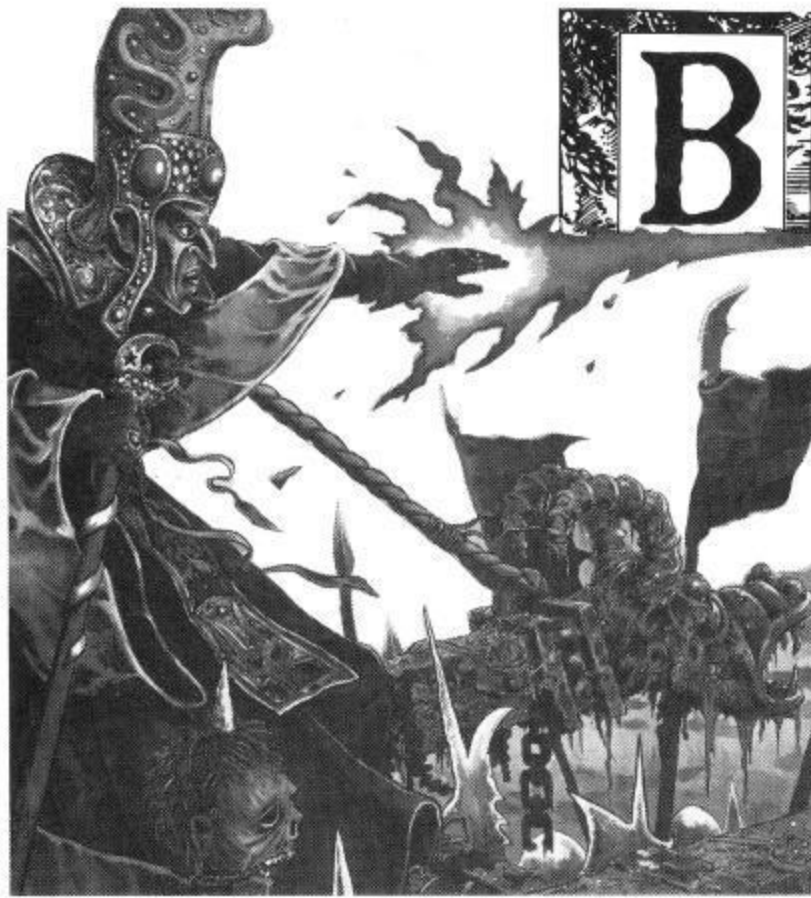
As befits an adventure of very little brain, the game has been populated by all manner of standard 'venture denizens (trolls, werewolves, dragons, zzzzzz) and the objects and treasures gleefully dispensed with no feel for either coherence or sense. You're just as likely to find a grenade as the Holy Grail amongst the on-screen debris!

What's worse the author has shown little regard to possible player input, resulting in 'I don't understand' messages with almost every keystroke.

It's also a piece of cake to play. I managed to visit almost half of the 180 locations in the first half hour and then promptly gave up after encountering sudden death for the umpteenth time.

In short this is a mess of not inconsiderable proportions, and consequently is a far from welcome advert for *The Quill*. — S.K.  
**Maker:** ASTROSOFT  
**Format:** cassette  
**Price:** £5.95 approx.  
**Graphics:** N/A  
**Playability:** KK  
**Addictiveness:** K  
**Overall:** K





## BECOME LONE WOLF...

...sole survivor of a devastating attack on the monastery of Kai.

A great cloud of black winged beasts has swept down and engulfed the monastery. All the Kai Lords, whose secret skills you were learning, have been killed.

Raising your face to the sky, you swear revenge on the Darklords of the West. But first, you must warn the King of the invasion, retrieve Sommerswerd and then use it to beat off the attackers. There are now two exciting LONE WOLF adventure games. Each one requires you to assume the mantle of Lone Wolf, make all his decisions for him, and actually fight his combats move by move. You really are Lone Wolf.



You are going on a journey, a quest. You create your own adventures, choose your own tactics and make your own decisions.

# You swear

## THE LESSONS OF COMBAT AND ENDURANCE

When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now, you may need to use them. You may need to improve some, and disregard others.

"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect your choice may have on your survival.



## THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your

adventure you may find that you are becoming more and more proficient. If you, too, have mastered these skills they may save your life!



You can learn how to hide undetected amongst rocks and trees of the countryside. In a city, you can look and sound like a native which may help you to find shelter.

Learn how to communicate with animals and move objects by sheer concentration alone.

You can develop a "Sixth Sense" that warns you of imminent danger. It may also reveal the true nature of a stranger.

"Tracking" may help you choose the right path and decipher prints or tracks of creatures in the wild.



The discipline of "Healing" can restore your "Endurance" after being wounded in combat.

## THE "COMBAT" SKILLS

When you entered the Kai monastery you were taught to fight with daggers, spears, warhammers, axes and swords.

The evil Darklords, though, have the ability to attack using "Mindforce". Lone Wolf can learn the discipline of "Mindshield" and also "Mindblast", the old Kai Lord's ability to fight using the forces of the mind alone. You, Lone Wolf, control the combat, you decide whether to fight or not, and you alone can manipulate the moves.

## THE EQUIPMENT TO SURVIVE

You set out with just an axe, a leather pouch of gold crowns and a map of Sommerlund which you

# revenge

have discovered amongst the smoking ruins of the monastery.



You are about to begin the most incredible adventure of your life.

**WE CHALLENGE YOU TO DEFEAT THE DARKLORDS IN THE LASTLANDS**

**LONE WOLF**

Available from leading software stores.  
Dealer enquiries to Nick Ford, Arrow Publications,  
17-21 Conway Street, London W1P 6JD. Tel: 01-387 2811.

## THE LONE WOLF ADVENTURES

The creators of LONE WOLF are Joe Dever and Gary Chalk. In 1982, Joe won the Advanced "Dungeons and Dragons" Championship in America.



Gary has had 17 years experience of war games, and is the originator of the highly successful "Cry Havoc" and "Starship Captain".

Together they have created two unique adventures combining the skills of mental and physical dexterity. And there are more to come. The presentation is visually exciting, and involves you totally in every action and reaction.

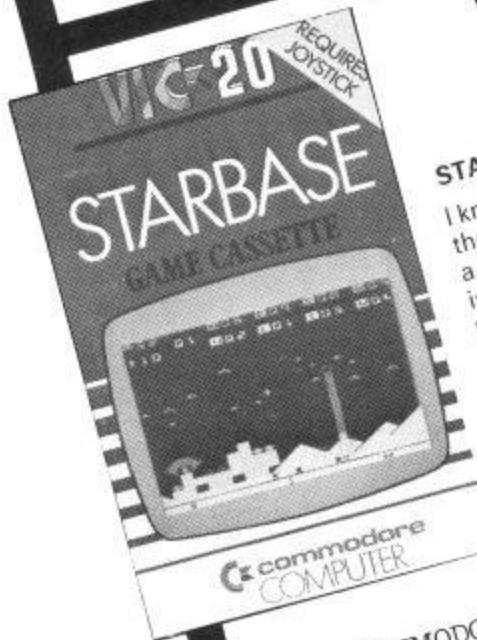


Discover the LONE WOLF adventures "Flight From the Dark" and "Fire on the Water". Now, available individually in a special gift box, including a cassette and illustrated book for £8.95. (Software only £6.95 each.)



Spectrum  
48K Program

**K** = So-so  
**KK** = Good-o  
**KKK** = Magnifico!



## WE'RE OFFIN' THE BOFFINS

**STARBASE/VIC 20**

I knew that space was tough, but in *Starbase*, the scientists get wiped out like flies! You are a lone patroller, guarding a cache of scientists, busy trying to colonise planet XA2 (I thought that was a camera — never mind). The men of science are being attacked by alien space craft, and it's up to you to chuck 'em into the mighty void by showing them the big X with your laser cross wires.

The pin-men scientists scurry around like ants at the bottom of the screen. Screen top displays remaining numbers of scientists and alien craft. The hordes of the enemy pop out of the belly of the screen. And that's really all there is to say. Action is jerky and there are no frills. No other screens. No rewards. No change. In fact, if you should pause to think "Why am I doing this?" whilst you hurl yourself from side to side of the screen; the answer can only be "to practice manual dexterity — you fool!" Think as it as a kind of piano practice for games-men. Commodore should know better. — N.X.

**Maker:** COMMODORE  
**Format:** cassette  
**Price:** £4.99  
**Graphics:** K  
**Playability:** Zilch  
**Addictiveness:** K  
**Overall:** K



## KEYS HAVE THE GOLDEN TOUCH

**TOUCHSTONE/DRAGON**

Why is it that I am forced to use a joystick when one of the main selling points of the Dragon was that it had a proper keyboard? This game mainly involves vertical and horizontal movement plus firing a ray. For this you have to use a joystick but if you want to freeze or quit the game you need to stab the keyboard. Not only that, but an integral part of the game involves pressing the space-bar and then returning to the joystick. Not very sensible really, especially considering that the response to the joystick control can be sluggish at crucial moments. This is a version of the arcade game where you make

your way through a maze of tunnels collecting treasures while being chased by (or zapping) monsters which materialise in 'poof' chambers. Points are gained for collecting treasures and keys, opening doors and zapping monsters plus time bonuses. The attractive display scrolls very smoothly horizontally as you progress. For one or two players the screen shows both scores, the highest score, time allowance and lives left.

There is plenty to think about in this game and plenty to do with difficulty increasing automatically as you progress through the 20-odd screens of continuous harassment towards the ultimate goal of the touchstone. Many will find this game a challenge... I found it frustrating. Oh why couldn't everything be controlled from the keyboard? — T.S.

**Maker:** MICRODEAL  
**Format:** cassette  
**Price:** £8.00  
**Graphics:** KK  
**Playability:** K  
**Addictiveness:** KK  
**Overall:** KK

**KING TUT/DRAGON**

Using the joystick you control a man who descends into tunnels to collect helmets which sit in various chambers. Return the helmets to the surface, one at a time, and points are yours. Return all five and a new set of tunnels faces you. Snakes parade the passages and a ghost can materialise anytime anywhere. Avoidance is your only means of defence and time is crucial. The quicker you achieve your task the greater the points tally. Take too long and the light goes out making it easy to blunder into a snake. Encountering a snake or ghost is fatal. *King Tut* is a simple game, well executed with many attractive details. Animation is effective and when a helmet is collected it appears on the man's head but if he gets caught it is left at that point for collection later. Control response is excellent. Unfortunately, as with many

Dragon games, the sound seems to be an afterthought and is typically awful. There are safe locations where one can pause and reflect on the next move although of course time is ticking away. A 'freeze' facility isn't mentioned but pressing **BREAK** achieves this while **ENTER** continues the game. Remember — you read it first in **BIG K!**

All-action addicts may find it too repetitive or tame. However, for a lover of strategy combined with risk an original and enjoyable game complete with screens and a score table.

**T.S.**  
**Maker:** TOM MIX  
**SOFTWARE**  
**Format:** cassette  
**Price:** £8.00  
**Graphics:** KK  
**Playability:** KK  
**Addictiveness:** KK  
**Overall:** KK

## I THINK I JUST HEARD THE FIRST WALLY OF SPRING

**WALLIE GOES TO RHYME- LAND/CBM 64**

Raindrops keep falling... on poor little Wallie. And for once I don't care if he drowns. You said it, *Interceptor*. Wot a Wallie!

To get right up my nose, just hand me a game that makes you suffer through a long, daft and supposedly 'cute' routine every time you want to restart.

Naff slogans, too, will get you up there. 'Prepare to die' kind of rubs you up the wrong way after you've just been senselessly annihilated for the 987th time. And I really don't understand why games are still made to do this. Those first tentative efforts at a new game are so vital. It's then you decide either: a) "Aha! What scrotnig game! I shall do until I die." Or b) "Aha! A load of codswallop! I shall grind it into past with my stiletto!"

Thus driven into a frenzy, I was not fully receptive to Wallie's plight of being

chased by odd-bods and hailed on with lethal pink rain. Anyway, he was an all-too self-consciously 'zany' little tyke who had already put my back up just by existing. Add to this, the landscape, one of those from the neolithic period of vid games — when the sky was one colour and the mountains stuck out crudely like a row of sore thumbs in colour b. Wallie lopes along with a simple right to left scroll. Redolent of the earlier castigated *Troopa Truck*, fleeing relies not so much on skilful manipulation, but on memorising where the prat falls and assailants are. Give me *Frankie Goes to Hollywood* any day. — N.X.

**Maker:** INTERCEPTOR  
**SOFTWARE**  
**Format:** cassette  
**Price:** £6.95  
**Graphics:** K  
**Playability:** K  
**Addictiveness:** No  
**Overall:** K

**BBC AND ELECTRON**  
 VERSIONS FOR CBM 64 & SPECTRUM SOON.

# SPACE STATION ALPHA

A GRAPHICAL SPACE BATTLE

The deadly cylon fleet has reached its destination. Their objective - destroy planet earth. Each ship in the fleet carries a single devastating lithium torpedo. Earth shields are up but their power is being drained. You, as commander of earths last remaining space station are all that stands between the cylons and earths total obliteration.

£7.95



# SPACE STATION ALPHA



## ZORAKK THE CONQUEROR

A GRAPHICAL ADVENTURE GAME

Journey through the medieval lands of Ramagora in search of the three pieces of the long lost crown of Ultimate Darkness. Battle with vicious brigands, avoid the greed of the great dragon, suffer plagues and famine in pursuit of your ultimate goal.

This is a graphical adventure in which you play the part of Zorakk and take control of his loyal warriors.

£7.95

# GOOD

## SOFTWARE

65 HIGH STREET, GOSFORTH, TYNE & WEAR, NE3 4AA.  
 TEL: (091) 2846966

AVAILABLE FROM ALL GOOD COMPUTER STORES,  
 OR DIRECT FROM US!

TRADE ENQUIRIES WELCOME

ATTENTION PROGRAMMERS!  
 WE PAY EXCELLENT ROYALTIES FOR ORIGINAL EXCITING PROGRAMMES ON BBC, ELECTRON, CBM 64 & SPECTRUM

Please send me the following items

ZORAKK.....ELECTRON  BBC

ALPHA.....ELECTRON  BBC

Name \_\_\_\_\_ Address \_\_\_\_\_

I enclose cheque/P.O. for £ \_\_\_\_\_

VAT/PP Incl

# 4 printers,

The daisy wheel, dot matrix and colour printers.



# cassette unit,

For program storage and

retrieval. For faster storage

# monitor,

Gives really superb reproduction and clarity.



# joysticks

They put the computer

# a vast range of software

There's something for everyone and for all interests... thought-provoking, amusing, entertaining



# home,

leisure and practical interests...



# education

pre-school and beyond

# and

# a 64K

Plus excellent sprite graphics



## About the only thing the Commodore 64 doesn't have

# printer plotter,

Plots graphs, constructs bar and pie charts. Prints in 4 colours.



# single disk drive,

for storage and retrieval of programs.

Uses a 5 1/4" diskette, and has a very large 170K memory.

# joystick paddles,

for the control of games directly into your hands... they

also improve both speed and accuracy.



# software

is certain, challenging, and exciting.



# (business,

To cover the essential office and business needs...

# educational,

and beyond created with the help and advice of specialists.



# games)

From shoot 'em up to strategy.

# 170K memory.

with amazing music synthesis capabilities.



# has any serious competition.

THE COMMODORE 64 COSTS JUST £229 (OR LESS).

FOR FURTHER INFORMATION PLEASE TICK ONE, OR MORE, OF THE BOXES AND SEND TO: COMMODORE INFORMATION CENTRE, 1 HUNTERS ROAD, WELDON, CORBY, NORTHAMPTON NN17 1QX. TEL: CORBY (0536) 205252.

COMMODORE 64  MONITOR  CASSETTE UNIT   
PRINTERS, PRINTER PLOTTER  DISK DRIVE  SOFTWARE

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**commodore**

BY APPOINTMENT TO HER MAJESTY THE QUEEN, MANUFACTURERS OF COMPUTERS, MONITORS, PRINTERS, PRINTER PLOTTERS AND PERIPHERALS COMMODORE INTERNATIONAL LIMITED, CORBY

```

1 REM *****
2 REM *
3 REM *      HEXAGONAL *
4 REM *
5 REM *      BY *
6 REM *
7 REM *      J.WINCHESTER *
8 REM *
9 REM *****
10 SAVE "HEX"
11 GOSUB 9600
15 FAST
45 LET C=0
47 CLS
50 PRINT AT 0,7;"H E X A G O N
A L"
51 PRINT HT 1,7;"
55 PRINT AT 2,5;"BY J.WINCHESTER
ER 1984"
60 LET K=0
76 LET G$="1"
80 DIM C$(5,5)
85 FOR P=1 TO 5
90 LET C$(P)="00000"
95 NEXT P
100 DIM A$(5,5)
105 DIM B$(5,5)
110 LET B$(1)="24443"
115 LET B$(2)="46664"
120 LET B$(3)="46664"
125 LET B$(4)="46664"
130 LET B$(5)="34442"
135 FOR P=1 TO 5
140 LET H$(P)="00000"
145 NEXT P
146 LET P=10
147 LET O=5
148 LET KK=0
149 PRINT HT P,0;"HI P+1,
P+1." AT P-1,0;"
150 LET P=P-1
151 LET O=O+2
152 LET KK=KK+1
153 IF KK<>5 THEN GOTO 149
154 LET K=K+1
155 LET P=P+6
157 LET O=O-8
160 IF K<>5 THEN GOTO 148
163 GOSUB 9500

```

```

173 LET P=10
175 LET O=6
176 LET X=1
177 LET Y=1
182 IF C$(X,Y)="1" THEN PRINT A
T P,0;A$(X,Y)
184 IF C$(X,Y)="0" THEN PRINT A
T P,0;"
186 IF C$(X,Y)="2" THEN PRINT A
T P,0;CHR$(128+CODE A$(X,Y))
190 GOTO 8000
200 GOSUB 9000
201 PRINT AT 16,6;"SCORES: NO.1
="X5;"":TAB 14;"NO.2="Y5;"":
TAB 3;"PLAYER NO.":G$;TAB 5;"EN
TER HEXAGON EG. A1"
203 SLOW
204 INPUT Z$
205 LET X=CODE Z$(1)-37
206 LET C=C+1
210 LET Y=VAL Z$(2)
211 IF C$(X,Y)="2" AND G$="1" T
HEN GOTO 201
212 IF C$(X,Y)="1" AND G$="2" T
HEN GOTO 201
213 FAST
215 LET A$(X,Y)=STR$(VAL A$(X,
Y)+1)
220 LET J=0
221 LET C$(X,Y)=G$
222 GOSUB 700
225 IF G$="1" THEN GOTO 235
230 LET G$="1"
231 GOTO 170
235 LET G$="2"
240 GOTO 170
700 LET J=J+1
701 FOR N=1 TO 5
705 FOR M=1 TO 5
710 IF VAL A$(N,M)>=VAL B$(N,M)
THEN GOTO 800
715 IF J=10 THEN GOSUB 9000
720 NEXT M
725 NEXT N
730 RETURN
800 IF N<>5 THEN LET A$(N+1,M)=
STR$(VAL A$(N+1,M)+1)
801 IF N<>5 THEN LET C$(N+1,M)=
G$
805 IF N<>5 AND M<>1 THEN LET A

```

# HEXAGONAL

In this fiendish strategy board game simulation — with nuclear overtones — two players attempt to outmanoeuvre each other and avoid the CHAIN REACTION. Full instructions contained within the program.

For ZX81 By  
**JOE  
WINCHESTER**



```

$(N+1,M-1)=STR$(VAL A$(N+1,M-1)
+1)
806 IF N<>5 AND M<>1 THEN LET C
$(N+1,M-1)=G$
810 IF M<>1 THEN LET A$(N,M-1)=
STR$(VAL A$(N,M-1)+1)
811 IF M<>1 THEN LET C$(N,M-1)=
G$
815 IF M<>5 THEN LET A$(N,M+1)=
STR$(VAL A$(N,M+1)+1)
816 IF M<>5 THEN LET C$(N,M+1)=
G$
820 IF N<>1 AND M<>5 THEN LET A
$(N-1,M+1)=STR$(VAL A$(N-1,M+1)
+1)
821 IF N<>1 AND M<>5 THEN LET C
$(N-1,M+1)=G$
825 IF N<>1 THEN LET A$(N-1,M)=
STR$(VAL A$(N-1,M)+1)
826 IF N<>1 THEN LET C$(N-1,M)=
G$
827 LET A$(N,M)="0"
828 LET C$(N,M)="0"
830 GOTO 700
8000 LET Y=Y+1
8010 LET P=P-1
8015 LET O=O+2
8020 IF Y<>6 THEN GOTO 182
8025 LET Y=1
8030 LET X=X+1
8035 LET P=P+6
8040 LET O=O-8
8050 IF X<>6 THEN GOTO 182
8055 GOTO 200
9000 LET XS=0
9005 LET YS=0
9010 FOR L=1 TO 5
9015 FOR O=1 TO 5
9020 IF C$(L,O)="1" THEN LET XS=
XS+VAL A$(L,O)
9025 IF C$(L,O)="2" THEN LET YS=
YS+VAL A$(L,O)
9030 NEXT O
9035 NEXT L
9040 IF C>1 AND (XS=0 OR YS=0) T
HEN GOTO 9050
9045 RETURN
9050 IF XS=0 THEN PRINT AT 20,0;
"PLAYER NO. 2 WINS"
9055 IF YS=0 THEN PRINT AT 20,0;
"PLAYER NO. 1 WINS"
9056 PRINT "ANOTHER GAME Y/N"

9057 INPUT Z$
9058 IF Z$="N" THEN STOP
9060 GOTO 45
9500 FOR P=1 TO 5
9505 PRINT AT 10+P,2+2*P;CHR$(3
7+P)
9510 PRINT AT 9-P,2+2*P;P
9515 NEXT P
9520 RETURN

```

```

9600 PRINT AT 0,0;"HEXAGON IS FO
R 2 PLAYERS.. PLAYED"
9602 PRINT "ON A 5*4 GRID OF HEX
AGONS."
9605 PRINT "EACH PERSON ALTERNA
TELY PLACES"
9610 PRINT "A PIECE IN A HEXAGON"
9615 PRINT "YOU MAY ONLY GO IN
AN EMPTY"
9620 PRINT "HEXAGON, OR ONE YOU
ALREADY HAVE"
9625 PRINT "SOME PIECES IN."
9630 PRINT "EACH TIME YOU GO IN
A HEXAGON"
9635 PRINT "THE NUMBER OF PIECES
IN THAT"
9640 PRINT "HEXAGON INCREASES BY
ONE."
9645 PRINT "WHEN THE NUMBER IN
ANY HEXAGON"
9650 PRINT "REACHES THE NUMBER O
F ADJACENT"
9655 PRINT "HEXAGONS ( EG ""6""
FOR A HEXAGON"
9660 PRINT "IN THE CENTRE) THEN
THAT HEXAGON"
9665 PRINT "EXPLODES. IT""S NUMB
ER GOES TO"
9670 PRINT "ZERO AND THE NUMBERS
IN ALL THE"
9675 PRINT "ADJACENT HEXAGONS GO
ES UP BY ONE"
9680 PRINT "ONE OF THESE IN TUR
N MAY NOW"
9685 PRINT "EXPLODE AND A CHAIN
REACTION"
9690 PRINT "OCCURS."
9691 PRINT "..."(PRESS NEW LINE TO
CARRY ON)"
9692 IF INKEY$="" THEN GOTO 9692
9693 CLS
9700 PRINT "HOWEVER IF YOU STAR
T A REACTION"
9705 PRINT "ALL THE SQUARES INTO
WHICH TO"
9710 PRINT "YOU EXPLODE BECOME Y
OURS."
9715 PRINT "YOU WIN WHEN YOUR O
PPONENT HAS"
9716 PRINT "NO PIECES."
9718 PRINT "..."PLAYER ONE""S PIE
CES ARE SHOWN"
9719 PRINT "AS NORMAL NUMBERS, W
HILE PLAYER"
9720 PRINT "TWO""S PIECES ARE IN
INVERSE"
9721 PRINT "VIDEO"
9725 PRINT "..."(PRESS NEW LINE TO
CARRY ON)"
9726 IF INKEY$="" THEN GOTO 9726
9727 CLS
9730 RETURN

```



# THE GRIP SPAN



FRANTZ

# RACE

MOVI  
SOFT 2

# VicOdden's of London Bridge

Open  
8.30-6pm  
Mon to Fri  
& 9.00-1pm  
Sat  
Closed on Satur-  
days preceding Bank  
Holidays

**Software  
Specialist**

6, London  
Bridge Walk  
London SE1  
Tel:  
01- 403 1988

Prices correct at time of going to press E&OE  
All offers subject to availability

## Software. Daft prices.

### Software for the ZX Spectrum

	S.R.P.	OUR PRICE		S.R.P.	OUR PRICE
Missile Defence	£5.95	<b>£3.00</b>	Knot in 3D	£5.95	<b>£3.00</b>
All ASP Software	£6.50	<b>£4.00</b>	3D Tunnel	£5.95	<b>£3.00</b>
StarTrek 3000	£5.95	<b>£3.00</b>	Rabbit Shoot	£5.95	<b>£3.00</b>
Home Accounts	£19.95	<b>£12.95</b>	Nowotnik Puzzle	£5.95	<b>£3.00</b>
Stock Control	£19.95	<b>£12.95</b>	Chequered Flag	£6.95	<b>£4.00</b>
Database	£19.95	<b>£12.95</b>	Lazer Zone	£6.95	<b>£3.00</b>
Mailist	£19.95	<b>£12.95</b>	Traxx	£6.95	<b>£3.00</b>
Easiledger	£19.95	<b>£12.95</b>	French Vocab	£6.95	<b>£4.00</b>
Pedro	£5.50	<b>£3.00</b>	Young Learner	£6.95	<b>£4.00</b>
3D Haunted	£6.95	<b>£3.00</b>	Astro-maths	£7.95	<b>£4.00</b>
Hedges	£6.95	<b>£3.00</b>	Star Reader	£7.95	<b>£4.00</b>
Use & learn	£9.95	<b>£6.95</b>	Chemistry	£7.95	<b>£4.00</b>

### Software for the Dragon

	S.R.P.	OUR PRICE		S.R.P.	OUR PRICE
Transylvanian	£6.95	<b>£3.00</b>	Trace Race	£6.95	<b>£3.00</b>
Tower	£6.95	<b>£3.00</b>	St George/Dragon	£6.95	<b>£3.00</b>
UGH!	£6.95	<b>£3.00</b>			

### Software for the oric

	S.R.P.	OUR PRICE		S.R.P.	OUR PRICE
Harrier Attack	£6.95	<b>£4.00</b>	Starfighter	£6.95	<b>£4.00</b>

### Software for the BBC

	S.R.P.	OUR PRICE
Dictator	£6.95	<b>£4.00</b>

**If you see these prices anywhere else don't tell us, tell the Police!**

#### HOW TO FIND US



Access, Visa, Trustcard & Creditcharge orders can be accepted by post or by telephone on 01-403 1988. 01-407 6833, during normal working hours. There is no surcharge on any credit card orders.

**ALL MAIL ORDERS to  
6 London Bridge Walk,  
London SE1 2SX**

#### INSTANT CREDIT

**UP TO  
£1000**

Up to £1000 Instant Credit available to callers who hold a current Clearing Bank Bankers Card or Credit Card for identification. Mail Order customers can apply for a Budget Account Card - please send for application form.

#### VicOdden's MAIL ORDER SERVICE

All mail order & phone enquiries to 6 London Bridge Walk 403 1988

Name .....

Address .....

BK OCT/84

MAIL ORDER **POST FREE!**

# Adventure

the next step . . .

*IT WAS while Clive the Dorkslayer was checking out the fabled Chalice of Chalknor that the Basilisk came out of its cave, and smelling fresh blood, charged.*

*Clive the Dorkslayer, half-elf, half-man, stood up in alarm as the scaly beast made its clumsy, scurrying rush. Should he use the Axe Logslayer or the Sword Nerdslayer? Or the silver, enchanted knife Foodslayer? Or should he trust in the powers of the magic helmet Hairslayer? Ought he, perhaps, to check over his stamina points before engaging the animal in no-holds-barred combat? Might he not profit—even at this late stage—by a quick suss of his leather*

*pack's contents?*

*Of course it might be that his best option would be to run for it.*

*At the penultimate instant before a ton of infuriated horn and bone landed on him, Clive the Dorkslayer decided that his strength was a little on the low side; he had actually half-unwrapped the cheese and onion sandwich before the behemoth, true to its fearsome reputation, had pounded him to a pale pink jelly.*

*Disgusted, Clive hauled the plug out of the back of his Spectrum, switched off the grimy Anglepoise lamp that illuminated his work area, and went to bed.*



**A**DVENTURE GAMES have traditionally taken fearless and outgoing individualists like Clive on

voyages of discovery and sudden death through an antique land peopled by creatures from Grimms Brothers tales. There is almost always a Quest to achieve—often an object or objects of value to be acquired, sometimes a useful magic word to be learned—and gripping adventures can take several months, of not longer, to complete without resort to Help.

However almost any Boys' Own situation is, by its nature, tailor-made for the computer adventure format—this being generally defined as the kind of game where you achieve results, not by wagging a joystick in real-time, but by typing in words and phrases which, if understood by the game's built-in sentence parser, can be translated by the software into a result, a movement, a gain, perhaps a sudden demise. Here lies their attraction—this constant puzzle of trying to learn or guess what words are actually

in the vocabulary, and then employing them at the right time, under the right circumstances, in the right combination and often in the right order (of events). Success at this means success at the adventure and the fulfilment of the Quest . . . and the hunt for a new game to buy.

These days the definition has become blurred, as both old and new techniques are applied in an attempt to broaden the technical definition and make the process more user-friendly and thus accessible to more people. Not all of us like crossword-like activity in the middle of the night ("Try KILL BOOT, fer Pete's sake, and let's get some kip!"). Not all of us are verbally facile. Not all of us have patience; and not all of us are loners—you need to have a taste for the latter to be a full-hearted adventure nut. So these days we have mainframe adventures playable by dozens of people at a time (none of whom knew each other); multiple-choice "adventures" like *The Lords Of Midnight*; multiple-player adventures like *Empires*; and to please the optically-inclined we of course have graphic adventures like

*The Hobbit* and independent-life real-time graphic adventures like *Valhalla*.

Themes have changed, too. The sword 'n sorcery motif still rules, though no longer unchallenged. You can be inside a giant deserted alien spacecraft, at an Agatha Christie country house murder, aboard a doomed cruise ship, or trying to get out of Cricklewood. You can move through political circles or "attain" Hampstead.

There is very little left of "real life" that isn't already in the adventure planning sage.

At the same time, one of Adventure's parent roots—*Dungeons and Dragons* role playing games—is moving towards the new common core—with the new generation of adventure paperbacks, with or without attached computer games. Interactive literature is already a reality. The first of all computer games is still—for many—the best, the most enduring and the one with the greatest continued potential.

So even if you're an arcade nut with a habit that craves blood . . . read on. You may not get much joystick action but you'll discover all the gore you could possibly want . . .

# Don't Look Now, But You



**I**T HAPPENED on the witching hour 'neath the glow of a Trinitron tube. I felt a sense of alarm and a definite tightening of the skull. Whipping out a pocket mirror (always carried) I found myself confronted by what appeared to be a grinning potato. My stony visage had finally crumpled with pleasure. I'd stumbled upon one of those rare delights, a genuinely funny adventure. The thing was called *Spoof*, for the 48K Spectrum from Runesoft. I cackled hideously long into the night.

*Spoof* is a standard format text prog that parodies all those now familiar sword 'n' sorcery cliches. Anyone with a fondness for the genre can't help but raise a smile as they wander past rotting wooden signposts proclaiming, 'The Obligatory Mountain' and 'The Necessary Forest'! You take the guise of Yaw Ning (the tired one), a wretched peasant embroiled in a number of puzzling tasks. There's the shopkeeper who's really The Doctor (yes, him) in disguise — he needs a vital component for his time machine; Bulbo the enlightened lighthouse keeper who's after the legendary Golden Fleece (well it gets chilly out there on the

rocks); the cheerful proprietor of The Bog Inn . . . I can't remember what he's after . . .

Still these tasks are of little import. The game's strength lies in its jokes and witty repartee. The telephone routine is a good example, and it doesn't give too much away! The scene takes place after a trudge across 'The Obligatory Mountain'. Imagine a telephone. It starts to ring . . .

Keaton: Um. Answer 'phone.

Spoof: "Hallo. Is that Dave?"

Keaton: "Um. No.

Spoof: "Can you get him for me? He'll probably be down on the beach. Shout him for me will you?"

Keaton: Um. Shout Dave.

Spoof: As I shout I see a figure on the beach. It waves to me and disappears into the cliff below. Moments later he arrives at the cliff-top singing about fish fingers or something. He stops singing and takes the 'phone from me. He puts the 'phone down. "I have to go to the lighthouse. Would you like to come?"

Keaton: Um. Yes.

Spoof: "Follow me," he says and then he disappears down the secret tunnel.

Keaton: Um. Follow Dave . . .

This quality of interaction is maintained throughout the game. Beautifully observed and precisely anticipated it's a real pleasure to play. Apparently

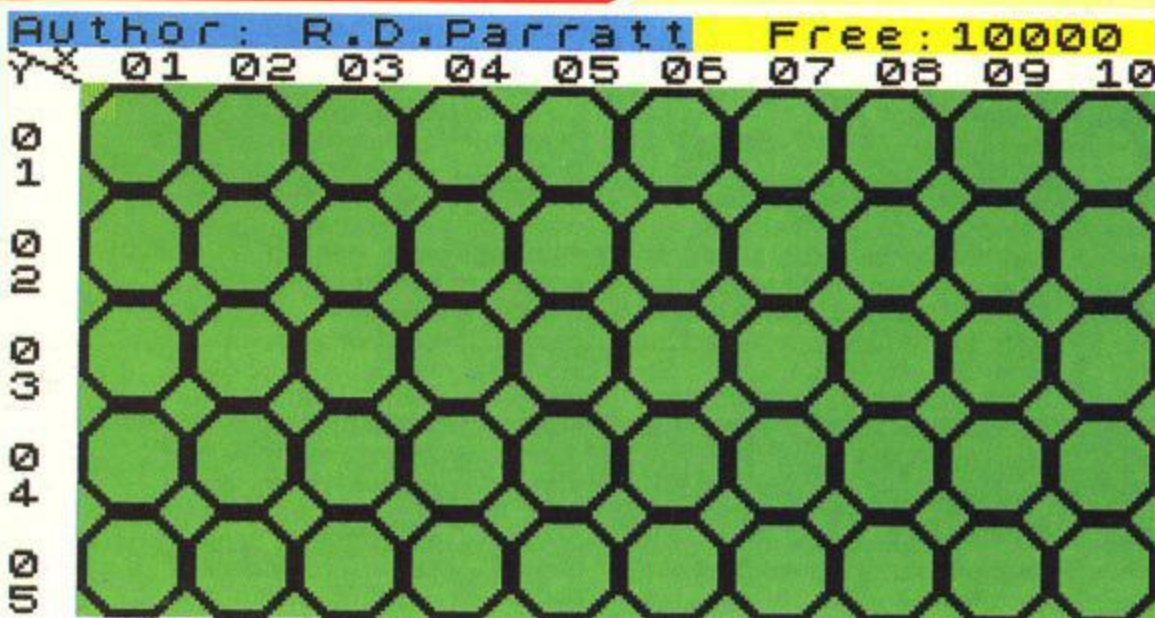
authors Don Slack and Dave Stevenson conceived the idea after an altogether larger, more sombre project.

"We'd just finished this fully fledged heavy duty Dungeons and Dragons adventure," says Slack, "and thought that the whole genre could do with a send-up. We bounced some ideas around and decided on *Spoof*. Spoof the magic dragon! It sounded about right. I think it's a good idea to have a bit of variety on the adventure scene. There's plenty of room for parody."

## Favourite

Both authors have their favourite sequences. "I like it all!" declares Stevenson with undue modesty. "No, I think the place names tickle me the most. They're so corny."

Slack is fond of the Owl and the Pussycat routine. "That whole section on the barge is really funny," he says. "I also like the double endings." He goes on to explain in detail and I suddenly realise that what I thought was an odd bug in the program is in fact all part of the joke! Slack and Stevenson are so pleased with the character of Yaw that he's slated to return at a later date. I for one will be waiting.

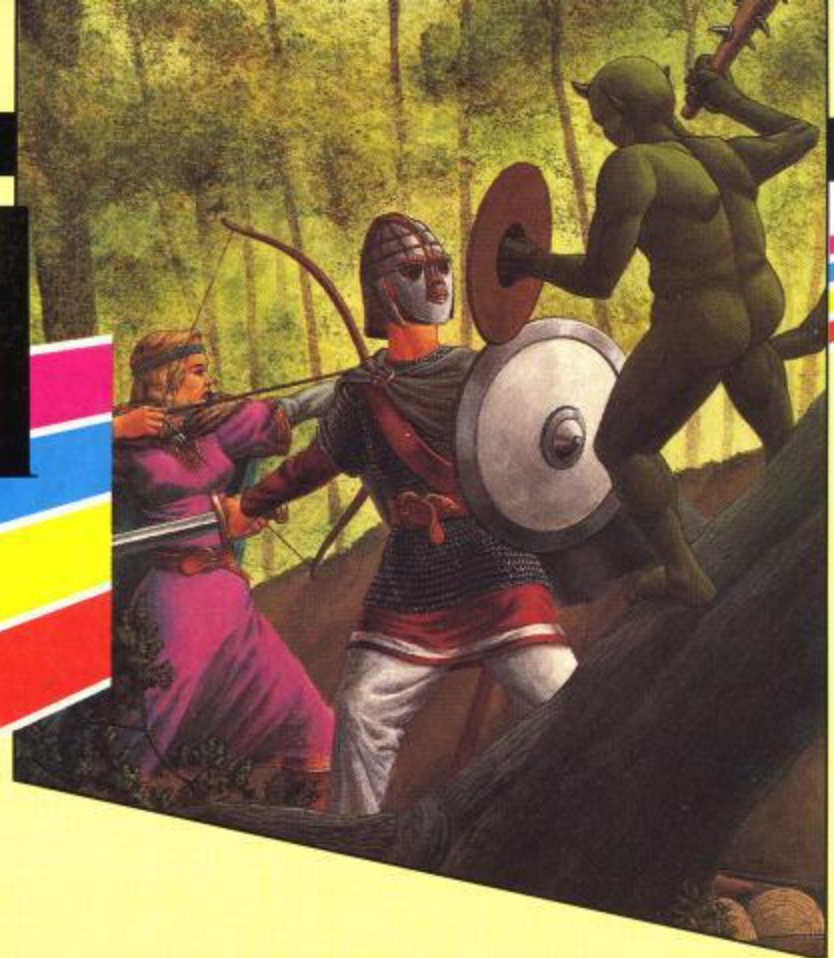


Dungeon Builder's Edge-Editing Menu.

# Plunge In To This Dungeon

THE ALREADY obese Spectrum adventure market seems set to swell some more with the arrival of a neat new game generator from Dream Software. Like Gilsoft's highly rated *Quill* system *The Dungeon Builder* enables you to write your own machine-code adventures without any previous programming know-

# You've Been Had



ledge — but differs sharply in that it's designed to accommodate 4-colour graphics. Author Richard Parratt tells me that this has caused other publishing houses to show considerable interest. In fact (I'm told) Artic like the system so much they're using it to write their next batch of adventures.

Parratt based *TDB* on an earlier text interpreter written for a mainframe. It took approximately four months to complete and as you might expect it's menu-driven. An Outer Menu leads to an Edge Editing Menu, where you can define your map, and this in turn leads to Centre Editing Menu and Object Editing Menu, where you can script the locations and place the objects. Three final menus, Verb, Position and Command then allow you to implement the machinery necessary to make your piece work.

## Status

The main screen display is exceptionally clear. At the top is a status line indicating the amount of memory free for the game. Early issues of *TDB* offered around 10K of usable memory but mark 2 versions, identifiable by a fancy loading-screen, boast a more healthy 13.5K. Be sure to check before you buy. Below this is a lattice of octagonal cells which correspond to the directions N, NE, SE, S, SW, W, and NW. This is your map. You've a total of 1600 cells to play with and breaking the links between them creates adjoining locations. The accompanying manual takes you through the process step by step.

Below the grid is the Design

Menu which can be accessed using a key letter. Hit 'O' for open on the Edge Editing Menu, for instance, and you'll be able to bulldoze a path between the cells with your cursor. Hit 'D' for describe and you'll be able to type in a description for the cell your cursor happens to occupy at the time. Curiously you're only permitted to enter one upper case letter per sentence. This is due to *TDB*'s byte compression system. A worthwhile idiosyncrasy. Less tolerable though is the screen full of garbage that results from including a question mark in your descriptive text. When told of this elephantine bug the guys at Dream were suitably apologetic and promised to hold onto stocks until it had been exorcised. Owners of bugged Builders are advised to return to their cassettes (but not the expensive packaging) for replacement.

Having laid and scripted the game you're then required to establish conditions and consequences. This involves a modicum of intelligence and so temporarily baffled your humble scribe. An altogether inordinate amount of time was spent putting a door in one of the cell walls! I could open the blamed thing all right, but not close it, I never did find out what it was I was doing wrong.

## Graphics

Adding the graphics is less confusing. You just punch the 'P' option on the Centre Editing Menu, select a background colour and manipulate the drawing cursors with your trusty cursor keys. Instant masterpiece!

Your adventure is then completed by loading the saved database into the 'Make' utility on the cassette's flip-side. The thing gulps down the info, swills it around and regorges it as a genuine stand-alone adventure. Unfortunately it comes complete with a truly hideous loading screen that proclaims in bold type that the game was created on 'The Dungeon Builder'. It even gives Dream's full address! Decidedly OTT. I put this gripe to Richard Parratt who was understandably defensive. "It's all part of the protection device," he said, "although we would be quite happy to remove it if we could come to some sort of arrangement for an alternative credit."

Hmmph. Perhaps some of you wizard readers know of a faster solution? This and the question mark bug apart I found the whole system very impressive. Response time on the finished product is perhaps a bit sluggish but the graphics facility more than compensates. It also helps you avoid the factory-farming effect of *The Quill*. A microdrive version and users club are promised soon.

OF COURSE some of you lot might actually prefer to write an

Adventure the traditional way, with honest-to-goodness code. None of these nancy-boy generators for you! If such is the case then you'll probably be looking for a book to help you on your way. In which case the choice is dazzling! A plethora of softbacks litter the stands and all promise wonders beyond belief. Unfortunately most fail to deliver.

An exception is the rather poorly titled *Invent And Write Games For The Spectrum* written by Noel Williams and published by McGraw-Hill at £6.95. Although you'd be forgiven for passing over it (whoever thought of the monicker should be put to the blade) William's book is something of a gem. Everything you'll need to know is here and it's written with immense humour. Something of a rarity. The book contains history, help and two BASIC listings which once used can be easily cannibalised.

All in all a great read for DIY Dorkslayers.

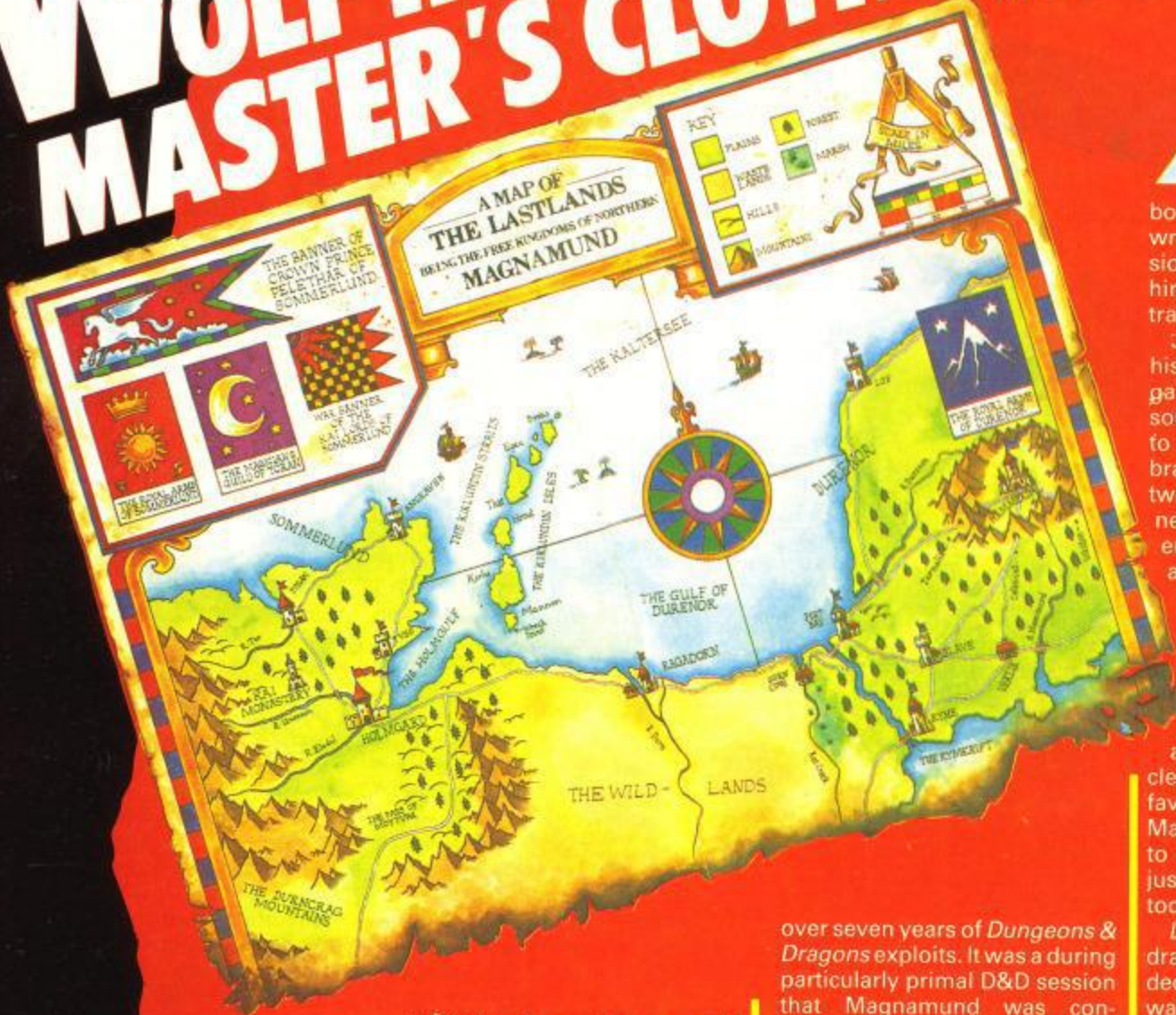
**FAX:**  
**SPOOF (Runesoft) 48K Spectrum £7.50**  
**THE DUNGEON BUILDER (Dream Software) 48K Spectrum £9.95**

## ARE YOU LONELY?

An adventurer's life can be a solitary one. All those late nights/early mornings spent on fruitless quests in fabled realms. Fear not, gentle wanderer, for you have a friend in BIG K. We want to hear your troubles and help you if we can — even if you're a smarty pants who thinks he knows it all. Send your adventure hints, tips and pleas for help to us and get the warmth of Dorkslayer around you.

# WOLF IN DUNGEON MASTER'S CLOTHING

by Nicky Xickluna



JOE DEVER, 1982's World *Dungeons & Dragons* Champion, has hit the Software Road. His *Flight from the Dark* and *Fire on the Water* began life as role-playing adventure books, and now meet their electronic foils — text adventures with graphic illustrations. The two titles comprise the first sixth of a mammoth adventure series, *Lone Wolf*. Each of the twelve episodes, published by Hutchinsons, will tie-in with an adventure book of the same name. Both can be played as self-contained units but rabid gamers will be pleased to find it possible to cross-reference between the two for a really comprehensive game. Initially for Spectrum, the series is being translated for the Commodore 64, and, notably, will be among the first available for the QL.

BIG K was chosen to be the very first magazine to play *Flight from the Dark*. Each screen is as

detailed and complex as an old manuscript with a graphics window and text area below. You choose from the courses of action scrolled in the lower half of the screen, and the characters animate themselves accordingly. The graphics are excellent, and the adventure pushes the Spectrum's 48K to the limits.

In the game you are Wolf, kin to the Kai Lords. One day the sky is darkened by the sickening, leathery-winged Darklords. When they leave, you find yourself the sole survivor of your ancient race — Lone Wolf.

Our hero is about 15 years old in *Flight from the Dark*. He grows older and wiser through the episodes. Later he will acquire the skill of Dimensionality; the ability to travel through time and space. He'll need all the skill he can get for the final conflict. Lone Wolf's vow of the revenge starts him on a quest that will take him all the way through the world of Magnamund.

*Lone Wolf* has been fermenting in the mind of Joe Dever

over seven years of *Dungeons & Dragons* exploits. It was during a particularly primal D&D session that Magnamund was conceived. "I was bringing together amorphous gassy formations; great, floating worlds of ice... and other strange phenomena" (he wouldn't part with the exact recipe) — "and POW! Worlds combusted into being!" And Joe had created Magnamund. And he saw that it was good.

Joe's youthful, ethereal looks belie his maturity. His low-key self-assuredness kind of sneaks around the back and hits you.

Joe, 28, set out on life's rich path as a musician. He moved over from double-bass to electric bass and worked with a lot of bands including Mike Oldfield. "I enjoyed it all at first." Then he found himself hired out to sessions with the punk bands of 1977-8.

"Suddenly, music was about anything but virtuosity. You had to dress the right way and share the same political pretensions." The era compounded a growing disillusionment, and Joe quit. He's recently written music for *Flight from the Dark*. "The Spectrum didn't allow for much ela-

boration. I'm looking forward to writing for the Commodore version." But Joe doesn't program himself. *Lone Wolf* is being translated for him.

Joe has a passion for military history, was an David board-games man and collected lead soldiers for years. This drew him to London's *Games Centre*, a branch of which he managed for two years. It was during a business trip to Los Angeles that he encountered D&D. "One game and I was hooked." He finally won the championships in LA — a week long marathon. Joe was the only Brit there.

"There was no disadvantage," he says. "Every competitor has to take on all character classes; fighter, cleric, wizard and thief." Joe's favoured role is that of Dungeon Master. "It's an art — you've got to get the balance of the game just right. Neither too hard nor too easy."

*Lone Wolf* heralds a great drawing together of the clans. A decade or so ago, something was stirring amongst the idle young of America's college campuses. It was an ongoing Dungeoning and Dragoning situation. It spread. In such a big way that the ex-Wisconsin postman Gary Gygax, first to document D&D by creating its two rule books, for Masters and players, declared a staggering \$52 million profit in 1982, making D&D the sixth fastest growing industry in the USA!

And from the East came the quiet literary genius of Professor Tolkien. His fertile imagination met that of thousands of others somewhere in Middle-Earth — a land created privately for his son.

Then there was computer adventure. Even prehistoric mainframes found themselves harbingers of adventuring data, as furtive, hard-bitten programmers eked out available K's in down-time. But it's with the micro that adventure is coming into its own.

We'll keep you informed of happenings. Watch out for news of *Lone Wolf*. And expect some surprises.

## PROBABLY THE LARGEST RANGE OF DISCOUNT SOFTWARE CURRENTLY AVAILABLE — WITH THE LARGEST DISCOUNTS YOU'LL FIND

### SINCLAIR SPECTRUM

	RRP	Our Price
48K Spectrum	129.00	120.00
Microdrive	49.95	45.95
Interface 1	49.95	45.95
Ram Turbo Interface	22.95	18.95
Currah Microspeech	29.95	25.95
Sabre Wulf	9.95	7.45
Sherlock Homes	14.95	11.95
Mugsy	6.95	5.45
Psytron	7.95	5.95
Lords of Midnight	9.95	7.45
Dangermouse	6.90	5.40
Thunderbird	7.95	5.95
Fighter Pilot	7.95	5.95
Night Gunner	6.95	5.45
Factory Breakout	5.50	4.50
TLL	5.95	4.45
Stop the Express	5.95	4.45
Match Point	7.95	5.95
World Cup	6.95	5.45
Football Manager	6.95	5.45
Daley Thompson's Decathlon	6.90	5.40
Olympicon	5.95	4.45
Micro Olympics	5.95	4.45
Jack & the Beanstalk	5.95	4.45
Giant's Revenge	6.95	5.45
Full Throttle	6.95	5.45
Manic Miner	5.95	4.45
Jet Set Willy	5.95	4.45
Worse Things Happen at Sea	5.95	4.45
Antics	6.95	5.45
Star Trader	6.95	5.45
Ad Astra	5.95	4.45
War of the Worlds	7.95	5.95
The Hulk	9.95	7.45
Rapscallion	6.95	5.45

### COMMODORE 64 RRP

	RRP	Our Price
CBM 64	199.00	175.00
CBM 16 Starter Pack	129.95	109.95
CBM Plus 4	249.95	209.95
CBM DPS 1101 Daisy Wheel Printer	399.00	349.00
CBM 1531 Cassette	44.95	39.95
Atari CX70 Super Controller	14.99	11.99
Quickshot II	12.95	8.95
Activision Decathlon	9.95	7.45
Strip Poker	9.95	7.45
Dallas Quest (Disk Only)	14.95	11.95
Bruce Lee	14.95	11.95
Astro Chase	8.95	6.95
Flip & Flop	8.95	6.95
Potty Pigeon	7.95	5.95
Football Manager	7.95	5.95
Wimbledon 64	7.95	5.95
Daley Thompson's Decathlon	7.90	5.90
Olympic Skier	5.95	4.45
Gilligan's Gold	6.90	5.40
Android 2	6.90	5.40
Valhalla 64	14.95	11.95
Beach Head	9.95	7.45
Blogger	7.95	5.95
Son of Blogger	7.95	5.95
Loco	7.95	5.95
Tales Arabian Nights	7.00	5.00
Heroes Of Karn	7.00	5.00
Manic Miner	7.95	5.95
Jet Set Willy	7.95	5.95
Deathstar Interceptor	9.95	7.45
Dangermouse	7.90	5.90
Black Hawk	7.95	5.95
Hero	9.95	7.45
Pitfall	9.95	7.45
Beam Rider	9.95	7.45

### BBC MODEL B

	RRP	Our Price
BBC Single Disk	249.00	200.00
BBC Disk Interface	97.00	80.00
Wizard Joystick Interface	14.95	11.95
Speech Upgrade	55.00	40.00
Fortress	8.95	6.95
Spitfire	8.95	6.95
Football Manager	7.95	5.95
Overdrive	7.95	5.95
Star Striker	7.95	5.95
Mr. Wiz	7.95	5.95
Frak	8.95	6.95
Zalaga	8.95	6.95
Aviator	14.95	11.95
Blogger	7.95	5.95
Eagle's Wing	7.95	5.95
Chuckie Egg	8.90	6.90

### ELECTRON

Acorn Electron	199.00	170.00
Acorn Cassette	35.00	30.00
Blogger	7.95	5.95

### VIC-20

Vic 1520 Printer/Plotter	99.99	85.99
16K Rom Cartridge	39.95	34.95
Jet Pac	5.50	4.50
Flight Path 737	7.95	5.95

### ORIC-ATMOS

Atmos 48K	170.00	150.00
MARC	6.95	5.45
The Hobbit	14.95	11.95

Wide range of software & hardware available for all popular micros

All tapes are guaranteed originals. Shown here is just a small part of our stock, if you require a price list please ring the above number.

Name .....	 <small>30 Roseacre Gardens - Chilworth - Guildford - Surrey GU4 8RQ Tel: Guildford 67799</small> Tapes required .....
Address .....	
.....	
Tel No. ....	
25p P&P .....	
Total Amount: .....	

If you would prefer not to cut up your magazine then write the required details on a piece of paper.  
 Please make all cheques payable to: NLS Group  
 Please ring if you have not received your order within ten days of posting it.



# GAMES, GAMES, GAMES!

## OVER 2,000 GAMES TO PLAY

Software Index, the best magazine guide to thousands of Software Programs.

Packed with GAMES Software — what the games are and where to buy them.

**PLUS**

Over 1,000 Educational Programs.

The only software guide to programs for the eight top Micros.

**BBC**

**COMMODORE 64**

**DRAGON**

**VIC 20**

**ORIC 1/ATMOS**

**ATARI 400/800**

**SPECTRUM**

**ZX 81**

Don't miss out... Get



# SOFTWARE INDEX

1984 No. 4 £1.50

IN YOUR NEWSAGENTS NOW

# COMPUTER WIMP

## John Bear

Packed with information on...

- \* How to buy a computer
- \* Dealing with breakdowns & repairs
- \* Why you never have to learn programming and much, much more...

Plus 166 ways to avoid Computer Wimphood for instance...

- \* Learn 'Technobabble' and talk to computer people in their own language
- \* It isn't that you're dumb; it's that most instruction manuals are badly written, incomplete, and/or inaccurate.

Paperback  
over 100 illustrations  
£6.95 09 158831 6



HUTCHINSON

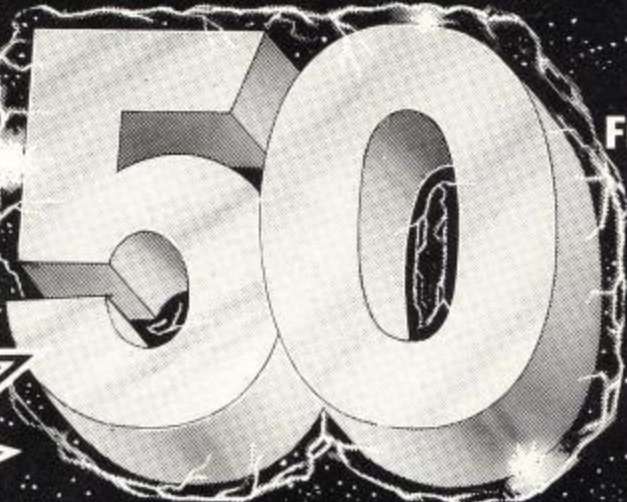


00

ams.  
ros.  
OS  
800

e

# THE FABULOUS CASSETTE



FROM **Cascade**

NOW AVAILABLE FOR



ONLY  
**£9.95**  
(INC. P&P and VAT)

## 50 GAMES ON ONE CASSETTE

DRAGON BBC A/B Spectrum Apple ATARI ORIC-1 ZX81 VIC 20

It is impossible to tell you everything about the 50 games on CASSETTE - 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing. CASSETTE - 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

### EXPRESS DELIVERY - ORDER NOW

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Post Code \_\_\_\_\_  
Country \_\_\_\_\_

Dealers & Stockists enquiries welcome.

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for

£ \_\_\_\_\_ made payable to Cascade Games Ltd.

Please debit my  No. \_\_\_\_\_

SPECTRUM  ORIC-1  ZX 81  VIC 20  APPLE   
COMMODORE 64  DRAGON  ATARI  BBC A/B



Cascade Games Ltd.,  
Suite 4, 1-3 Haywra Crescent, Harrogate,  
North Yorkshire, HG1 5BG, England.  
Telephone: (0423) 504526.

BK10/84

# The computer game is DEAD...

# MUD, MUD GLORIOUS MUD . . .

\*\*\*\*\* To a record in this game to the records  
and it, however many it can.  
\*\*\*\*\* That's how many of the other records and  
new others will be made.

\*\*\*\*\* If you want to do an ordinary record in MUD, you can  
do it by typing in the command 'kill'. This breaks down into you and  
of course you can also use 'kill' to kill other people. If you want to  
kill a monster, you can use 'kill' to kill it. If you want to kill  
a player, you can use 'kill' to kill them. If you want to kill  
a monster, you can use 'kill' to kill it. If you want to kill  
a player, you can use 'kill' to kill them. If you want to kill  
a monster, you can use 'kill' to kill it.

\*\*\*\*\* Here this message is informative enough. For more info type MUD.

No, not that dreary brown stuff — this M.U.D. stands for "Multi-User Dungeon", and is a mammoth-scale Adventure run on Essex University's DEC PDP-11 ... with a little help from a few hundred punters (one as far away as Japan). DAVID MACHIN's been going on-line for a while now. Here's his report . . .

WELL, IT had to happen, didn't it? Just when everyone thought that adventure games had finally reached a point where nothing else could happen, something did. Just as Matthew Smith thought that he had found the last Manic gold mine, along came MUD, as evil-smelling as ever, and, to quote from Mr Adventure himself, it really hits the spot!

No, the bugs haven't managed to mangle my memory map. Yet. What I am talking about is MUD, which stands for Multi-User Dungeons & Dragons. "Oh, not D & D again . . . old hat!" I hear you all cry. Maybe. But that isn't what makes this game special. The special bit is that you play this adventure over the phone using a modem, on a program around 2 megabytes long, and YOU ARE NOT ALONE! Indeed, around 36 other hackers can play the same game at the same time that you are . . . literally. That is to say, if you want the torch at the same time as old Elric over there, you'll either have to beat him to it, or fight over it! To play the game you need a suitable scrolling dumb terminal, preferably 80 column (e.g. a BBC Micro with a dumb terminal program), a 1200 baud modem, and an account with British Telecom's Packet Switch Stream, of which more later.

The computer that the program runs on is a rather large (if old) DEC 10, located at Essex University. As you can imagine, a lot of the students have better things to do than simply play MUD all day (that's their story!), and if all the ports were occupied by manic mud-wallowers while the amiable academics were working on wonder-projects, they would begin to gibber over their patriarchal,



coffee-stained keyboards. For this reason, the MUD program can only be activated between midnight and six o'clock in the morning. This keeps the nocturnal MUD-slingers away from the students, and so everybody's happy (till the hackers start messing around, and snaffling passwords!).

Once you have managed to log on to the system (and that would make quite a good adventure game in itself!), you are asked to enter the name that you wish to be called in MUD. This is rather like a CB 'handle', and can be anything from 'Fred' to 'Bilbo'. You are then asked what sex you are, and, if the computer doesn't recognise the name that you have entered as someone who has played before, it asks you to donate a password for your character, so that other MUD hackers can't use your persona.

Once you have told the computer who you are, typing WHO gives you a list of all the people who are currently logged on to the system. You can follow anyone who is at the same location as you, attempt to kill them, and also talk to them, and I found this probably the most interesting part of the game. You can use the command SHOUT, followed by a message, and everyone in the adventure will be informed of what you say. However, they don't know who said it, only your sex. For example, if you typed SHOUT HELLO THERE!! the words "A male voice shouts 'HELLO THERE'" would appear on everyone's screen, no matter what they are doing at that particular time. Their screen just scrolls, and the message pops up. You can communicate privately with someone by simply

saying the person's name, followed by a message. For example, 'SAMANTHA, ARE YOUR PERIPHERALS COMPATIBLE WITH MINE?' would inform Samantha that someone is trying to interface with her. (Draw your own conclusions.) Then if you want to tell everyone at a certain location something, you simply use a quote, eg: 'HELLO EVERYBODY' would send your greeting to everyone at the same location as yourself.

Of course, you can also play the adventure, but you can easily find yourself doing nothing else but talk to people all night. When I have been playing, I have spoken to people all over the country, from all walks of life, and using all sorts of micros. The type of computer that the people are using does not matter. The couple of nights that I was on, I spoke to people using Spectrums, BBCs, Apples, a Commodore 64, and even someone with not one, but THREE QLs!! (None of them worked.)

The fights on MUD have to be seen to be believed. I don't know quite how the program works it all out, but the running commentaries that are given put

Harry Carpenter to shame.

The descriptions of the locations on the game are extremely lengthy. Having the power of a mainframe to play an adventure certainly makes a difference. You can switch to a smaller description if you are more experienced, by using the command BRIEF. Typing SCORE tells you not only how many points you have got, but also how much experience you have, using have ratings which range from novice, the bottom level, up to Wizard, of which (witch?!) there



were two when I played. The system is incredibly user friendly, and it has a very large HELP file, which will tell the user all he wants to know about playing the game . . . apart from how to solve it.

To play the game, you need a suitable terminal, and a modem. You also require an account with British Telecom's Packet Switch Stream. This is far too complex to explain here, and would really warrant an article in itself, but the general idea is that you can contact the Essex computer using special data lines, specifically designed for the transmission of data, not voices. However, you access these lines using a normal phone, and normally at local rates. You also have to pay around £6.00 a quarter for the use of the PSS system. For more details ring PSS on 01-920-0661.

I don't think that "normal" adventure games will ever be quite the same again. When you put down your phone, and reload your adventure disc menu, you can't really decide which one to play any more. They have all suddenly lost their appeal. With only one person playing, things just aren't the same!

## MEGASAVE FANTASTIC SAVINGS

SPECTRUM		SPECTRUM		COMMODORE	
SABRE WOLF	8.25	ATIC ATAC	4.75	SON OF BLAGGER	6.50
PSYTRON	6.30	AUTOMANIA	5.75	BEACHHEAD	8.50
MUGSY	5.95	BLUE THUNDER	4.75	VALHALLA	11.50
JACK & BEANSTALK	4.95	CODE NAME MAT	5.20	QUILL	11.50
FIGHTER PILOT	6.25	MILLIONAIRE	4.50	GYROPOD	5.50
TORNADO LOW LEVEL	4.75	STOP THE EXPRESS	5.00	LOCO	6.50
HULK	8.50	SINK THE TITANIC	6.75	ARABIAN KNIGHTS	5.85
LORDS OF MIDNIGHT	8.50	COSMIC CRUISER	4.25	SOLO FLIGHT	12.50
KOSMIC KANGA	5.10	WORLD CUP F BALL	5.95	BOZO'S NIGHT OUT	5.50
JET SET WILLY	4.75	WORSE THINGS HP N AT SEA	4.95	CAVELON	5.55
BEAKY	4.85	QUILL	10.75	ENCOUNTER	8.75
AD ASTRA	4.95	WHITE LIGHTNING	12.50	HOUSE OF USHER	5.85
NIGHT GUNNER	5.50	BLADE ALLEY	4.75	FOOTBALL MANAGER	6.95
FOOTBALL MANAGER	5.55	3D LUNA ATTACK	4.75	AUTOMANIA	6.85
TRASHMAN	4.75	CAESAR THE CAT	5.95	FELIX IN THE FACTORY	6.85
MOON ALERT	4.90	PYRAMID	4.95	ALLE7 INTERCEPTOR	5.85
ANTICS	5.75	ANDROID II	4.75	ALL E7 95 ANIROG	6.30
WARS OF THE WORLD	6.75	AUF WIEDERSEHEN PET	4.95	TRASHMAN	6.85
LES FLICS	5.50	STAR BLITZ	5.85	WIMBLETON	6.85
CAVELON	4.95	FACTORY BREAKOUT	4.95	JACK & THE BEANSTALK	5.85
MICRO OLYMPICS	4.95	AIR TRAFFIC CONTROL	8.50	ANDROID II	5.90
DOOMSDAY CASTLE	5.30	HOBBIT	11.50	WHEELIN WALLY	5.85
DEATHCHASE	5.25	FANTASIA DIAMOND	6.25	FLIGHT PATH 737	6.30
HARRIER ATTACK	4.95	FULL THROTTLE	5.95	THE EVIL DEAD	5.85
SCUBA DIVE	4.75	ORC ATTACK	6.10	GILLIGANS GOLD	5.75
WHEELIE	4.95	TOWER OF EVIL	6.10	AZTEC CHALLENGE	7.50
CAVERN FIGHTER	4.95	DECATHALON (DALEYS)	5.85	FORBIDDEN FOREST	7.50
TRIBBLE TRUBBLE	4.95	HEATHROW A.T.C.	6.85	HEATHROW A.T.C.	6.85
GLUG GLUG	4.75	OLYMPICON	5.85	CYBERTRON MISSION	6.85
3D TANK DUEL	4.95	RAPSCALLION	5.85	SWOOP	6.85
KRAKATOA	4.75	STAR TRADER	5.85	GHOULS	6.85
DEFENDA	4.75	BEACH HEAD	6.95	POTTY PIGEON	6.85
FRED	5.90			STRIP POKER	8.50
3D ANT ATTACK	5.90	<b>BBC</b>		MONTY MOLE	6.85
BUGABOO	5.90	FRAK	7.75	FLIP FLOP	7.75
SNOWMAN	5.90	MR WIZ	6.85	ASTRO CHASE	7.75
VALHALLA	11.50	ZALAGA	7.75	DECATHALON (DALEYS)	6.85
MESS FROM ANDROMEDA	4.75	STAR STRIKER	6.85	JET SET WILLY	6.85
MATCH POINT	6.85	GISBURNES CASTLE	6.85	DANGER MOUSE	6.85
LORD OF TIME	8.50	THE COUNT	6.85	MYSTIC MASION	7.75
		PRAMID OF DOOM	6.85		

FREE POST

PLEASE STATE WHICH MICRO  
SEND CHEQUE/P.O. TO:

FAST SERVICE

**MEGASAVE**  
Dept K, 76 Westbourne Terrace, London W2

Great news for Spectrum users! Now you can easily make superb graphic adventures for your friends and special occasions!



**YOU** can make a game quickly and easily - **AND THAT'S A PROMISE!** All you need is **The Dungeon Builder** from **Dream Software**.

It's perfect for complete beginners as no programming knowledge is needed at all. It's perfect for experts because you will save a lot of time. **Everyone** has fun.

It's true — now it's really simple to produce a full colour graphic adventure for your friends, your parents, your children — anyone. Great for parties — your adventure will include your guests!

The program runs on your 48k Spectrum. It's available from Boots and lots of computer shops. It's easy to order by post if you want to: just clip the coupon and send us your cheque, P.O., or access number for 9.95 plus 45p p&p and we'll send you the program first class by return. We give a no-quibble guarantee that the program will load; we replace immediately if you have problems.

Dear Dream, Please send me "The Dungeon Builder" by first class return post. I'm happy to order by post because you **GUARANTEE** to replace the program if it doesn't load when I get it. I enclose payment for 9.95 (plus 45p p&p)

Name \_\_\_\_\_

Address \_\_\_\_\_

(Bk1)

Post your coupon to  
Dept BK1, Dream Software Ltd, P.O. Box 64, Basingstoke, RG21 2LB.

...LONG LIVE

# Eureka!

250K of pure mystery. Be the first to know.

Send your name and address to: Eureka!, 228 Munster Road, London SW6 6AZ



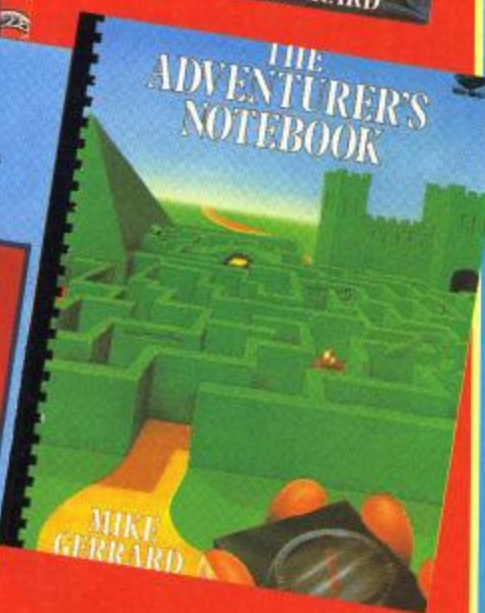
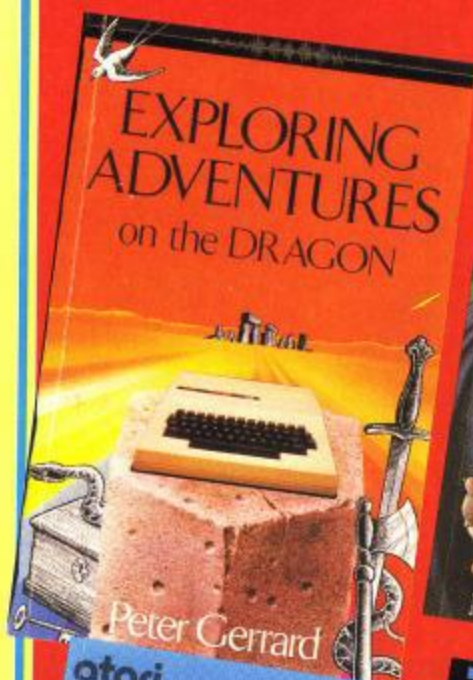
# Books Do Furnish A Game

There are books, computer books and — increasingly — computer adventure books. JOHN CONQUEST put on his lorgnettes and had a good squint at some latest examples of this rapidly-growing literary genre.

**W**ITH EVERY publisher in the world trying to jump on the computer bandwagon (I know, but you try telling them), it's a bit odd that adventure gaming (books for) is, for the time being anyway, monopolised by just two, Duckworth and Sunshine. Duckworth, small long-established company, field the Gerrard brothers, Mike and Peter; while computer book specialists Sunshine's team is the editorial staff of *Micro Adventurer* magazine.

Peter Gerrard, author of Romik's adventure games *Fool's Gold* and *Tomb of Xeiops*, is a man for all machines, though his speciality is the Commodore 64. His *EXPLORING ADVENTURES* series, at £6.95 each (for some reason most computer books are £6.95), cover the 64, Atari, Spectrum, Dragon, BBC (revised Big K issue 5), Oric, Electron and VIC, with Amstrad on the way. All the volumes share a common framework and indeed a couple of identical chapters on adventure games in general, and all have listings for the same three games (also available on cassette at £7.95). The meat of the books, however, is the detailed examination of inputting information, room mapping, vocabulary, routines and so on, which are clear and specific.

The *FURTHER ADVENTURES* series (snappy title, eh?), due this autumn for 64, Spectrum, Electron and Dragon, will cover graphics, machine code, role playing and multi-player game programming with examples



that will, again, be available on cassette.

Along similar lines, Sunshine's offerings are *SPECTRUM ADVENTURES* by Tony Bridge & Roy Carnell, *COMMODORE ADVENTURES* by Mike Grace, and *ATARI ADVENTURES* by Tony Bridge, all sub-titled "A guide to playing and writing adventures" and £5.95 each (some mistake, surely?). The first (playing) half has a very high flannel content and, in the Atari book, you can almost hear Bridge's sigh of

relief as he opens the second half with "Now at last we're getting down to some serious programming!" Not the most fluent writer in the world, Bridge is on much firmer ground when he gets down to the nuts and bolts of creating dungeons, monsters, combat systems, graphics, movement and menus.

If you're looking at the choice between Atari, 64 or Spectrum books, Duckworth's certainly spend more time on the actual programming, 167 pages to Sun-

shine's 42, with another volume to come. But this may be an unfair way of looking at it. Gerrard spells everything out slowly and carefully, while Bridge assumes the reader can keep up.

What all the above have in common is an inordinate amount of padding, duplication and downright waffling — both Duckworth and Sunshine could use a good editor. By far the best writer of the adventure game crowd is Mike Gerrard, so it's a pity he doesn't have a proper book of his own. His *THE ADVENTURER'S NOTEBOOK* (£3.95) is a playing aid, and a good one. The bulk of it is pages of ready-made skeleton maps and pages for entering locations, objects found, actions tried and results, recognised words and general notes. The idea is to do away with that awful mess of bits of paper, covered in scrawls, cryptic notes and crossings out, incomprehensible even to their maker (you, sunshine) and collect them all into one convenient package. I love the idea and up to a point it works very well, but it would have been even better in a ring binder rather than spiral bound. Gerrard's introduction which is a great read, covers hints, history, recommended adventures (by machine), useful addresses and synonyms.

The Brothers Gerrard collaborated on *THE ADVENTURER'S COMPANION* (£3.95) which is a real bone of contention. This one is very straightforward — solutions, not hints, not suggestions, not clues, but 100%, full-frontal, explicit *solutions* to the problems of *The Hobbit*, *Colossal Cave Adventure* (a.k.a *Adventure*, a.k.a *Adventures*, a.k.a *Colossal Cave*), *Adventureland* and *Pirate Adventure*. Anybody who's solved any of these games the hard way would be justified in being pretty irritated by the idea of just looking up the answer, but the many people who've got themselves stuck in one will find it a godsend. Trouble is that to get the best value out of these games you'd have to use this book only as a last resort, which is asking for superhuman self-restraint. Personally I would have preferred a collection of hints, along the lines of Level 9's foxy but invaluable clue sheets, which help you without giving everything away, for a much wider range of games.

# Storm Warrior

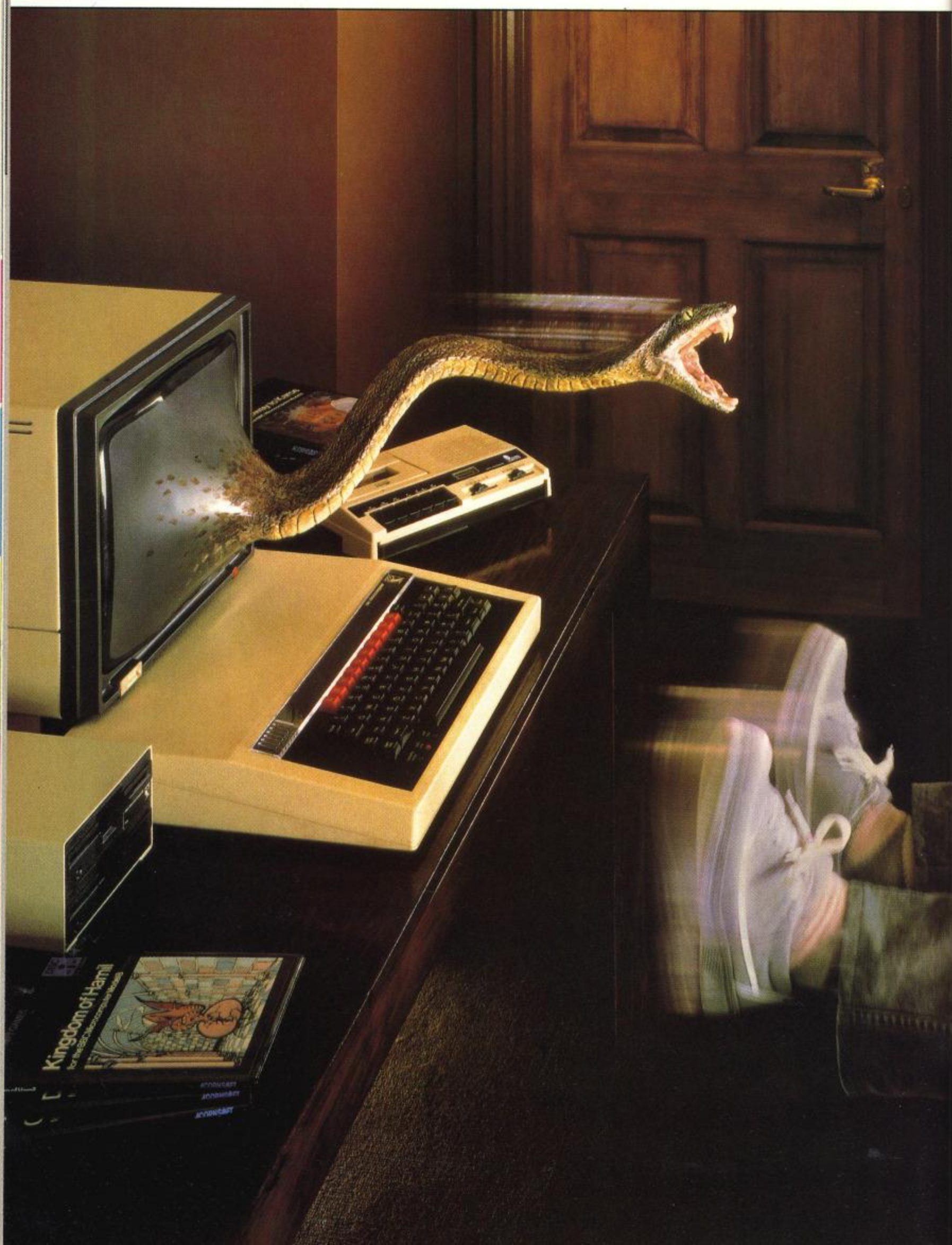
He needs no allies,  
his strength and agility will prove him worthy of the name –  
**'Storm Warrior'**

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode and a fast loading system.

Available on TAPE at £7.95 and DISK at £9.95  
**COMMODORE 64**

**EDBENT**  
*Runner*  
Meet the Challenge

# Warning: these gam



less  
foot  
ntic  
ugh  
our  
ojec  
hic  
erp  
our  
to fin  
ou  
our  
rev  
n a  
uzz  
ille  
ou  
wr  
nir  
ou  
pas  
ne  
nim  
a pa  
rec  
to c  
oy  
run  
sile  
He  
slo  
the  
or

# Games show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos,' where putting a foot wrong could mean instant death. To the relentless antics of Droгна which could have you dying with laughter.

## Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomena are in abundance. Should you find the Talisman, you've still to find your way back.

## Kingdom of Hamil.

As the rightful heir to the Kingdom of Hamil, you are in the unusual position of having to prove your claim to the throne. Evil people are trying to prevent you accomplishing your task by any means. An adventure game fraught with many dangers, puzzles and problems.

## Tetrapod.

You're in an arena littered with dormant lizards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

## Droгна.

A game for two people - preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

## Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

## Volcano.

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade - or shoot - the boulders being hurled from the volcano.

## Carousel.

A re-creation of the fairground shooting gallery - with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

## Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding - or shooting - meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games - with the exception of Gateway to Karos which is currently only available on cassette - can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are simply call 01-200 0200. Credit card holders, phone 01-200 0200, anytime. Or 0933 79300, during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

To: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

Please send me the following software games:

PROGRAM	QUANTITY	DISC/CASSETTE
Gateway to Karos		
Kingdom of Hamil		
Tetrapod		
Droгна		
Crazy Tracer		
Volcano		
Carousel		
Meteor Mission		
	TOTAL	

Price Cassette: £9.95; Disc: £11.50

I enclose PO/Cheque payable to Acornsoft Ltd. Or charge my credit charge.

Card Number: \_\_\_\_\_  
Barclaycard/Access (Delete)

Name \_\_\_\_\_

Address \_\_\_\_\_

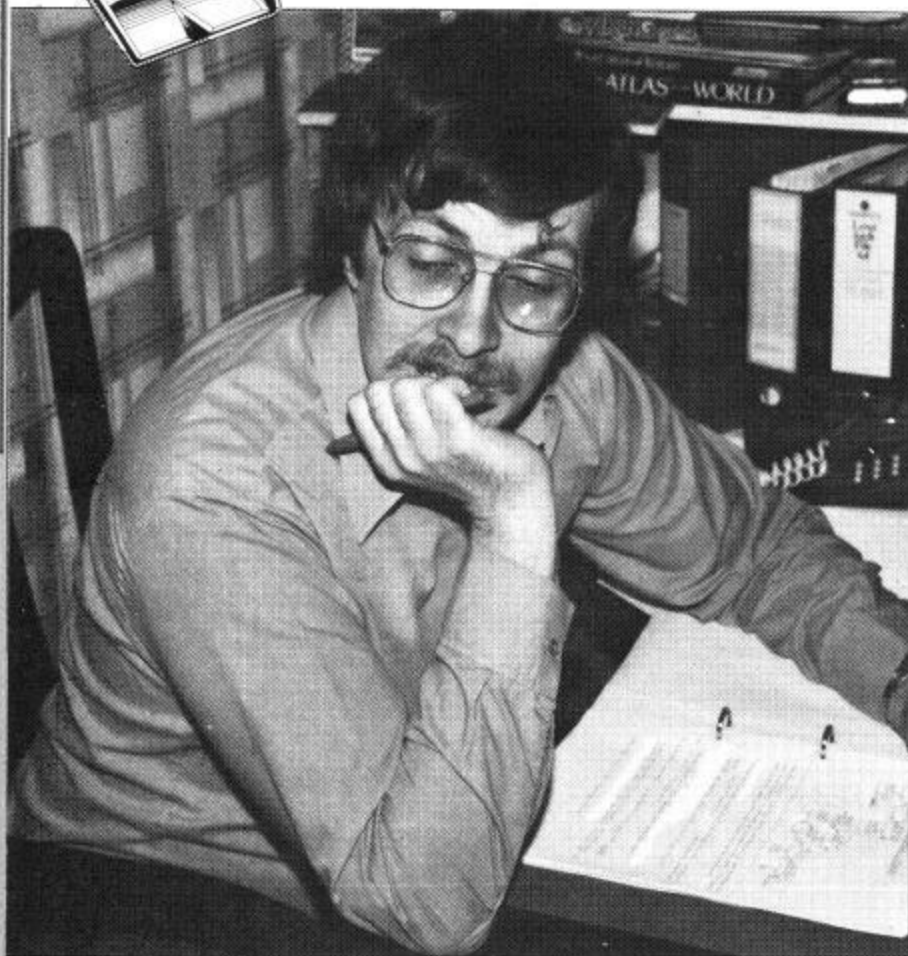
Postcode \_\_\_\_\_

Signature \_\_\_\_\_

Registered No. 1524763

VAT No. 215 8123 85

# ACORNSOFT



## NOT FOR SALE: USED AUSTIN (29)



**L**EVEL 9 Computing, source of *Colossal Adventure*, *Adventure Quest*, *Dungeon Adventure*, *Snowball* and *Lords of Time*, is very much a family affair. From their home on the outskirts of High Wycombe, massed Austins prepare to ruin the working and sleeping patterns of innocent owners of a range of micros that includes the BBC, Spectrum, 64, Ataris, Lynx and Oric, with Memotech and Amstrad on the way.

Mike and Nick are the coders and interpreters; Margaret, with the help of Mother, runs the business side; while designer Pete sits at the centre of the web, working on new and ever more fiendish adventure games.

Pete, now 29, studied natural sciences at Cambridge where he developed two different interests that go a long way to explaining Level 9 — Dungeons & Dragons and computers. Abandoning biology, he spent a year in commercial computing, writing Cobol before moving to developing scientific systems on a DEC-type machine. Just

before the company fell apart, he joined Hewlett-Packard ("definitely a mistake") only to find that their promised 'research lab' was in fact a coding shop.

Along the way he started Level 9 which, with a Basic utility and a Valhalla (without pictures) game for Nascoms, had become a profitable hobby. It got on its present course with his implementation of *Colossal Adventure* (see page 54) which included his own endgame. His first complete design, however, was *Adventure Quest*, which marked the first move away from Nascoms.

The BBC had just been launched: "We saw it as a good machine, nice to work on and obviously it would sell. I guess I'm different. The traditional route is via the Spectrum, but we didn't like the Spectrum as a machine to write programs on. It's not got the facilities that the BBC has. So we went for the BBC first and produced Spectrum versions later". These days, though, Pete sees the BBC as the limiting machine that restricts game development.

*Quest* was followed by *Dungeon Adventure* — still Pete's favourite — for BBC,

Spectrum and Nascom. But in June 1983, fed up with his job and seeing that professionalism was the coming thing in computer games, he quit and Level 9 became a full-time occupation with brother Mike, who had just left school, pitching in.

With the 'Middle Earth' trilogy behind him, Pete turned next to science fiction. The massive 7000-location *Snowball*, the first in a projected, and fully realised, *Silicon Dream* trilogy (*Return to Eden* should be out soon, with *The Worm in Paradise* to follow) has achieved justified fame, voted a favourite by adventure gamers.

*Lords of Time*, designed by Sue Gazzard but altered and amended by Pete completes the current list. "It's slightly easier than *Dungeon Adventure*. People were writing and saying the games were getting too hard. I'm going back to making them harder now. Future ones are going to be pretty hard."

Future ones, at the moment, are *Red Moon*, Level 9's first graphics game, and *Erik the Viking*, based on Terry Jones' prize-winning childrens' book and with stunning graphics. *Red Moon* was designed by Dave Williamson, but once again heavily worked over by Pete. "When we get designs from other people, we usually have to make loads of changes. I had to censor Dave's descriptions. He'd got dead bodies rotting round every corner!"

"*Erik* is probably the last game to be done entirely by me. I think in future I'll have to spend less time on each one. It was interesting to read an interview with Scott Adams where he said he could design a game in a week and code it in another two. It's physically impossible to do our games in anywhere near this time — each one takes a couple of months. We've got 200 locations while Adams only has to worry about 30.

So who does Pete admire? "Infocom. I like their sense of humour. I've gone off Adventures that take themselves deadly serious. I prefer things where you take a wrong turning and fall into a sewer rather than get crushed by a rock, for instance, and come out smelling so awful the other characters avoid you. I don't like adventure games where you go in and kill everything. I prefer games with puzzles and atmosphere where you have to think before acting.

"One of the directions I see adventure games going is towards multi-player games — and that very rapidly becomes role-playing. The problem is the interaction. Parties would be virtually impossible; people wouldn't be willing to sit around and wait for you".

The key question is, of course, how does Austin squeeze 300K of Fortran program into 32K? The answer is 'a-code'. "To write in, it's like a machine code in its facilities, for an idealised adventure machine, that's the high-brow explanation. The low-brow one is that it's a very simplified version of Basic which compiles down into a couple of bytes for each code. Normally Basics compress the key word but hold the rest of the statement in text. What a-code does is compress the whole lot down into a single instruction, rather like an assembler, but it doesn't actually go right the way down to machine code. It's really very compact and it's portable as well, so effectively all our games are interpreted. We have an a-code interpreter on each machine."

With the actual games well sorted out, Pete's main concern these days is to make Level 9 more professional. Already the new packaging is a considerable advance on the old, but even this is to be overtaken. "We'd like to have artwork that you wouldn't mind hanging on your wall." Even the box design is being reworked for user convenience. Advertising is going to be put in the hands of an agency, routine office work given to a secretary — but what Austin is really looking for is a full-time artist. "There's somebody I'd really like to use if I can persuade him, but you can't really say that there's a secure future in computer games. Imagine's overheads were absurdly high — cars and office block and all those trimmings. We keep ours as low as we can, though I suppose we'll need proper premises sometime."

Level 9's future looks pretty secure. A strong back list — Pete stands by every title, which must be pretty rare among game companies — and sound, well thought-out future plans. *Erik* is pretty certain to be a Xmas biggie, while the move into graphics will bring them into a whole new market. And if Pete Austin is half as good at pictures as he is at text, then don't wait for reviews of *Red Moon* and *Erik the Viking*.

Adventure-makers are a special breed. JOHN CONQUEST and NICKY XIKLUNA talked to a couple of megastars in the field.

## CODENAME VELNOR



**D**EREK BREWSTER has a thing about making complicated plans to save the universe.

Well, we're all entitled to our little peccadilloes. Derek's just happened to have produced two best-selling, highly-complex games — *Velnor's Lair* and *Codename Mat*. He's also written *Haunted Hedges* and *Starclash* for Micro Mega, and is currently working on an un-named Indiana-style game.

*Velnor's Lair* is compulsive and concise. What strikes most people is Derek's ability to conjure up vivid and atmospheric word-pictures in just a few staccato sentences. But the Lair's been around awhile now. Would he not tap in some illustrations if he were writing it today?

"Nope. Graphics have become like chips. (Potato version). People expect to have them with everything. The result is a preponderance of low-level graphic adventures. They're boring and lurid and totally lack atmosphere. But yer real connoisseur — he still goes for text adventures."

But no man is an island. And Derek's not stuck his neck out too far in the war of grey matter versus colour splatter. He's conceded 3K to the winning side in his new release — *Kintilla*.

It took Derek one and a half years to write *Kintilla* for Quicksilva. The game features 32 characters and 50 collectable objects. It's a double first for Adventure in that it'll compute whole sentences, and it incorporates edit mode over previous commands.

Welcome attributes you'll agree. I for one get cheesed off having to reduce my vocabulary to that of a trepanned troll every time I want

to play an Adventure. And I certainly miss edit mode after having had intimate knowledge of a word pro.

*Kintilla* carries on from where *Velnor* left off. The story goes thus: After *Velnor* was vanquished, there remained a corridor that led from Earth to Hell. The evil demon Grako sped along it, seizing *Velnor's* moonstone as he went. Naturally, this enabled him to become supreme power on Earth, to be valiantly vanquished by you alone...

Brewster has tired of stock fantasy critters, and has come up with his own inventory. So beware of Zats, Argamoles and Rotting Quark, amongst others. Another word of warning — polish up your *Velnor* before you play Killiam — I have it from the horse's mouth that it's dashed difficult. But Derek has a clue for Big K'ers. "Remember that the game is named after a certain sword. That's VERY IMPORTANT." We have it noted, Derek.

The Brewster Catalogue is certainly one that sorts out the men from the molluscs. Speaking as the latter, *Codename Mat* left me completely floored. I admired the brilliant programming that bought this *Star Raiders/Star Trek*-style spectacular to life. As Mat, you have a great variety of technology in your space-craft. You have a long distance tracking device, a scan across the solar system, and control panel. You speed through the stars (cruise speed and warp too), or you can take a peek over your shoulder through the back window — and see the stars speeding away from you. Cor!

Clever stuff. But masterminding the whole gismo to save the Universe became too much for me. I had to boldly go where no Xikluna had gone before — and got lost. Then I was assailed by so

much flak that I can only compare what happened to an average working day at Big K. Why did Derek produce such a complicated game?

"A really good game has to be as believable as possible. It needs thought, time and has to be worked out perfectly. Absolutely everything must flow into a kind of universal master-plan. That's most obvious in the case of adventure. I mean you can't have an iceberg next to a desert, can you?"

So how did Derek stumble across his proclivities?

"I was at University in Newcastle — and started playing *Colossal Cave* on the mainframe. I got hopelessly hooked, and never stopped playing. One day it struck me that the game lacked realism. There was no atmosphere, and the combat sequences weren't up to much. So I thought I'd have a go. That was the first of *Velnor's Lair* — except at that stage it was just called 'Derek's Adventure'. The problem was that the compiler I was working

with only possessed 20K of memory. I was a bit too shy to ask for more."

Luckily for posterity, the Spectrum arrived in the nick of time, (Fanfare). Derek translated, expanded and renamed 'Derek's Adventure', and Quicksilva rapidly crossed the Brewster palm with gold. Well, silver.

What does Derek do now in his spare time?

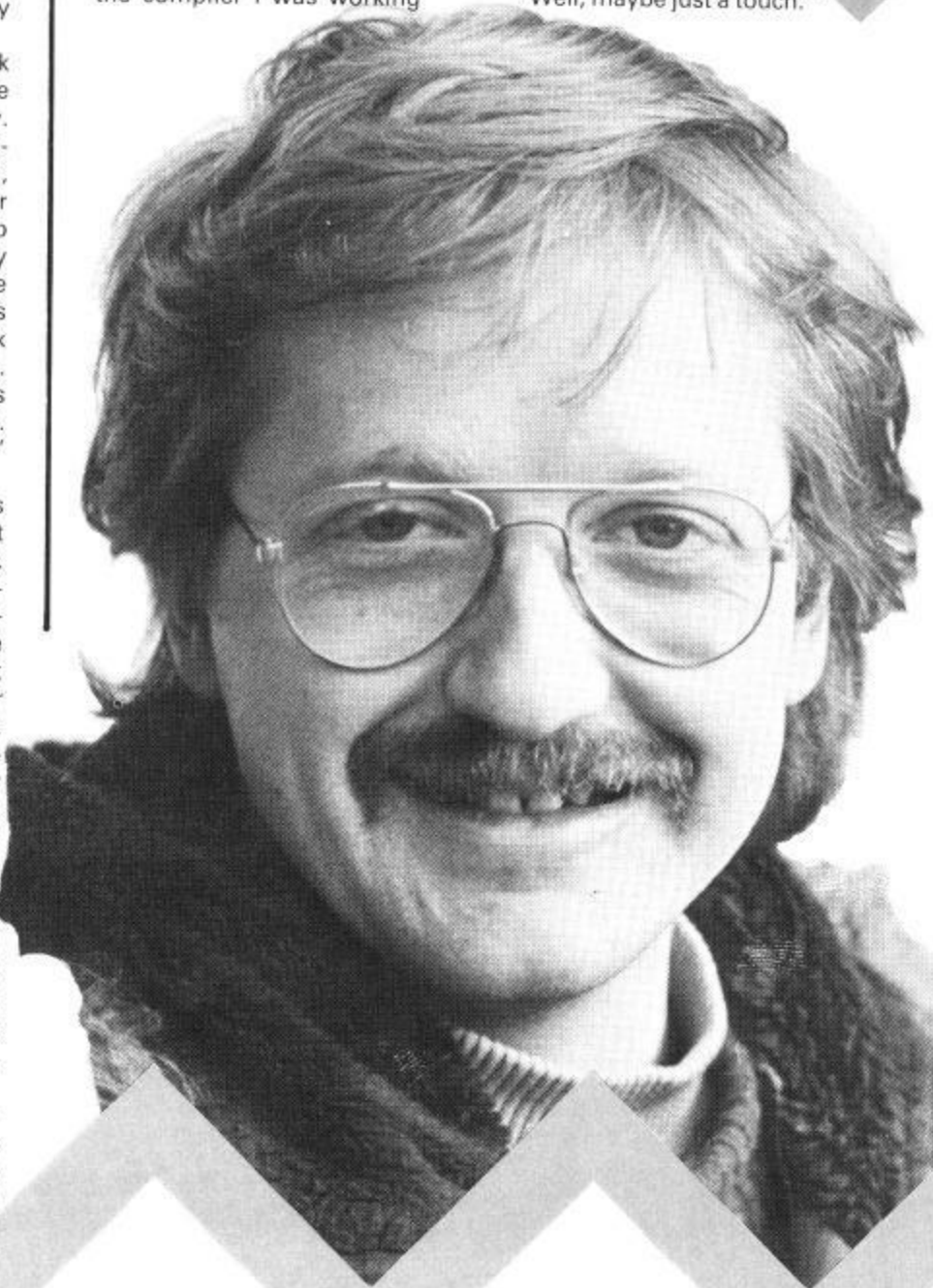
"Oh, I'm doing a PhD in geo-physics. Rock magnetism, actually, and how it affects the movement of the Earth's crust. I'm trying to find a way of stimulating the attraction of rocks to one another in a laboratory. You know."

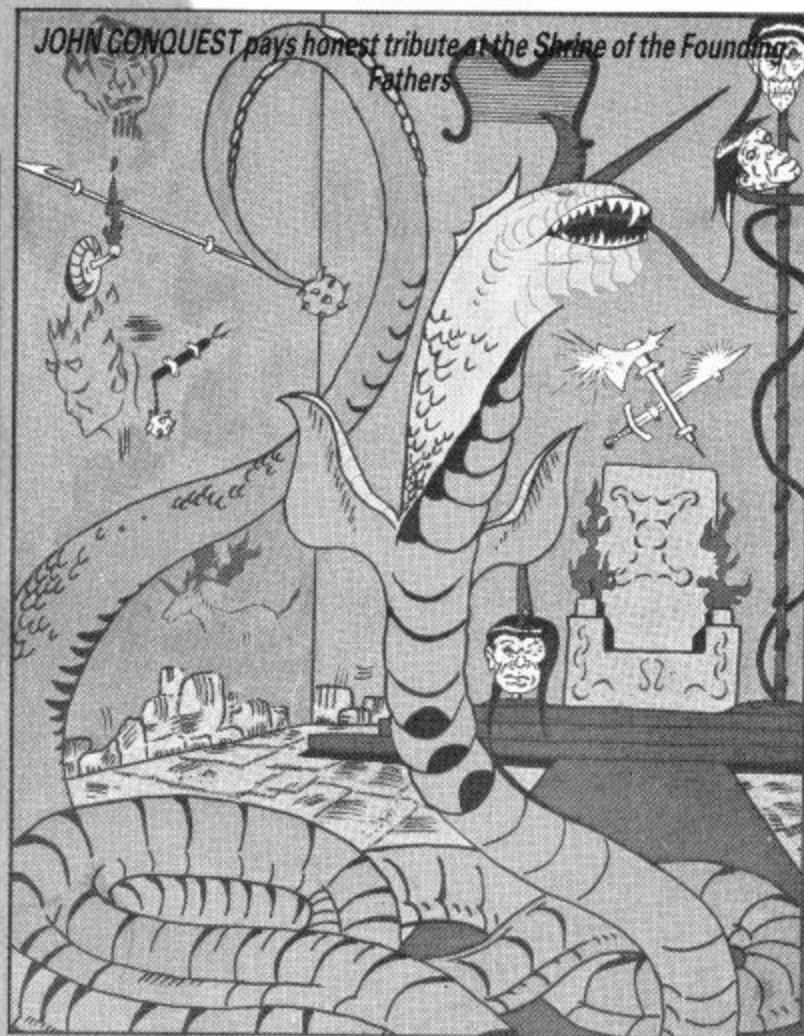
Sure I do... Anything else?

"Sleeping. I did it very well all through school. I like my freedoms best of all. That's why writing games for a living suits me down to the ground. I really enjoy it. I make a living and I don't have to work nine-to-five."

Touch of the perennial student perhaps?

"Well, maybe just a touch."



**No.6: COLOSSAL ADVENTURE (LEVEL 9)**  
**Orig. Colossal Cave****AND THE WORD WAS  
XYZZY!**

**I**'VE GOT a map of the pirate's maze. What have you got?"

"The pirate's maze! Hot dog!"

Let's think... do you know how to get past the troll for free?"

"Really? Not bad! Anything else?"

"Well that's pretty good isn't it? OK, how to kill the dragon."

"Done."

"You certainly have been."

I spent the winter of 1982/3 haggling like this. The office had just acquired a word processor and the suppliers threw in a disc labelled 'Adventur. To play with'. Not a whole lot of word processing got done those first few weeks, and the game became

an office obsession. When the top brass came past the excited little groups hunched round the monitor, we'd tell them that it was hands-on experience. It seemed to keep them happy. Then we found that other people were playing it too, and the trading began. In those days there weren't any helpful books.

What we'd been given was a genuine, no-argument classic, the kind of thing that will get a chapter to itself when professors start writing the history of computing. Its origins lie far back in the very dawn of the computer age, around 1975, when the first version, variously known as 'Adventure', 'Adventures' 'Colossal Cave' or 'Colossal Cave Adventure', was created by two gentlemen named Willie Crowther and Don Woods.

Some might say that creating games with no redeeming intellectual, scientific or social value using multi-million dollar equipment and valuable computer time, was a prime example of the tendency of Homo Ludens to reduce everything to play. Others might cite it as a glaring instance of irresponsible computer freaks deliberately abusing their employers' trust. Most of us will just be glad that in that golden moment, the adventure game was born.

Crowther and Woods' game was written in Fortran (300K of it!) and ran on DEC PDP 11s, but was soon translated into other mainframe versions. An American business computer magazine survey showed that the average company lost two full weeks of programmers' time whenever the staff laid their hands on an implementation of 'Adventure'.

### Translation

The game's translation from mainframes to micros was in three stages. First came a CP/M version, painfully slow, that ran on many business machines (such as ours). Then came Jim Butterfield's condensed version for PETs and a rather primitive assembler version for IBMs, the game being in the public domain. Finally came the fully matured version — Level 9's.

'Colossal Adventure', as Level 9 dubbed it, was originally intended to be a complete version of the game for micros, with their own a-code making it possible to squeeze the whole 300K's worth into 32K. However, after advertising it as a 200 location adventure, when Level 9's Pete Austin sat down and counted them, he found to his horror that there were actually only 130 odd. Being a man of his word, he promptly added a 70 location endgame, and that's the version that you can get for virtually any computer.

Colossal Adventure illustrates from the word Go the importance of the Five Golden Rules Of Adventure Gaming — 1. Make a map. 2.

Everything is there for a reason. 3. SAVE before you do anything that looks chancy. 4. Read all descriptions very carefully. 5. You haven't got all day. The fact that nobody has come up with a game that adds to these shows how sound Crowther and Woods' pioneering work was.

Most of these rules should be obvious, though in my experience many players aren't fully aware of them or their implications. Mapping mazes, for instance, ought to be dead easy, but I was able to trade my maps for Colossal Adventures for solutions to real problems.

The map bears directly on the time aspect. At the beginning of Colossal Adventure you find a lamp which you can switch on. However you can also switch it off, and you need to do this whenever possible because it will burn out sooner or later, leaving you to break your neck in the dark. With a map you can wind the game up before the batteries give out. Otherwise you'll have to put coins in the battery dispenser. What battery dispenser? That's your problem, chum.

Colossal Adventure set the standard for puzzle setting in later games. Call it the Golden Rule for designers — a game should not be impossible to solve — a rule that is not always observed even now. The solutions are devious, complicated and sometimes downright bizarre (though Level 9 accidentally abolished my favourite, how to kill the dragon, in their version), but there's always an answer.

At one time Level 9 used to provide a one problem solution per player services. You got, and still get, an envelope with your copy which you could use once, and once only, to get out of a jam. This didn't work out too well, so now they send you, on request, a clue sheet which will at least point you in the right direction. On top of this you can find answers to many of the problems in various adventure game books (see page 10), which regularly use the game as an illustration of the genre.

There are a number of differences between Level 9's version and the original. Some are relatively minor; one of the treasures has been

CONTINUED ON PAGE 59

# A NEW DIMENSION IN FAMILY ENTERTAINMENT



**NOW AVAILABLE**  
For SPECTRUM, CBM 64

**COMING SOON**  
Versions for BBC, Electron, Amstrad, Oric & others



April 14th 1912. On her maiden voyage the Titanic hit an iceberg and sank taking with her a vast fortune in gold.

Your mission is to raise sufficient finance and equip an expedition to find the Titanic and it's lost gold.

Easy!! Well it could be but with 460 possible locations for the gold you

need to watch your divers' air supply.

You begin your search when suddenly ...well that would be telling wouldn't it.

Comes with **Currah Micro Speech** (Spectrum version only).

Number one in our new range of games designed for family enjoyment.

Fantastic value for money.

**R.R.P. £7.95 inc. VAT**

**R&R**

**SOFTWARE**

**DEALERS:** Contact your normal distributor or ring us direct.

**PROGRAMMERS:** Send us you latest quality program for evaluation NOW.

R&R Software Ltd. 5 Russell Street Gloucester GL1 1NE  
Tel (0452) 502819



# What Next From The House Of

# Hobbit

Since the appearance of the dreaded Bilbo and the even more dreaded Thorin Oakenshield to these many moons ago, Melbourne House has acquired a heavy rep as an adventure games company (despite more than a few balancing arcade offerings). Now the "Wizards from Aus" are conjuring up a whole new slew of adventures. RICHARD BURTON investigates . . .

**SHERLOCK** (Spectrum 48K, Commodore 64). Despite a long delay of almost QL proportions, Melbourne House have finally released their much-touted Sherlock Holmes adventure. Expectant punters can at last don the famous deerstalker and, via the wonders of *Inglish* and *Animtalk*, deduce their way through a complex case involving Holmes, Watson and a cast of dozens. Limited graphics and real-time play help make this one of the more challenging adventure games to appear on the

scene. Out now, cassette format, £14.95. (*Sherlock* is BIG K's Pick of the Month. See full review on page 15)

**ZIM SALA BIM** (Commodore 64). Features smooth, arcade-style graphics which depict every location in the Arabian-inspired graphic adventure. Murder, mystery and intrigue abound and you move your character through the desert and the Sultan's seemingly impenetrable fortress. Control is by joystick or cursor keys plus text input. Graphics by Russell Com-

te, who was responsible for the brilliant visuals of *Mugsy*. *Zim Sala Bim* is the first in a line of graphic adventures for the CBM 64. Cassette based, it costs £9.95 and should be out now.

## WILD DOGS

**CASTLE OF TERROR** (Commodore 64). Everyone's favourite vampire is back. This time Dracular (no kidding, that's how they spell it) has locked a maiden in his tower. You must make a trip through the proverbial village to the castle, then survive a maze of haunted passages infested by wild dogs and armoured knights (bit of genre-mixing here) to perform the traditional rescue. Billed as ". . . The next milestone in sophisticated graphic/text adventures since *The Hobbit*" (where

have we heard that before?) *Castle of Terror* combines advanced phrase-handling input along with colour graphics and sound. Due out in mid-October, the game comes in cassette format for £9.95.

**HAMPSTEAD** (Commodore 64, Spectrum 48K). The answer to every closet capitalist's dream — you must lie and cheat your way up the social ladder from the depths of Harlesden to the trendy heights of Hampstead. Conceived in Britain the game was coded and packaged in Aus. Available now in text only version for the Spectrum 48K and with graphics on the CBM 64.

OFFER CLOSES 30th SEPT. '84  
ALL POST-FREE!

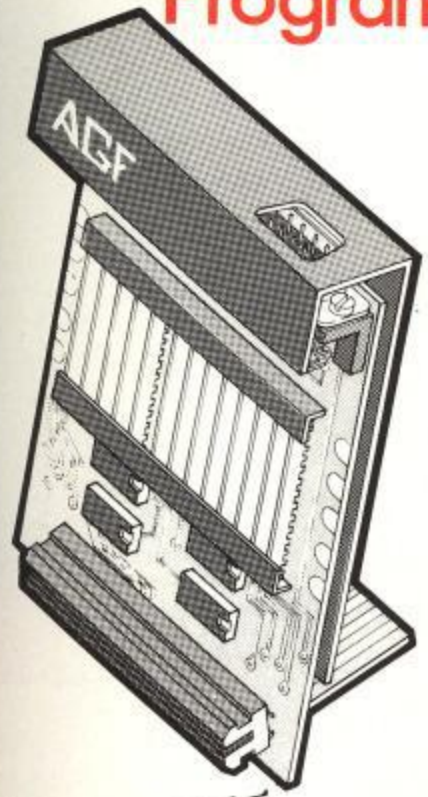
# AGF

# SUMMER

# MAIL ORDER ONLY

# SAVINGS

## Programmable Interface



The AGF Programmable Joystick Interface has established itself over the past year as being the only hardware programmed device that accepts ALL standard joysticks or trackballs - including Quickshot II with 'rapid-fire' - for use with ALL Spectrum or ZX81 software.

The hardware programming method employed by this product has several advantages over similar interfaces that require extra tapes to be loaded or combinations of key presses and movements of the joystick to be made before each game, i.e.

- Programming is not lost when power is disconnected between games.
- Eight directional control only requires setting of the four normal directions.
- Compatibility guaranteed with ALL key reading methods - machine code and BASIC.
- Several interfaces can be separately programmed for multi-player software.
- Low power four i.c. design allows more expansion.

The programming leads attached to the interface make contact with miniature crocodile clips that give oxidation free connections every time, unlike plug and socket arrangements, and they don't work loose in constant use.

Keyboard operation is unaffected by this interface and it is guaranteed never to conflict with ANY other add-ons.

12 month guarantee, key programming chart and a pack of ten Quick Reference Programming cards with full instructions are supplied.

~~21.95~~  
**26.95** plus £1 post & packing

## Interface II

Only **9.95**



Now the AGF Interface II is even better value. Since we pioneered the cursor-key interface in October 1982 there are now over 100 games or utility programs with either the AGF option or cursor key controlled - that makes it unbeatable at this new low price.

Still incorporating the all important rear expansion connector which means other peripherals can be connected at the same time i.e. Ram Packs, Printers, Speech Units etc, and of course the key replication principle used guarantees this will never conflict electrically with any other add-ons.

## RomSlot

The new AGF RomSlot has been designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

ROM games are already available from Sinclair and in August five totally new titles are to be released by Parker Video Games - exclusively in ROM format.

The advantages of this new system are instantly loading games that may have required a larger memory capacity if loaded by cassette. The ROM cartridge is actually a dedicated memory device with the program permanently stored in, ready for immediate use.

An extra feature of the AGF RomSlot is the 'Restart' facility. Any program can be instantly re-started or conventional machine code games cleared without the need to remove the power.

RomSlot is cased with a full expansion connector for other add-ons and is covered by a 12 month guarantee.

~~8.95~~  
**only 11.95** plus 50p post & packing

## Quickshot II



~~7.50~~  
**8.50**

## Quickshot



~~10.95~~  
**11.95**

SEND TO (NO STAMP NEEDED) - AGF HARDWARE, DEPT **BK**, FREEPOST, BOGNOR REGIS, W. SUSSEX PO22 9BR  
Please tick:  
 I enclose a cheque/postal order payable to AGF Hardware for £ .....  
 Please charge my Access/Barclaycard Account No. ....  
Signature ..... (Telephone orders (0243) 823337)  
FROM: MR/MRS/MISS .....  
ADDRESS: .....



QTY	ITEM	ITEM PRICE	TOTAL
ZX81 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/> Please tick		FINAL TOTAL	

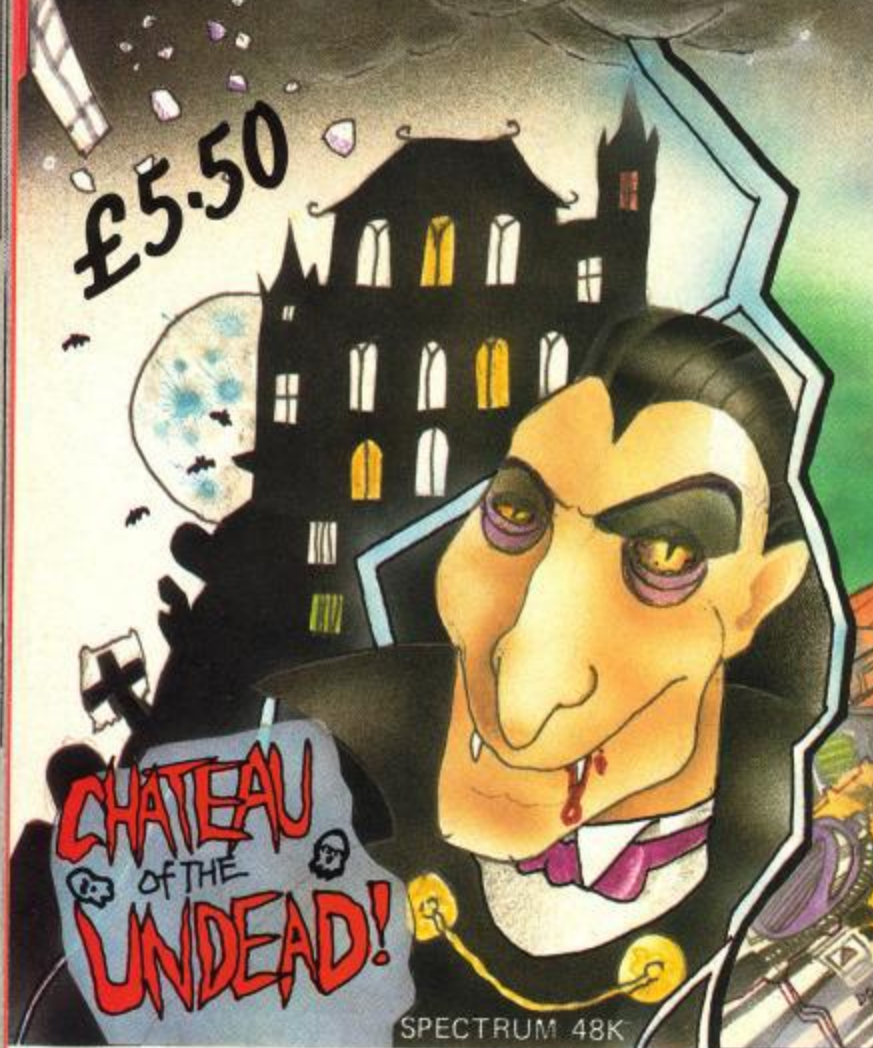
Please send information on .....  
Please allow up to 28 days from receipt of your order although we normally despatch from stock within 7 days. All AGF products are guaranteed for 12 months and are supplied on a 14 day money back undertaking. AGF Hardware, Bognor Regis, West Sussex. Telephone: (0243) 823337.

**VISA** OVERSEAS PRICES ON APPLICATION  
DEALER ENQUIRIES WELCOME

# 4<sup>th</sup> DIMENSION

Computer Games & Graphics

£5.50



SPECTRUM 48K

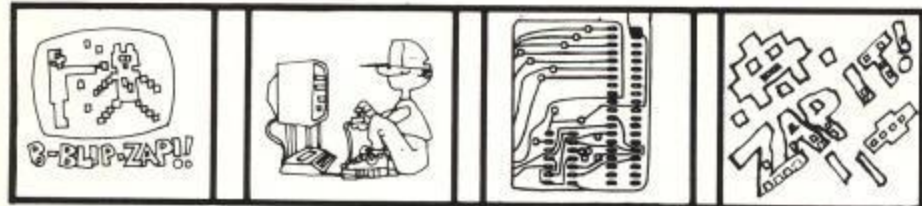
Original adventure game, kill the Vampire and steel his treasure before dawn breaks—each of the 40 chateau rooms are graphical and hold many hidden secrets.

## The Perfect Cover

We have a team of some of the best designers in the profession producing colour advertisements for magazines as well as large amounts of cassette covers and leaflets.

### Use Our Talent

We also have a package deal especially formed to assist you to market your computer game cassettes with professional graphics backed up by full colour printing and finishing services. For details Call: 0245 41 2124.



No.556      No.557      No.558      No.559

Catalogue available by request



BLIP-BLIP-BLIP  
BLIP-BEEEEER  
BLIP-PEEEP-BI  
P-BLEEP-BIBBB  
BLIP-BLAP-BIB  
PIIIIIIP-BLIPP  
BIP.....POP!!

No.600

Cols. red white yel \*L/blue D/blue Green



No.601

NEW IN!  
AMERICAN  
CAPS



4th Dimension,  
Green Gables,  
Blackmore End,  
Nr. Braintree,  
Essex. CM7 4DN.  
Tel: 0371 - 85032



£5.50

## DOG FIGHT

Pit your Jet Fighter against your opponents—one or two players...or fight your 4 SPECTRUM



FLIP SIDE

Space Warrior  
ALL Machine code Galaxy type game. Multi-Screen Arcade Action, with Training Mode.

Also Available  
**Wheeler Dealer**

Finance and Strategy game, Turn £15 into £200,000 If you can!!! Avoid Police, Floods, Tax Inspectors and Loan Sharks. If you want to succeed in being Rich! SPECTRUM 16K

Rush me the following Tapes:

<input type="checkbox"/> Chateau of the Undead	£5.50	NAME
<input type="checkbox"/> Dog Fight & Space Warrior	£5.50	ADDRESS
<input type="checkbox"/> Wheeler-Dealer	£4.50	

Please Include 50p post & pack

Tel: \_\_\_\_\_

TOTAL £ \_\_\_\_\_

Please make all Cheques/P.O.s For Tapes Payable to: 4th Dimension

Rush me the following Goodies:

<input checked="" type="checkbox"/> T-Shirt/s	No.	Size	Col.	£5.00	NAME
<input type="checkbox"/> Sweat Shirts	No.	Size	Col.	£8.50	ADDRESS
<input type="checkbox"/> American Baseball Caps	No.			£5.99	
<input type="checkbox"/> More designs & Info					Tel: _____

Post & Pack Included      TOTAL £ \_\_\_\_\_

Please make all Cheques For Shirts etc. Payable to: Pandora Design

ANY GAME PROGRAMMES? For free appraisal and assistance with marketing, send tapes with full instructions to:

moved, it is, if anything, easier to find, and one of the utilities (the food) has been shifted and takes a bit of work to acquire. More crucial is the limit on how much you can carry. Level 9 have rather cruelly cut this down from seven items to four, which means that you have to get back to base to unload treasures far more often. All that running around means that your lamp is more likely to burn out before you've finished. And if the pirate gets you with two treasures, you're in real trouble, because you can't carry them and the chest (assuming that you can find them at all, that is) and your lamp and your axe at the same time, so it's either two trips or, horrors, drop the axe before you go in the maze. Pretty unpalatable alternatives, what?

Another small, but tricky change is that Level 9 don't remind you about the axe after you've thrown it at a dwarf, which is OK as long as you're still fighting, but makes it very easy to forget it after you've killed the little brute. This can be very embarrassing later on when you find you haven't got it any more, inevitably when you really need it.

But the big, big difference is the endgame. The original game had 350 points to win, at least 1 of which was strictly for perfectionists (Spelunker's Gazette). Level 9's has 1100, and boy you have to work hard for them. The endgame is a fiendishly difficult race against time, with a particularly brutal maze bang across your only route. What's more, none of the guidebooks covers it, so you are on your own.

Even by Level 9's present standards, *Colossal Adventure* is not the best game available, nor the most engrossing, the most difficult, the most fun, or indeed the most anything. Compared to *Snowball*, *Zonk*, *The Hobbit* to *Lords of Midnight* it might seem primitive and restricted, solvable by methodical plodding. But — and it's a very big "but" — but it is the grand original, the prototype game from which all the rest have sprung, the inspiration for games that have surpassed it in almost every way, but can never claim that essential creative spark. In the *Beginning was the Word*, and the *Word was XYZZY*.

# FOR THIS X MAN, MARKED THE SPOT...

As the author of *Adventure X* (BIG K Issue #2), STEVE CRADDOCK knows a thing or two about getting started. Here's a tip or two from the man who made *Aardvarks* a force in the world...



HOW DO you write an adventure?" they asked me. It all starts with an idea. At a later date I'll go through writing an adventure, but for the moment, let me tell you about the adventure we listed in *Big K2* to give you an idea.

The original idea for *Adventure X* was a game for a friend of mine, who enjoys playing adventures, but gets frustrated by the more knotty problems. I decided to develop a program whereby he could go on exploring for as long as he liked, but sooner or later couldn't fail to finish the game. More exploration than mental gymnastics, but still providing a lot of the fun.

I wanted to avoid dungeons, dragons and the more 'traditional' scenarios, so the thought of something almost familiar, but not quite, had some interesting possibilities. Exploring an alien city seemed an exciting prospect, full of strange rooms and passages, but littered with familiar everyday objects — Mars Bars, video recorders, digital watches, aardvarks — well, I like aardvarks (and a little aardvark never hurt anyone!)

As the storyline developed, the ideas began to suggest themselves and so did the programming problems. Which is the best way to learn: create the problem, then try and solve it, develop it further and then solve the new problems! Starting as a simple text routine, the program developed more complex situations and responses, better display with graphics and thus into an altogether more colourful game.

I did create some headaches too! Trying to make the events and rooms as random as possible caused problems (at one time almost every room had stairs!), as did giving away as little as possible about how to 'win' the game while you were typing in the listing!

Most of the programming was developed in modules — getting each part in working order

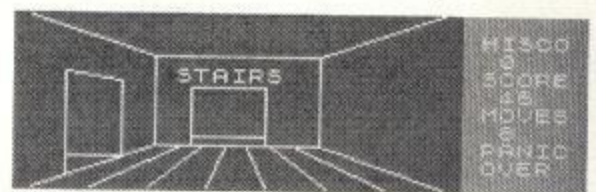
Fig. 1

```
PROGRAM SAVE ROUTINE by Craddock
1 REM ?? : REM 2 digits to store line no
9995 LET prog=PEEK 23635+256*PEEK 23636: POKE prog+5,PEEK 23625: POKE prog+6,PEEK 23626
9996 SAVE "Progname" LINE 9998: BEEP .05,0: PRINT "Rewind and play to verify"
9997 VERIFY "": BEEP .05,0
9998 LET prog=PEEK 23635+256*PEEK 23636: LET line=PEEK (prog+5)+256*PEEK (prog+6)
9999 POKE 23609,30: POKE 23562,2: LIST line
```

before going onto the next. This made it much easier to expand and improve the game. Presenting the information and data in order came first — displaying the descriptions etc. — then the basic input routine. This allowed me to test just the 'bare bones' by moving around the city. Then came the responses: trying to think of everything I'd tried while playing adventures and trying to fit in as much as possible. Next came the display routine, presenting the information as clearly as possible and, along with all the scoring routines, making the game look attractive to play. Finally came the introduction, replay option and tidying up.

I found Betasoft's extended BASIC program most helpful while programming, as this includes trace, renumber, auto line number and many other handy routines. Figure 1 shows a useful routine of mine which you can save on tape and merge with new listings you are entering. When saving what you've keyed in so far, enter 'GO TO 9995' as a direct command. This will auto-save the program, and then return, ready to continue. On reloading, it will list the current line number, ready to carry on. POKE 23609,30 provided the popular 'typing beep' and POKE 23562,2 speeds up the cursor movement, making editing of long program lines or data much easier. Line 1 is used to store the current line number and should be just a simple REM statement.

I've improved the game enormously since it saw print, and you may like to try some improvements yourself, though you'll have to check through the listing to see what your changes will affect. Add more descriptions in the data lines. When you've run the program, these can then be deleted to save space, as long as you don't use 'run' or 'clear' again (use GO TO...). Move the intro to the end of the game, and the screen set-up to the beginning. This will speed up the display. And so on and so on. Or you could have a go at writing your own game. Happy adventuring...



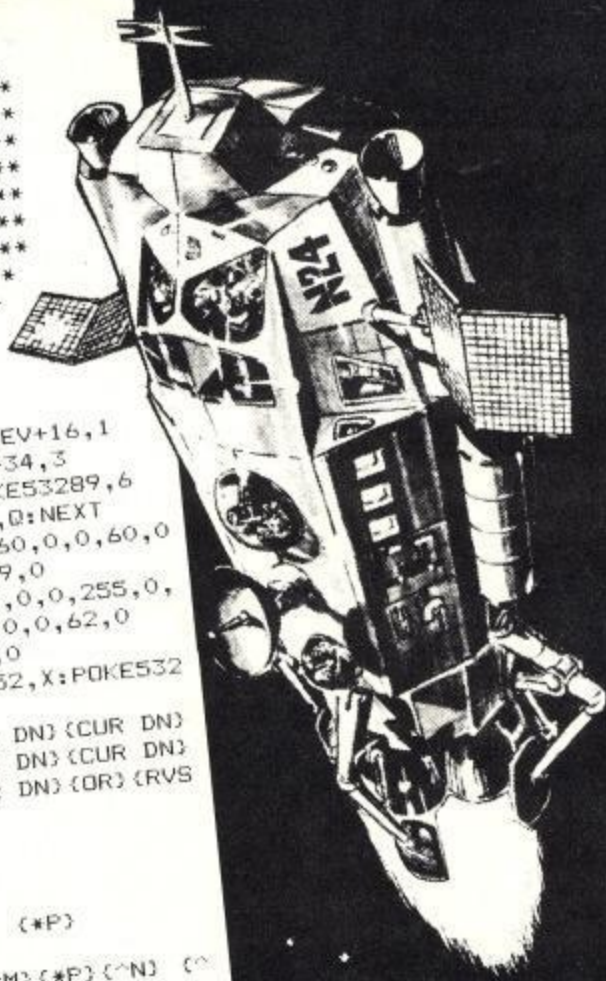
I'm in a cavelike room. There's some rickety-looking stairs here. Exits are down, west. Looking around me I can see nothing else

```
What shall I do now, Paul?
> get can
I now have the can of coke
What do you want to do now?
drink itL
```

```

1 REM *****
2 REM ***
3 REM *** LUNAR LANDER-64 MK2 ***
4 REM *** BY PAUL SMART ***
5 REM ***
6 REM *** STARTED 23/3/84 ***
7 REM ***
8 REM ***
9 REM *** COMPLETED 24/3/84 ***
10 REM ***
11 REM *****
12 RESTORE
15 POKE53269,0
20 GOTO600
50 F=600:SP=0:SC=0
55 POKE53281,0:POKE53280,0:POKEV+16,1
60 PRINT"(CLR)":V=53248:POKEV+34,3
70 POKE53269,4:POKE2042,13:POKE53289,6
95 FORN=0TO62:READQ:POKE832+N,0:NEXT
130 DATA0,0,0,0,0,0,0,0,0,24,0,0,60,0,0,60,0
,0,126,0,0,126,0,0,255,0,0,189,0
131 DATA0,255,0,0,255,0,0,255,0,0,255,0,0,255,0,0
,0,255,0,0,255,0,0,126,0,0,26,0,0,62,0
132 DATA0,60,0,0,126,0,0,255,0
135 F=600:X=175:Y=70:POKE53252,X:POKE532
53,Y
136 PRINT"(HOME){CUR DN}{CUR DN}{CUR DN}
{CUR DN}{CUR DN}{CUR DN}{CUR DN}{CUR DN}
{CUR DN}{CUR DN}{CUR DN}{CUR DN}{OR}{RVS
DN}
"
137 PRINT"(RVS DN)
"
138 PRINT"(RVS DN) (*P) (*P)
"
139 PRINT"(RVS DN) (M) (M) (M) (*P) (M) (M)
M) (*P) (*P)
140 PRINT"(RVS DN) (M) (M) (*P) (M) (M) (
M) (*P) (M) (M) (M) (M)

```



# LAND AT LUNAR BASE ONE!

**RUNS ON CBM 64**  
By PAUL SMART



In this version of Lunar Lander the object is to land your Module on one of the prepared Tranquillity Bases (flat black strips). Descent speed must be less than 200 feet per minute. Controls: ←=LEFT →=RIGHT SPACE=THRUST

```

141 PRINT"(RVS ON)(^N) (^M) (^*P) (^N) (^M) (^N) (^M) (^*P) (^N) (^M)
142 PRINT"(RVS ON)(^M) (^N) (^M) (^*P) (^N) (^M)
143 PRINT"(RVS ON)(^M) (^N) (^M) (^*P) (^N) (^M)
144 PRINT"(RVS ON)
145 PRINT"(RVS ON)
146 PRINT"(RVS ON)
147 PRINT"(RVS ON)
150 PRINT"(WHT)(HOME)(RVS ON)FUEL =
(CUR L)(CUR L)(CUR L)(CUR L)"F::PRINT"(R
VS ON) SCORE = (CUR L)(CUR L)(CUR L)(
CUR L)"SC::PRINT"(RVS ON) SPEED = (
CUR L)(CUR L)(CUR L)(CUR L)"SP
155 IFX>254THENX=254
156 IFX<18THENX=18
200 POKES3252,X:POKES3253,Y
201 IFF<10THENF=0:IFF<=0THENY=Y+5:IFF<=0
THENSP=SP+30:POKES3253,Y:IFY>200THEN300:
GOTO210
203 IFF<10THENPRINT"(WHT)(HOME)(RVS ON)F
UEL = 0 ":GOTO201
205 IFY>=200THENGOTO300
207 IFY<10THENY=10
210 SP=SP+10:Y=Y+2:IFSP>200THENY=Y+4:IFS
P>400THENY=Y+8
250 GETA#:IFA#=""THEN150
260 IFA#=""<"DRA#="" THENX=X-3:F=F-2:GOTO
150
270 IFA#="">"DRA#="" THENX=X+3:F=F-2:GOTO
150
280 IFA#="" THENSP=SP-20:F=F-10:Y=Y-4:GO
TO150
300 IFY>=200ANDX>=232ANDX<=240ANDSP<210T
HEN400
305 IFY>=200ANDX>=72ANDX<=80ANDSP<210THE
N400

```

```

309 PRINT"(HOME)(CUR DN)(CUR DN)(CUR DN)(CUR DN)
(CUR DN)(CUR DN)
310 S=54272
315 FORL=0TO24:POKES+L,0:NEXT
320 POKES+0,240:POKES+1,33
325 POKES+5,15
340 POKES+24,79
345 FORN=0TO15
350 POKES+4,129
355 FORT=1TO250:NEXT:POKES+4,128
360 NEXT
365 POKES+24,0
367 Z=1
370 POKE53281,2:Z=Z+1
371 POKE53281,3
372 POKE53281,4
373 POKE53281,5
374 POKE53281,6
375 POKE53281,7
376 POKE53281,8
377 POKE53281,9
378 POKE53281,10
379 POKE53281,11
380 POKE53281,12
381 POKE53281,13
382 POKE53281,14
383 POKE53281,2:IFZ=50GOTO385
384 GOTO370
385 PRINT
386 PRINT"(CUR DN)(CUR DN)
387 IFSC>HITHEN HI=SC
388 PRINT"(HOME)(CUR DN)(CUR RT)(CUR RT)
(CUR RT)(CUR RT)(CUR RT)(CUR RT)
(CUR RT)(CUR RT)(CUR RT)(RVS ON) HIGH SC
ORE = "HI
390 GETNG#:IFNG#=""THENGOTO1
391 GOTO387
400 PRINT"(HOME)(CUR DN)(CUR DN)(CUR DN)
(CUR DN)(CUR DN)
410 S=54272
415 FORL=0TO24:POKES+L,0:NEXT
420 POKES+14,5
425 POKES+18,16
430 POKES+3,1
435 POKES+24,143
440 POKES+6,240
445 POKES+4,65
450 FR=5389
455 FORT=1TO200
460 FQ=FR+PEEK(S+27)*3.5
465 HF=INT(FQ/256):LF=FQ-HF*256
470 POKES+0,LF:POKES+1,HF
475 NEXT
480 POKES+24,0
485 SC=SC+100:IFSC=500THENSC=1000
490 PRINT"(HOME)(CUR DN)(CUR DN)(CUR DN)
(CUR DN)(CUR DN)
495 GET READY":
GOTO135
500 POKES3281,0:POKES3280,0
505 PRINT"(CLR)"
510 PRINT"(HOME)(LT BLU)
R LANDER-64"
520 PRINT"(CUR DN)(CUR DN) IN THIS LUNAR
LANDER GAME YOU MUST LAND YOUR SPACESH
IP ON":
521 PRINT" ONE OF THE FLAT BLACK STRIPS
OF LAND NEAR THE BOTTOM OF THE SCREEN"
522 PRINT".YOUR SPEED MUST BE LESS THAN
200 AND YOU USE THE KEYS '<' TO MOVE ";
523 PRINT"YOUR SHIP LEFT '>' TO MOVE
YOUR SHIP RIGHT AND 'SPACE' TO THRUST";
524 PRINT".EACH TIME YOU LAND 100 IS
ADDED TO YOUR SCORE. IF YOU SCORE 500";
525 PRINT" A BONUS OF ANOTHER 500 IS
ADDED TO YOUR SCORE.GOOD LUCK!!"
530 PRINT"(CUR DN)(CUR DN)
PACE' TO START"
535 GETST#:IFST#="" THENGOTO50
536 GOTO635

```



# Discount Computer Software

Registered No. 1795113  
Telephone: (0256) 51444  
16 Coates Close, Brighton Hill,  
Basingstoke RG22 4EE

**AMAZING SOFTWARE BARGAINS BY MAIL, 100's OF TITLES AVAILABLE!  
TELEPHONE ORDERS WELCOME. WRITE OR RING NOW FOR FULL DETAILS**

Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT	Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT
<b>SPECTRUM</b>				<b>COMMODORE 64</b>			
FOOTBALL MANAGER	ADDICTIVE	6.95	5.90	KONG 64	ANI ROG	7.95	6.90
CHUCKLE EGG	A & F	6.90	5.90	SKRAMBLE 64		7.95	6.90
JUNGLE FEVER		6.90	5.90	3D TIME TREK		5.95	4.95
PINMANIA	AUTOMATA	10.00	9.00	FLIGHT PATH 737		7.95	6.75
PI-BALLED		6.00	5.00	SPACE PILOT		7.95	6.75
KONG	ANIROG	5.95	4.95	CYBOTRON		7.95	6.75
MOON BUGGY		5.95	4.95	ZODIAC		7.95	6.75
SLAP DAB		5.95	4.95	ICE HUNTER		6.95	5.85
GALACTIC ABDUCTOR		5.95	4.95	TWIN KINGDOM VALLEY	BUG BYTE	9.50	8.25
GALAXIANS	ARTIC	4.95	4.15	OMEGA RUN		7.95	6.75
CHESS II		9.95	8.50	DERBY DAY		7.95	6.75
BEAR BOVVER		6.95	5.95	HARRIER ATTACK	DURREL	6.95	5.95
MONKEY BUSINESS		6.95	5.95	SCUBA DIVE		6.95	5.80
BIRDS & BEES		6.95	5.95	BURGER TIME	INTERCEPTOR	7.00	5.95
PSYTRON	BEYOND	7.95	6.75	GET OFF MY GARDEN		7.00	5.95
POOL	CDS	5.95	4.95	CHINA MINER		7.00	5.95
TEST MATCH	C.R.L.	5.95	4.95	ARABIAN NIGHTS		7.00	5.95
STAR GAZER SECRETS		5.95	4.95	REV OF MUTANT CAMELS	LLAMASOFT	7.50	6.25
DERBY DAY		5.95	4.95	HELLGATE	LLAMASOFT	5.00	4.10
HANDICAP GOLF		5.95	4.95	HUNCHBACK	OCEAN	6.90	5.85
OMEGA RUN		5.95	4.95	ANDROID 2	OCEAN	6.90	6.10
THE GREAT DETECTIVE		5.95	4.95	THE BOSS	PEAKSOFT	8.95	7.80
THE INCREDIBLE ADVENTURE		5.95	4.95	SUPER PIPELINE	TASKSET	6.90	5.85
THE WARLOCKS TREASURE		5.95	4.95	BOZO'S NIGHT OUT		6.90	5.85
OLYMPICS		5.95	4.95	SNOOKER	VISIONS	8.95	7.50
GRAND NATIONAL		5.95	4.95	STRIP POKER	U.S. GOLD	9.95	8.90
GLUG GLUG		5.95	4.95	BEACH HEAD	U.S. GOLD	9.95	8.90
FIGHTER PILOT	DIGITAL	7.95	6.95	MYSTIC MANSION	U.S. GOLD	9.95	8.90
NIGHT GUNNER		6.95	5.95	MANIC MINER	SOFTWARE PROJECTS	7.95	6.75
SEA HARRIER ATTACK	DURREL	5.95	4.95	MISSION 1	R & B	8.95	8.10
JUNGLE TROUBLE		5.95	4.95	ENCOUNTER	NOVA GEN	9.95	8.95
SCUBA DIVE		5.95	4.95	FRED	QUICKSILVER	7.95	7.10
NIGHTFLIGHT II	HEWSON	7.95	5.75	FLIP & FLOP	STATESOFT	8.95	8.10
3D SPACE WARS		5.95	4.95	ASTRO CHASE	STATESOFT	8.95	8.10
HEATHROW		7.95	6.75	PITFALL	ACTIVISION	9.99	8.90
LUNATACK		7.95	6.75	BEAMRIDER	ACTIVISION	9.99	8.90
SPLAT	INCENTIVE	5.50	4.60	H.E.R.O.	ACTIVISION	9.99	8.90
VALHALLA	LEGEND	14.95	11.95	DECATHLON	ACTIVISION	9.99	8.90
PARAS	LOTHLOREAN	5.95	4.95	THE EVIL DEAD	PALACE	6.99	5.90
MUGSY	MELBOURNE HSE	6.95	5.75	VALHALLA	LEGEND	14.95	13.90
TUTANKHAMUN	MICROMANIA	5.95	4.95	FOOTBALL MANAGER	ADDICTIVE	7.95	6.90
PENGY		5.95	4.95	MONTY MOLE	GREMLIN	7.95	6.90
CODENAME MAT	MICROMEGA	6.95	5.75	PERCY THE POTTY PIGEON	GREMLIN	7.95	6.90
HAUNTED HEDGES		6.95	5.75	DALEY THOMPSON DEC	OCEAN	7.90	6.95
LASERWARP	MICRO-GEN	6.95	5.75	DARE DEVIL DENNIS	VISIONS	7.95	6.90
TRASHMAN	NEW GENERATION	5.95	4.95	SHEEP IN SPACE	LLAMASOFT	7.50	6.45
MR WIMPY	OCEAN	5.90	4.90	TRASHMAN	QUICKSILVER	7.95	6.90
HUNCHBACK		6.90	5.70	SKYHAWK	QUICKSILVER	7.95	6.90
ESKIMO EDDIE		5.90	4.90				
SCRABBLE	PSION	15.99	13.00	<b>VIC 20</b>			
FLIGHT SIMULATION		7.95	6.75	BONGO	ANI ROG	7.95	6.95
3D ANT ATTACK	QUICKSILVA	6.95	5.95	SKRAMBLE		7.95	6.95
BUGABOO THE FLEA		6.95	5.95	KRAZY KONG		7.95	6.75
THE SNOWMAN		6.95	5.95	BATTLEFIELD		5.95	4.95
BLUE THUNDER	R.WILCOX	5.50	4.60	SLAP DAB		5.95	4.95
MANIC MINER	SOFTWARE PROJECTS	5.95	4.95	DARK DUNGEONS		5.95	4.95
JETSET WILLY		5.95	4.95	DRACULA		5.95	4.95
ATIC ATTACK	ULTIMATE	5.50	4.60	FLIGHT PATH 737		7.95	6.75
SNOOKER	VISIONS	8.95	7.70	FLIGHT PATH ZERO ONE FIVE	AVS	5.95	4.95
PHEENIX	MEGADODO	5.50	5.00	FALCON FIGHTER	INTERCEPTOR	6.00	5.95
JACK & THE BEANSTALK	THOR	5.95	5.00	HELLGATE	LLAMASOFT	6.00	5.95
GIANTS REVENGE	THOR	6.95	6.00	GOLD RUSH	MR MICRO	6.90	5.85
BLACK TOWER	DOLLERSOFT	6.50	6.00	BENGO		6.90	5.85
HOW'S THAT	WYVERN	5.50	5.00	HUMPHREY		6.90	5.85
MONTY MOLE	GREMLIN	6.95	6.50	AMIGO		6.90	5.85
				PUNCHY		6.90	5.85
				SPACE JOUST	SOFTWARE PROJECTS	5.95	4.95
				JET PAC	ULTIMATE	5.50	4.65
				SNOOKER	VISIONS	8.95	7.50

TO: DISCOUNT COMPUTER SOFTWARE. PLEASE ACCEPT MY ORDER FOR  
THE FOLLOWING PROGRAMS/SPECIAL OFFERS (STATE MACHINE)

1. ....
2. ....
3. ....
4. ....
5. ....

Make cheques payable to Discount Computer Software.  
Cheque No ..... For £ ..... enclosed  
Please debit my .....  
Access No ..... Signed .....

**16 Coates Close, Brighton Hill,  
Basingstoke RG22 4EE**

SEND TO:

Name .....

Address .....

BK2

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS

ALL GAMES IN  
100% M/C

# Solar SOFTWARE

77 West Drive, Bury,  
Lancs BL9 5DW

QUALITY ARCADE ACTION GAMES FOR THE

## COMMODORE 64 at £7.95 each

### GALAXIONS

The earth is being invaded by an alien force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it.

They come in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the aliens threaten us with.



**munch man 64**  
A fantastic version of this popular arcade game.



### Robin to the Rescue

In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.



### New Bizy Beezzzz

When teddy to the picnic went there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.

£5.95



### New Alley Cat



Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

### New Bogy Men



Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.

### UNEXPANDED VIC 20

<i>SuperBreakout</i>	£5.00	<i>munch man</i>	£5.00
<i>Scrambler</i>	£5.00	<i>GALAXIONS</i>	£5.00
<i>GUN FIGHT</i>	£5.00		
<i>ASTEROYDS</i>	£5.00	<i>Cavern Raider</i>	£6.00

### 8 & 16K EXPANDED VIC 20

*COSMIC FIREBIRDS* £7.95

All our games are available mail order P&P included from the above address. Orders sent by return post. Also available from all good computer shops.

Distribution, P.C.S. Darwen, CENTRE SOFT West Midlands, TIGER Cheshire, LIGHTNING London, LEISURESOFT Northampton, RR COMPUTER GAMES Barnsley, FIVE D SOFTWARE East Harling, COMPUTER WORLD UK Bolton, FERRANTI & CRAIG LTD Wiltshire, VICSOFT Slough, DRAKE DISTRIBUTION Plymouth

CG78

# DEATH STAR INTERCEPTOR

Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you? 52K of pure machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects, music, 4 skill levels and hiscore table... this is the ultimate challenge!

This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64

Available now at £9.99!

NOW ON  
NOVA LOAD  
SUPERFAST  
LOADING  
SYSTEM

**Graphically Amazing!**



SPECTRUM  
VERSION  
AVAILABLE  
SOON!



## DO YOU WRITE YOUR OWN PROGRAMMES?

If you have a marketable program send it to us for evaluation. Excellent Payment Terms and Marketing plans. Send to Product Development Manager at the address below.

- DEALER INQUIRIES  
(01) 587 0873
- EXPORT INQUIRIES  
WELCOME

available at Boots, W. H. Smiths, F. M. M. M., Curry's and all good stores.

## HOW TO ORDER

To purchase Deathstar Interceptor, simply fill in your name and address on a piece of paper, enclosing your cheque made payable to: SYSTEM 3 SOFTWARE, and post to the address below. Please allow 7 to 14 days for delivery.

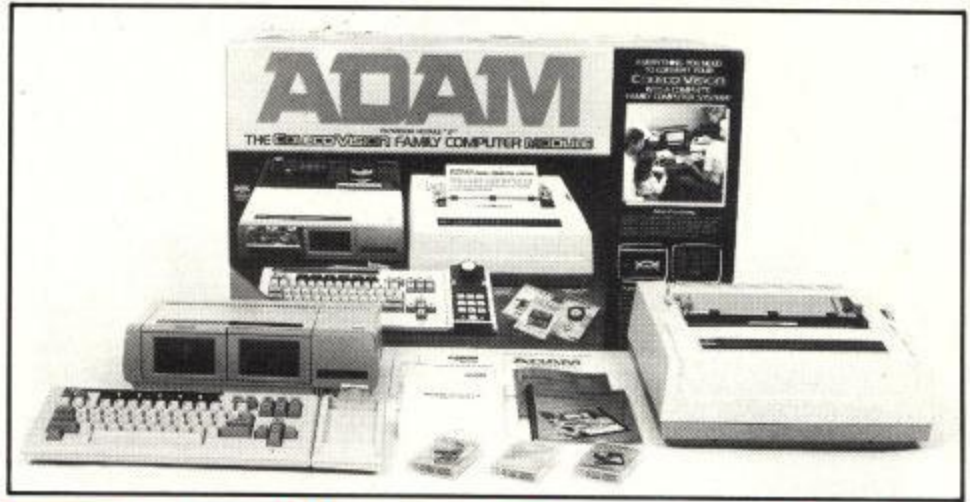
**Overseas orders**  
Please add £1.00 per game ordered.

# System 3 Software

South Bank House, Black Prince Road, London SE11  
Tel: (01) 587 0873

# A COMPLETE PACKAGE - ALL THIS FOR £499!

- \* 80K\* RAM (Exp to 144K)
- \* Full Stroke Keyboard
- \* 256K Data Storage Unit
- \* Daisywheel Printer
- \* Built-in Word Processing
- \* Buck Rogers Arcade Game
- \* Colecovision Compatible



# ADAM™ - £499

Inc VAT

## QUITE SIMPLY - VALUE FOR MONEY!

If you're looking for real value in a computer system, one which can handle anything from serious Word Processing to enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console\* with a built-in 256K digital data drive; a professional quality, stepped and sculptured 75 key full-stroke keyboard; a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also 'Buck Rogers - Planet of Zoom' (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.

**MEMORY CONSOLE/DATA DRIVE:** The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accommodate a second optional digital data drive.

**FULL STROKE KEYBOARD:** The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

**LETTER QUALITY PRINTER:** The SmartWriter letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's SmartWriter word processing program or as a stand alone electronic typewriter.

**BUILT-IN WORD PROCESSOR:** Adam comes with SmartWriter word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

**COMPATIBILITY WITH COLECOVISION:** By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

**WHAT IS COLECOVISION:** Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

SILICA SHOP LTD., 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111 or 01-301 1111

## ORDER NOW - OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept BIG K 1084, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX. Telephone: 01-309 1111 or 01-301 1111

### LITERATURE REQUEST:

- Please send me your FREE 12 page colour brochure on Colecovision/Adam  
 I own a ..... Videogame     I own a ..... Computer

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: .....

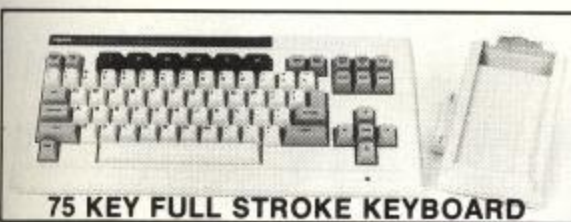
### ORDER REQUEST:

- Please send me:  Adam (add-on package only) ..... £499 inc VAT  
 Adam & Colecovision (£499+£99) ..... £598 inc VAT

I enclose Cheque/P.O. payable to Silica Shop Limited

CREDIT CARD - Please debit my Access/Barclaycard/Visa/Am Ex/Diners Club

Card Number: .....



75 KEY FULL STROKE KEYBOARD



MEMORY CONSOLE & DATA DRIVE



DAISYWHEEL PRINTER



COMPREHENSIVE INSTRUCTIONS

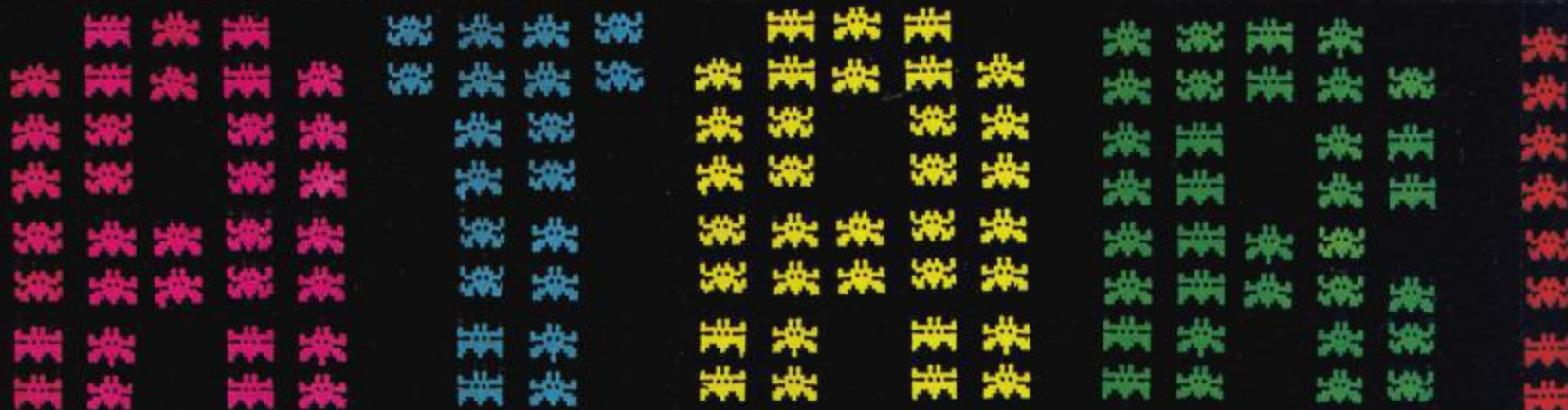


COLECOVISION GAMES CONSOLE

YOUR OWN  
 CS?  
 programming  
 Excellent  
 ing plans.  
 ent Manage

RIES  
 RIES

Smiths,  
 good



# PLAYER MISSILES

*The name conjures up thoughts of alien-zapping hardware but, as NIGEL FARRIER shows, these particular weapons provide a superior form of Sprite movement.*

All Atari computers have provision for 4 Players and 4 Missiles. These are 'user defined' graphics characters, which can be moved over the screen display without affecting the 'picture' which is being displayed. Atari player/missiles are a superior implementation of the sprite concept. Player/missiles however, have certain embellishments which are not normally found with Sprites.

## Size and Resolution

Player/missile sizes and pixel resolution can be more easily expressed in terms of 'colour clocks' and 'scan lines'. As a point of reference, a single 'pixel' which has been plotted in GR.7 will have a resolution of 1 colour clock wide, by 2 scan lines high.

There are 2 options for vertical resolution and the choice should be made according to 'detail' required, and money available.

1) Single Line Resolution: This is the same vertical resolution as in GR.8 and requires 2K of RAM to be allocated for storage of P.M. data.

2) Double Line Resolution: This is the same vertical resolution as in GR.7 and requires 1K of RAM to be allocated for storage of P.M. data.

The hardware 'shadow register' SDMCTL, at 559 (decimal), is used to control the vertical resolution. Poke 559, 62 for single line resolution.

Poke 559, 46 for double line resolution.

Although the vertical resolution selected will apply to all players and missiles, the horizontal resolution of each player or missile can be controlled. Each player has a normal horizontal resolution of 8 separate 'colour clock' sized pixels, whereas missiles are only 2 pixels wide. There are SIZEPO — SIZEP3, located at 53256 — 53259, which can be 'set up' as shown in fig.1.

Missile widths are all controlled by one register, called SIZEM, at 53260. Each pair of bits is used to control the size of 1 missile as shown in fig.2.

## Memory Allocation

As previously stated, player/missile graphics require that an area of RAM be allocated for storage of P.M. data. This 'block' of RAM must start on a 1K boundary for double line resolution, or on a 2K boundary for single line resolution. The upper limit of free RAM is defined by the Display list, which varies in location according to the graphics mode in use, so first of all, the location of the Display list should be found by PEEKing the display list 'pointers'.

DLIST = PEEK(560) + 256\*PEEK(561).

Obviously the Display list must not be overwritten by the P.M. data, so the 1K or 2K boundary must be selected accordingly. For convenience, table 1 gives the

addresses of the 1K and 2K boundaries which may safely be used on 16K machines. The corresponding page number is also given, and this must be POKed into the PMBASE register at 54279,

which tells the ANTIC 'chip' where to start retrieving the P.M. data.

Note that each 1K 'block' of RAM can be considered to consist of four 256 byte 'pages'.

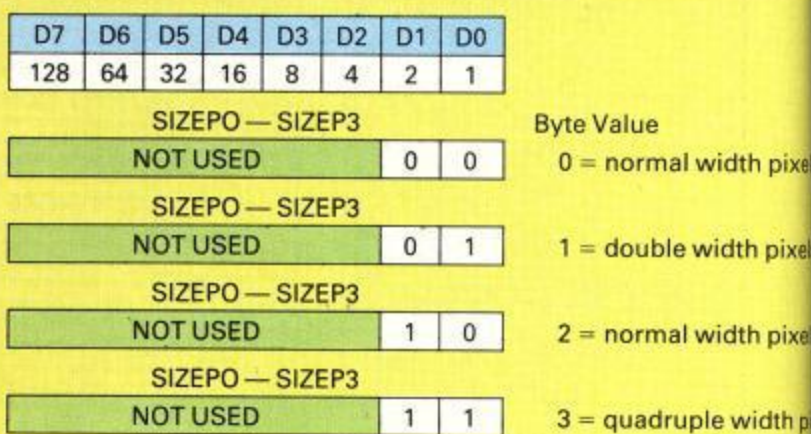


Fig. 1: Bit assignments for size registers SIZEPO — SIZEP3. (53256 — 53259)

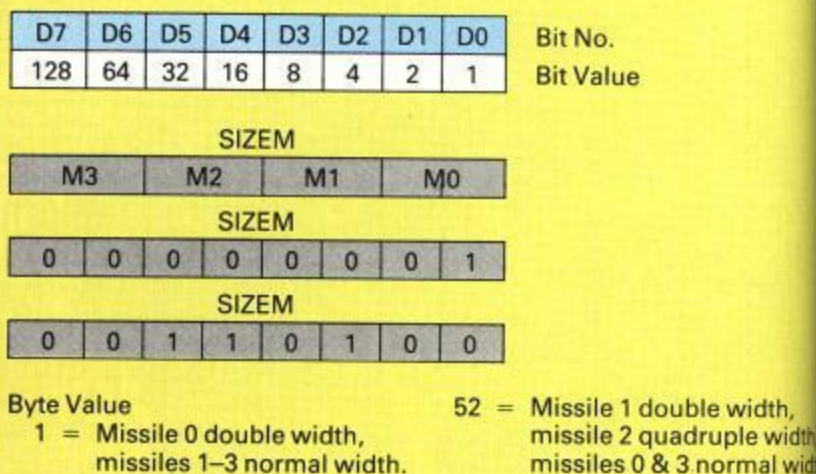


Fig. 2: Bit assignments for size register SIZEM (53260)

Figure 3 shows some 'player' shapes drawn in single line resolution, and in both normal and double width modes for comparison. The cursor square is also shown to the same scale, to give an indication of the actual size of the players.

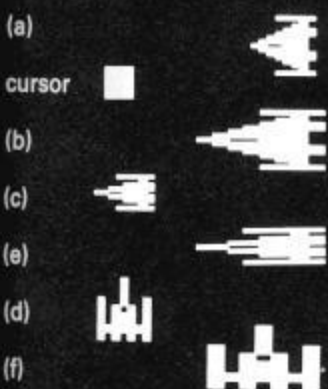


Fig. 3: Some Player Shapes in Single and Double Widths.

Graphics Mode	DLIST address	1K Boundary	Page No.	2K Boundary	Page No.
GR.0	15392	14336	56	12288	48
GR.1	15710	"	"	"	"
GR.2	15872	"	"	"	"
GR.3	15950	"	"	"	"
GR.4	15690	"	"	"	"
GR.5	15210	13312	52	12288	48
GR.6	14210	12288	48	10240	40
GR.7	12194	11264	44	10240	40
GR.8	8272	7168	28	6144	24

Table 1: 1K and 2K boundary addresses.

Figure 4 shows how sections of the P.M. storage area are allocated to each of the players and missiles. You will see that a varying amount of RAM between the P.M. area and the Display list appears to be wasted. This area, together with the RAM allocated to players which are not being used is, however, available for storage of other data, or machine code routine.

The length of the BASIC program must be controlled, to ensure that the player areas are not overwritten by the BASIC code. This would result in some peculiar player shapes being displayed. Remember that GOSUBs and FOR — NEXT loops use the Run — Time Stack, which resides at the end of the BASIC program, and will use additional RAM when the program is RUNNING.

Each player and missile has its own horizontal position register. Horizontal movement can easily be achieved by continuously changing the value in the appropriate reg-

ister. The position registers are HPOSPO — HPOSP3, at 53248 — 53251, for players, and HPOSMO — HPOSM3, at 53252 — 53255, for missiles, and they hold the position of the pixels controlled by the left bit of a player/missile data byte, or pair of bits.

Since the registers can hold a value 0 — 255, this is the range of horizontal movement, with a distance of 1 colour clock between each position. The centre of the screen is at position 127/128.

The normal width of the display area — which we will call the Playfield — is only 160 colour clocks wide, with a border on each side of about 50 colour clocks. This gives approx. 190 colour clocks as the total width of the T.V. screen, which means that there are about 33 colour

clocks on either side of the screen, where a player/missile shape can be stored out of sight. You may find however, that your T.V. has a slightly narrower, or wider border, so the range of positions where a player/missile shape is visible will have to be found by trial and error.

Vertical movement of players and missiles is more difficult to achieve than horizontal movement. There are no vertical position registers, and therefore, players can only be moved vertically by moving the player data values from one byte to another, within the allotted RAM area. This means that, for smooth vertical movement, a machine code routine which can move data very quickly, is usually required.

Missiles are even more difficult to move vertically if there is more than one being displayed. Because the data for all four missiles is contained in 1 byte, if that data is moved, then all 4 missiles will move. To overcome this problem we must ensure that, when a missile is moved from

one vertical position to another, only the relevant bits at the old position are cleared, and only the relevant bits at the new position are set, leaving the remaining bits unchanged. This process is called masking.

The use of machine code can be avoided by using more advanced programming techniques to assign the P.M. data area to a string, and the P.M. data to a sub string. String 'slicing' can then be used to move the data from one location to another. Listing 1 shows the BASIC code which will 'set up' the strings, and it can be included in your own programs, if there is enough free RAM available. Note that sub strings with different data values can be utilised to make 'instant' changes to the shape of a

player. Listing 2 illustrates this, and if necessary, listings 1 and 2 can be combined.

The range of vertical movement is the same as the number of bytes allocated to each player, i.e. 256 or 128, and since the playfield is only 192 single scan lines high, once again, players can be moved off the screen in either direction.

If you feel that moving player/missile shapes vertically is a bit more difficult than it should be, then you should bear in mind that it is still much easier than trying to poke shapes directly onto the screen.

Player shapes are defined in the same way as normal characters, using 1 byte per line of pixels. But however, whereas normal characters have only 8 lines of pixels, each player, or missile, can have either 256 lines, or 128 lines, depending on the vertical resolution employed. Pixels can be 'lit' on any, or all, of these lines, by setting bits of the relevant P.M. data bytes. Figure 5 shows the corresponding byte values for a typical player shape.

#### Single Line Resolution

PMBASE + 0	NOT USED			
+ 768	M3	M2	M1	M0
+ 1024	PLAYER 0			
+ 1280	PLAYER 1			
+ 1536	PLAYER 2			
+ 1792	PLAYER 3			
+ 2048	FREE RAM			
VARIABLES	DISPLAY LIST			
VARIABLES	SCREEN RAM			

#### Double Line Resolution

PMBASE + 0	NOT USED			
+ 384	M3	M2	M1	M0
+ 512	PLAYER 0			
+ 640	PLAYER 1			
+ 768	PLAYER 2			
+ 896	PLAYER 3			
+ 1024	FREE RAM			
VARIABLES	DISPLAY LIST			
VARIABLES	SCREEN RAM			

Fig. 4: Player/Missile Memory Allocation

Missile shapes only require a pair of bits to define a line of 2 pixels, therefore a single byte contains the data for the corresponding lines of all 4 missiles, as shown in fig. 6.

Continued from previous page

D7	D6	D5	D4	D3	D2	D1	D0	Bit No.
128	64	32	16	8	4	2	1	Bit Value
								Byte Value
0	0	0	1	1	1	1	1	31
0	0	0	0	0	0	1	0	2
0	0	0	0	1	1	1	1	15
0	0	1	1	1	1	1	1	63
1	1	0	0	1	1	1	0	206
0	0	1	1	1	1	1	1	63
0	0	0	0	1	1	1	1	15
0	0	0	0	0	0	1	0	2
0	0	0	1	1	1	1	1	3

Fig. 5: Data Values For A Typical Player Shape

D7	D6	D5	D4	D3	D2	D1	D0	Bit No.
128	64	32	16	8	4	2	1	Bit Value
								Missile No.
								Byte Value
M3	M2	M1	M0					
0	0	0	0	0	0	0	1	1
0	0	0	0	0	0	1	0	2
0	0	0	0	0	0	0	1	1
								Missile 0 defined.
0	0	0	1	0	0	0	0	16
0	0	1	0	0	0	0	0	32
0	0	0	1	0	0	0	0	16
								Missile 2 defined.
0	1	0	1	0	1	0	1	85
1	0	1	0	1	0	1	0	160
0	1	0	1	0	1	0	1	85
								All missiles defined.

Fig. 6: Data Values For Missiles.

Colours

A player/missile shape can be given only one of the 256 ATARI colour/brightness values available. Multi coloured shapes can only be achieved by overlapping players or missiles, which each have a different colour, or by using Display list Interrupts to change the colour of complete lines of player/missile pixels.

Each player has its own colour register, COLPMO — COLMP3, at 53266 — 53269, with 'shadow' registers PCOLRO — PCOLR3, at 704 — 707. Missiles however, take their colour from the corresponding player register.

The value for the required colour is POKed into the relevant shadow register. This is because the Operating System updates all the hardware registers during the Vertical Blank period, using the values which are contained in the shadow registers. You should therefore, always use the shadow registers, except when a register

is to be changed from within a Display — list Interrupt routine.

Refers to Table 2 for the values of the various colour/brightness combinations. The lowest values for each colour give zero brightness, i.e. black, and the highest values give maximum brightness, i.e. white.

VALUE	COLOUR
0	GREY
16	GOLD
32	ORANGE
48	RED - ORANGE
64	PINK
80	PURPLE - BLUE
96	PURPLE - BLUE
112	BLUE
128	BLUE
144	LIGHT - BLUE
160	TURQUOISE
176	GREEN - BLUE
192	GREEN
208	YELLOW-GREEN
224	ORANGE-GREEN
240	LIGHT - ORANGE

LISTING 1

```

19 REM PLAYER MISSILE MOVEMENT USING
STRINGS
20 DIM A$(256):REM NO. OF BYTES PER P
LAYER IN SINGLE LINE RESOLUTION
30 DIM B$(11):REM 9 BYTES FOR SHAPE
SHOWN IN FIG.5 PLUS A TRAILING SPACE TOP
& BOTTOM FOR ERASING
40 X=X+1:READ A:IF A<>-1 THEN B$(X,X)
=CHR$(A):GOTO 40:REM READ IN THE SHAPE
50 DATA 0,31,2,15,63,206,63,15,2,31,0
,-1
60 GRAPHICS 6:REM MUST SET GRAPHICS M
ODE FIRST
70 POKE 54279,40:REM SET PMBASE TO 5
UIT GR.6 (SEE TABLE 1)
80 POKE 559,62:REM SINGLE LINE RESOLU
TION
84 POKE 53277,3:REM THIS ENABLES PM G
RAPHICS
85 POKE 704,56:REM MAKE PLAYER COLOUR
MID-RED
86 FOR N=40*256+1024 TO N+256:POKE N,
0:NEXT N:REM THIS CLEARS PLAYER 0 RAM
90 REM FIND START OF VARIABLE VALUE T
ABLE
100 VTAB=PEEK(134)+256*PEEK(135)
110 REM NOW FIND START OF STRING/ARRAY
AREA
120 AREA=PEEK(140)+256*PEEK(141)
130 REM CALCULATE OFFSET FROM START OF
AREA TO START OF PLAYER 0 RAM
140 OFFS=40*256+1024-AREA:REM SEE FIG
.4
150 REM CHANGE THIS TO A 2 BYTE FORMAT
160 HI=INT(OFFS/256):LO=OFFS-HI*256
170 REM NOW INSERT THESE VALUES INTO 3
RD AND 4TH BYTES OF VTAB...
180 REM WHICH HOLD OFFSET FROM START O
F STRING/ARRAY AREA TO START OF A$ DATA
200 POKE VTAB+2,LO:POKE VTAB+3,HI
210 Y=150:REM VERTICAL POSITION TO STA
RT
220 X=200:REM HORIZONTAL POSITION TO S
TART
230 HINC=1:REM HORIZONTAL INCREMENT
240 VINC=1:REM VERTICAL INCREMENT
245 REM TRY CHANGING HINC TO 2 OR 3
250 POKE 53248,X:REM MOVE PLAYER 0
260 A$(Y,Y+11)=B$:REM PUT OUR SHAPE IN
TO THE PLAYER AREA...WITH THE TOP BEING
AT POSITION Y
270 X=X-HINC:Y=Y-VINC:REM SET NEXT HOR
IZ. AND VERT. POSITIONS
280 IF X>247 OR X<3 THEN HINC=-HINC
290 IF Y>243 OR Y<2 THEN VINC=-VINC
295 REM SEE IF YOU CAN WORK OUT WHY TH
ESE PARTICULAR LIMITING VALUES WERE SET.
300 GOTO 250
    
```

LISTING 2

```

10 REM CHANGING PLAYER SHAPE WITH STR
INGS
20 DIM A$(256)
30 DIM B$(7),C$(7)
40 X=X+1:READ A:IF A<>-1 THEN B$(X,X)
=CHR$(A):GOTO 40
50 Y=Y+1:READ A:IF A<>-1 THEN C$(Y,Y)
=CHR$(A):GOTO 50
60 DATA 8,25,59,207,59,25,8,-1,0,1,9,
255,127,29,4,-1
70 GRAPHICS 6
80 POKE 54279,40:POKE 559,62:POKE 532
77,3:FOR N=40*256+1024 TO N+256:POKE N,0
:NEXT N
90 VTAB=PEEK(134)+256*PEEK(135)
100 AREA=PEEK(140)+256*PEEK(141)
110 OFFS=40*256+1024-AREA
120 HI=INT(OFFS/256):LO=OFFS-HI*256
130 POKE VTAB+2,LO:POKE VTAB+3,HI
140 X=210:Y=123
150 POKE 53248,X
160 A$(Y,Y+7)=B$:POKE 704,140:FOR N=1
TO 30:NEXT N:X=X-2:POKE 53248,X:FOR N=1
TO 30:NEXT N
165 X=X-2:POKE 53248,X
170 A$(Y,Y+7)=C$:POKE 704,136:FOR N=1
TO 30:NEXT N:X=X-2:POKE 53248,X:FOR N=1
TO 30:NEXT N
180 IF X<20 THEN X=210
185 GOTO 160
190 REM WITH A BIT OF IMAGINATION YOU
WILL SEE A SMALL JET 'ROLLING' WITH THE
SUN GLINTING OFF THE UPPER SURFACE
    
```

# CONTROL YOURSELF!

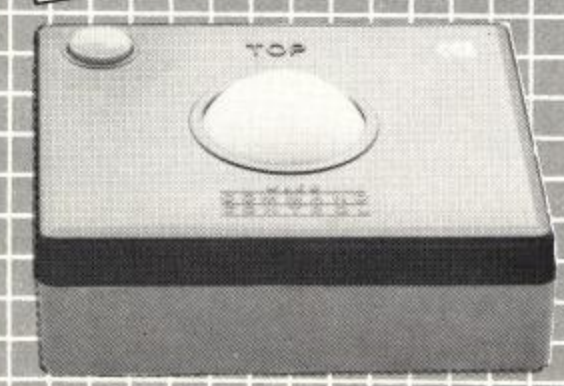
## HOW TO ENTER

Suffering from digit fit? Button-pushers' blisters getting you down? BIG K brings you fast relief with this issue's brill competition where you can win world famous Wico joysticks and track balls to improve your game — and soothe those fatigued fingers. Wico controllers are recognised and considered among the best in the business and BIG K has 15 prizes of the best from their extensive range.

There are five First Prizes of a fabulous *Track Ball* and a unique *3-Way Joystick*, which has 3 interchangeable handles to suit your playing style. Five Second Prize winners will each receive Wico's famous *Red Ball Joystick* with switchable base and stick firing buttons. Stylish *Boss Joysticks* await five lucky Third Prize winners.

This is a great chance to put some zap back into your game playing. So how do you lay hands on this loot? Try reading on...

**WHAT TO DO**  
Listed here are eight advantages of using a joystick rather than a keyboard to play games. All you have to do is place them in the order you consider they would most appeal to a home computer user, keen on arcade games.



## RULES

Write the key letter of the eight factors — in ink — in the spaces on the entry coupon. For example, if you think that "Provides greater player comfort" is the most appealing then write 'D' in the first space. The letter of your next choice goes in the second space, and so on for all eight.

Complete the coupon with your name, age and address and then post your entry to: **BIG K WICO COMPETITION, 55 EWER STREET, LONDON SE99 6YP**, to arrive by the closing date which is Wednesday, October 31, 1984.

There is no entry fee but all entries must be on a proper printed coupon cut from BIG K and must bear the entrant's own name, age and address.

Every accepted entry will be examined and the First Prizes awarded to the five entrants who, in the opinion of the judges, have shown the most skill and judgement in placing the listed factors in the order of appeal to an average home computer games player. Remaining prizes will be awarded for the next best entries in order of merit. No entrant may win more than one award.

In the event of a tie or ties for any prize(s) then a further test of skill will be conducted by post between tying competitors to determine the eventual winner(s) or winning order.

All prizes must be accepted as offered. There can be no alternative awards, cash or otherwise.

Any entry received after the closing date will be disqualified as will any received mutilated, illegible, altered, incomplete or not complying with the rules and instructions exactly. No responsibility can be accepted for entries lost or delayed in the post or elsewhere. Proof of posting will not be accepted as proof of receipt.

The judges' decision and that of the Editor in all other matters affecting the competition will be final and legally binding. No correspondence can be entered into.

The competition is open to all readers in Great Britain, Northern Ireland, Eire, the Channel Islands and Isle of Man except employees (and their families) of IPC Magazines, the printers of BIG K, Wico, CGL Ltd. or their publicity agents.

All winners will be notified and the result published later in BIG K.

## HOW DO YOU RATE THESE?

- A. Doesn't matter if you're right or left-handed.
- B. No seat swapping for multi-player games.
- C. Wide variety of joysticks to suit all tastes.
- D. Provides greater player comfort.
- E. Simple control of up to eight directions.
- J. Logical and instinctive so easier for novices.
- K. Quicker response for reaction play.
- L. You can concentrate on the screen, not your fingers.

ENTRY COUPON  
**BIG K WICO COMPETITION**

1	2	3	4	5	6	7	8

In entering this competition, I agree to abide by the rules and to accept the published result as final and legally binding.

NAME..... AGE.....

ADDRESS.....

.....

.....

PLEASE CUT NEATLY AROUND THIS LINE



## PGSL

49 Knightswood  
St Johns, Woking  
Surrey GU21 3PU

P P P P G S L  
P P G S L  
G S L  
S L  
L

**OVER 500 PROGRAMS  
ALL AT SUPER SAVER PRICES!  
AT LEAST  
10% OFF ANY PROGRAM**

### SELECTION

1 Tornado Low Level (Spec)	£5.95	£5.00
2 Tales of the Arabian Nights (CBM)	£7.00	£6.00
3 Sabre Wulf (Spec)	£9.95	£8.50
4 Bumping Buggies (CBM)	£6.99	£6.00
5 Full Throttle (Spec)	£6.95	£6.25
6 Daly Thomsons Decathlon (CBM)	£7.90	£7.00
7 World Cup (Spec)	£6.95	£6.00
8 Wimbledon 64 (CBM)	£7.95	£7.15
9 Worse Things Happen at Sea (Spec)	£5.95	£5.35
10 Percy the Potty Penguin (CBM)	£7.95	£7.15

We also stock over 500 programs for most other machines  
Send large SAE (A4 size) for a catalogue

### HARDWARE

Most printers available at excellent discounted prices  
plus disc drives, monitors etc . . .

ORDER FORM: Tick the program number required  
1  2  3  4  5  6  7  8  9  10   
I enclose cheque/PO payable to PGSL for £

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Post to PGSL, 49 Knightswood, St Johns, Woking, Surrey GU21 3PU

K10



## THE MICRO WORKSHOP MICRO COMPUTER SPECIALISTS

(Spectrum Group Member)

Software and hardware over the counter for Sinclair Spectrum, BBC, Vic-20, CBM-64, AMSTRAD, Memotech, Atari, etc.

- \* COMPUTERS
- \* JOYSTICKS
- \* KEYBOARDS
- \* TAPES
- \* RAMPACKS
- \* BOOKS
- \* DISCS
- \* LIGHT PENS
- \* COMPONENTS \*

Business/Serious Programs available  
Located directly opposite Epsom Main Line Station. Visit us or ring for friendly service. See and try before you buy.

Overseas/Export orders welcome

**12 STATION APPROACH  
EPSOM, SURREY  
EPSOM 21533**

# FOOTBALL MANAGER

## It's here for the Commodore 64

### Some outstanding features of the game

- Matches in 3D graphics
- Promotion and relegation
- Injury problems
- Pick your own team for each match
- Managerial rating
- Financial manipulations
- Transfer market
- F.A. Cup matches
- Full league tables
- As many seasons as you like
- 7 skill levels
- 64 teams and customising feature
- You can even be sacked!

Prices: BBC Model B £7.95  
Commodore 64 £7.95  
Spectrum 48K £6.95  
ZX81 16K £5.95

(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION)  
Overseas orders add £1.50

Strategy Game of the Year, 1983  
(Nominated)

Golden Joystick Awards

## Addictive

Available from computer software stockists nationwide, including

and

## Addictive Games

7A RICHMOND HILL, BOURNEMOUTH BH2 6HE

To order by mail (p&p free) send cheques or postal order to:

# £7.95

M  
W

Sin-  
-64,

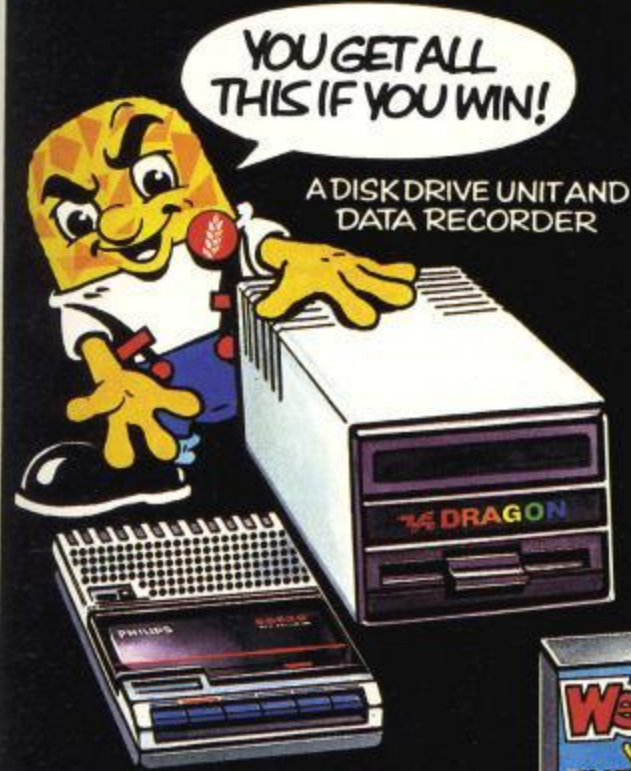
ee

u like  
ure

OK!

**THE WEETABIX**

100 HOME COMPUTER SETS TO BE WON!!



6 EXCITING VIDEO GAME TAPES INCLUDING THIS FABULOUS BRAND NEW 'WEETABIX V THE TITCHIES' GAME



**PLUS**

A FREE WEETABIX 'GLOW IN THE DARK' POSTER FOR EVERYONE WHO ENTERS!

LOOK OUT FOR THESE SPECIAL BOXES AND FIND OUT HOW TO ENTER OUR FABULOUS COMPETITION!!



**24**

**Weetabix**  
Whole Wheat Cereal...with Extra Vitamins

**100 HOME COMPUTER SETS TO BE WON!**

SEE BACK FOR DETAILS

# ARCADE ALLEY



# GERRON YER GALACTIBIKE...

... And take part in the latest Hot Wheels From Outer Space fantasia — Williams' *Star Riders*. PAUL RAMBALI dusted off his skidlid, fumigated his leathers and boldly went where even Barry Sheene would think twice before going. JEFF VEITCH took the pictures.





I AM THE ROBOFFICIAL  
AND THIS IS THE COSMOTRACK



YOU WILL RACE AGAINST:  
THUNDERBOLT.



RIGHT FROM the start, I could smell a rat.

The 'Start' is the Cosmodrome, with its tall banks of spectators rising up on either side. Maybe it was the Robofficial, an irksome little satellite droid with one eye that hovered above leaving trails of corny computerese letters. G-E-T READY... It was a six second countdown; I fingered the Turbo switch, turned and spat at the nearest rider, and twisted the throttle back hard.

The forward surge was, as usual, satisfying. It took us out of the Cosmodrome and into the first stretch of Cosmotrack. Then I saw them. Huge blue cubes floating in the sky as far as the eye could see — which, with the benefit of a telescreen, is pretty far. They hung like clouds over the Cosmotrack against a

bright yellow sky. A glance down at a planet indicator revealed it to be Cubitania. I knew then that this was the work of an artist.

And it looks like the artist had a field day on this one. I was informed by the Robofficial that the game would take me to 'strange faraway planets': Cubitania, Hexagonia, Crystallia, Stalactica... When you've seen them all: yellow hexagons, mauve pyramids, brown stalactites... it all looks very pretty, if that's your cup of rocket fuel, but I didn't come all the way to outer-space to admire the scenery. Nope, I came to race.

Williams' *Star Rider* promised enhanced thrills. Quite apart from the quality of the real-time video simulation, I would get to ride a rocket bike. I had never ridden one before and there are

some notable differences. You don't feel the wind in your face due to the telescreen in front and also, I suppose, because there's no air in space anyway. Sat astride a rocket, you do, however, feel a tiny bit demonic, a feeling enhanced by the handy force field surrounding the Cosmotrack which prevents any spills into the void and lends an invincible and thus somewhat reckless mood to one's ride.

Competing against Thunderbolt ("The Cosmic Champ"), Red Hawk ("Hard to pass"), Sidewinder ("The Snaky One"), and Gold Jet ("The Rookie"), I relied on the old instincts: brake as late as possible, accelerate into the bends, come out with your thumb on the turbo switch, and hang on tight. Pass Gold Jet and Sidewinder on the bends but leave the other two for the straights — they know the tricks. And that Red Hawk is a cool one:

throws you a sideways glance as he races past, despite a subsidiary rear-view telescreen. Old habits die hard, I guess.

I qualified — no problem. Won the first race too, though there was one sticky moment when a cubic cloud strayed onto the Cosmotrack and proved to be not vapour at all but solid as rock. "I think you have The Right Stuff," said the cyclops Robofficial, as I rolled into the cheering Cosmodrome. Thanks.

The next stretch, across Hexagonia, wasn't so easy. I had to race it twice to get the vital first place. "Excellent," said Cyclops-face, "You're bound for the stars." And I was.

So there I was, streaking through the Milky Way, giving that Red Hawk a face full of afterburn, when my interplanetary credits ran out. I came back to Earth with a jolt. Damn that mechanic! He was supposed to have fixed the brakes on my saucer last week...

BLAST OFF



THE RACE IS OVER, YOU WERE LAST.



```

1 REM Dungeon Master's
2 REM Character Sheet
3 REM
4 REM Written By
5 REM Peter R. Fleming
6 REM
7 GO SUB 9900
8 LET cls=9000
9 REM Start
10 INK 0: PAPER 7: BORDER 7: F
LASH 0: BRIGHT 1: OVER 0: INVERS
E 0: GO SUB 9050
22 GO SUB cls
30 PRINT AT 3,6; INVERSE 1; IN
K 0; "D.M. Character Sheet"
35 PRINT AT 5,3; "Options: -": P
LOT 24,127: DRAW 71,0
40 FOR X=1 TO 7: PRINT AT X*2+
5,3; 0$(X): NEXT X
50 LET a$=INKEY$: IF a$="" OR
a$<CHR$ 49 OR a$>CHR$ 55 THEN GO
TO 50
60 LET a=(CODE a$)-48: BEEP .1
,5: PRINT AT a*2+5,3; INVERSE 1;
0$(a): GO TO a*500
190 REM Variable set-up & SAVE
200 DIM p$(15,13)
205 DIM a(15,7)
210 DIM s$(15,6)
215 DIM r$(15,9)
220 DIM h(15,3)
225 DIM c$(15,9)
230 DIM q$(15,9)
235 DIM w$(15,20)
240 DIM o$(7,26)
250 GO SUB 1405
260 GO SUB 9850
270 SAVE "Character" LINE 1
280 PRINT "Verify": VERIFY ""
290 PRINT "Verified O.K."
300 STOP
500 REM List character sheet
501 GO SUB 505
502 PRINT AT 18,2; FLASH 1; "Pre
ss key to return to menu.": IF I
NKEY$="" THEN GO TO 502
503 BEEP .1,5: GO TO 22
505 GO SUB cls: PRINT AT 3,3; "N
o. Player Character"
510 PLOT 24,143: DRAW 23,0: PLO
T 64,143: DRAW 47,0: PLOT 152,14
3: DRAW 71,0
515 FOR z=1 TO 15: PRINT OVER 1
;AT z+4,3;z;TAB 8;p$(z);AT z+4,1
9;q$(z): NEXT z
520 INPUT "Input character No.
":player: IF player>15 OR player
<1 THEN GO TO 520
525 CLS
530 GO SUB 9050
535 PRINT AT 3,6; INVERSE 1; IN
K 0; "Character sheet No.":player
540 PRINT AT 5,3; "Players Name:
":p$(player);AT 7,3; "Name :";q$(
player);AT 8,3; "Race :";r$(pla
yer)
545 PRINT AT 9,3; "Class :";c$(p
layer);AT 9,20; "Str: ";a(player,1
): IF a(player,2)<>0 AND a(play
er,2)<>100 THEN PRINT "/";a(play
er,2)
550 IF a(player,2)=100 THEN PRI
NT "/00"
555 PRINT AT 10,3; "Sex :";s$(
player);AT 10,20; "Int: ";a(player
,3);AT 11,20; "Wis: ";a(player,4)
;AT 12,3; "Age :";h(player,1);"y
rs"
560 PRINT AT 12,20; "Con: ";a(pla
yer,5);AT 13,3; "Hieght: ";h(playe

```

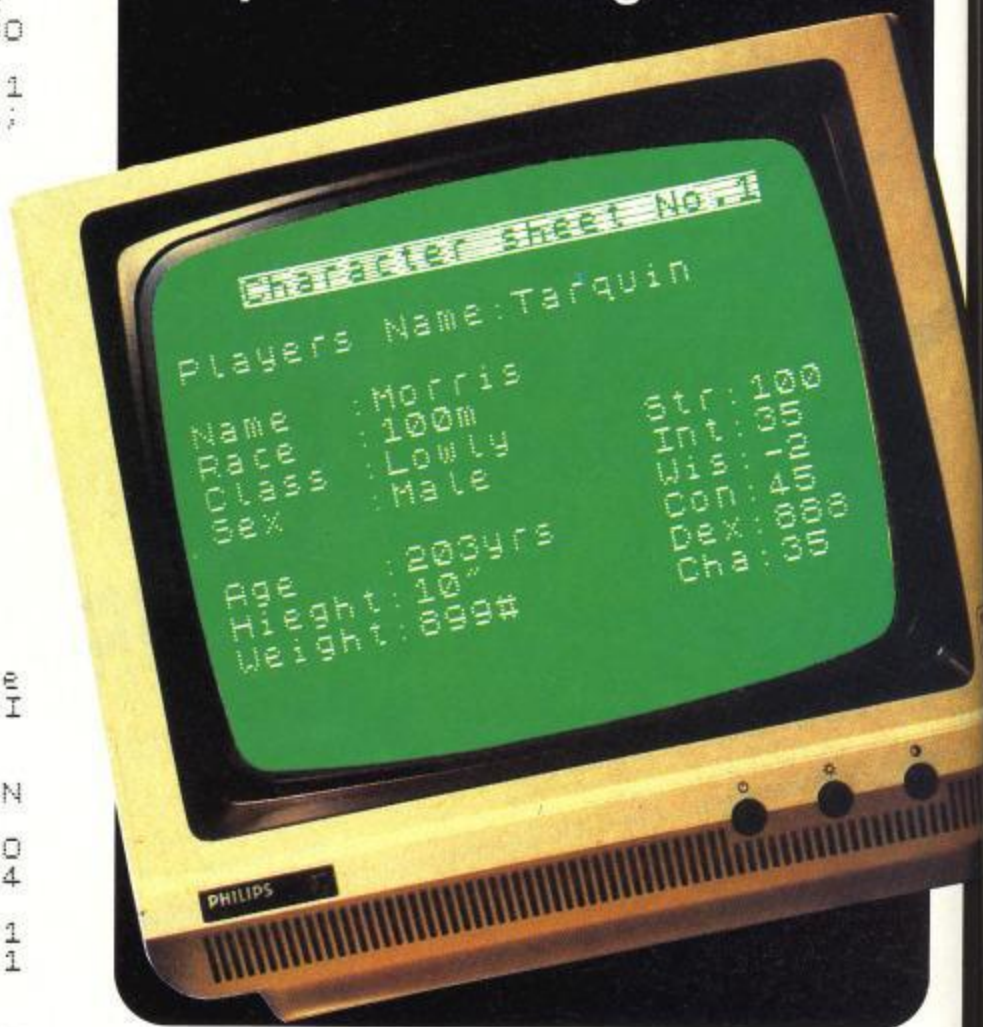
This superb utility is purpose-built to link computing with the Dungeons & Dragons role-playing mob in what is, for games software, a new way.

A database, in business software, can be compared to a card index divided into 'fields'. Filling out the 'cards' with relevant categories of information is the first step; the database can then be manipulated to keep track of a role-playing session's 'characters'.

The chief user of this computerised record-keeping tool will be the session's Dungeon Master. As players

## for SPECTRUM 48K

by Peter Fleming



```

r,2);"";AT 13,20;"Dex: ";a(playe
r,7);AT 14,3;"Weight: ";h(player,
3);"#" ;AT 14,20;"Cha: ";a(player,
3)

```

```

600 RETURN
1000 REM Adjust character sheet
1005 GO SUB cls: PRINT AT 3,3; "N
o. Player Character"
1010 PLOT 24,143: DRAW 23,0: PLO
T 64,143: DRAW 47,0: PLOT 152,14
3: DRAW 71,0
1015 FOR z=1 TO 15: PRINT AT z+4
,3;z;TAB 8;p$(z);AT z+4,19;q$(z)
: NEXT z
1020 INPUT "Character No.":playe
r
1030 GO SUB cls
1035 PRINT AT 3,3; "Choose which
adjustment"
1040 PLOT 24,143: DRAW 163,0
1045 FOR z=1 TO 15: PRINT AT z+4
,3;z;TAB 7;w$(z): NEXT z

```

take turns he will have access to each character's progress sheet on his VDU. Points gained or lost, or status altered, can then be entered permanently into the database.

Although designed for Advanced D&D it can easily be converted for other systems such as T&T. Once the program has been typed in then RUN 200 which will set up all the variables. SAVE "Character" LINE 1 will auto run it on reloading. Use GOTO 1 to restart at any point.

```

1050 INPUT "Enter adjustment No.
";adjust: IF adjust<1 OR adjust>
15 THEN GO TO 1050
1055 PRINT AT adjust+4,3; FLASH
1;adjust;TAB 7;w$(adjust)
1060 GO SUB adjust*10+1100
1065 INPUT "Any more Adjustments
? ";z$: IF z#="y" OR z#="Y" THEN
PRINT AT adjust+4,3;adjust;TAB
7;w$(adjust): GO TO 1050
1070 IF z#="n" OR z#="N" THEN GO
TO 22
1075 GO TO 1055
1100 STOP
1110 INPUT p$(player)
1119 RETURN
1120 INPUT q$(player)
1129 RETURN
1130 INPUT r$(player)
1139 RETURN
1140 INPUT c$(player)
1149 RETURN
1150 INPUT s$(player)
1159 RETURN
1160 INPUT h(player,1)
1169 RETURN
1170 INPUT h(player,2)
1179 RETURN
1180 INPUT h(player,3)
1189 RETURN
1190 INPUT a(player,1)
1199 RETURN
1200 INPUT a(player,2)
1209 RETURN
1210 INPUT a(player,3)
1219 RETURN
1220 INPUT a(player,4)
1229 RETURN
1230 INPUT a(player,5)
1239 RETURN
1240 INPUT a(player,6)
1249 RETURN
1250 INPUT a(player,7)
1259 RETURN
1400 DATA "Player's Name","Chara
cter's Name","Race","Class","Sex
","Age","Height","Weight","Str","
Xstr","Int","Wis","Con","Dex","
Cha"
1405 RESTORE 1400: FOR z=1 TO 15
: READ w$(z): NEXT z
1410 RETURN
1500 REM Copy character sheet
1505 GO SUB 505
1510 PRINT AT 18,4; FLASH 1;"Do
you want this copied?"
1515 LET z#=INKEY$: IF z#="n" OR
z#="N" THEN BEEP .1,5: GO TO 50
2
1520 IF z#="y" OR z#="Y" THEN BE
EP .1,5: GO TO 1530
1525 GO TO 1515
1530 PRINT AT 18,4;TAB 28
1535 COPY
1540 GO TO 502
2000 REM Enter new character
2005 GO SUB cls

```

```

2010 PRINT AT 3,6; INVERSE 1; IN
K 3;"New character sheet"
2015 PRINT AT 5,3;"Please enter
number of";AT 6,3;"character she
et you wish";AT 7,3;"to use. If
you wish to use";AT 8,3;"the fir
st available sheet";AT 9,3;"then
just press enter."
2020 INPUT LINE z#: IF z#<>" " TH
EN IF VAL z#>15 OR VAL z#<0 THEN
GO TO 2020
2025 IF CODE z#<>0 THEN LET play
er=VAL z#: GO TO 2040
2030 FOR z=1 TO 15
2035 IF a(z,1)<>0 THEN NEXT z
2040 LET player=z
2045 GO SUB cls
2050 PRINT AT 3,6; INVERSE 1; IN
K 3;"New character sheet"
2055 PRINT AT 5,3;"Player's Name:
";AT 7,3;"Name ";AT 6,3;"Race
";AT 9,3;"Class ";AT 8,3;"Str
";AT 10,3;"Sex ";AT 11,20;"Wis: ";AT 12,3;"Age
";AT 13,3;"Hieig
ht: ";AT 14,3;"Weig
ht: ";AT 15,3;"Cha
";
2060 PRINT AT 18,3; FLASH 1;"Pla
yers Name?": INPUT p$(player): P
RINT AT 5,16;p$(player)
2065 PRINT AT 18,3; FLASH 1;"Cha
racters Name?": INPUT q$(player)
: PRINT AT 7,10;q$(player)
2070 PRINT AT 18,3; FLASH 1;"Cha
racters Race?": INPUT r$(player)
: PRINT AT 8,10;r$(player)
2075 PRINT AT 18,3; FLASH 1;"Cha
racters Class?": INPUT c$(player)
: PRINT AT 9,10;c$(player)
2080 PRINT AT 18,3; FLASH 1;"Cha
racters Sex?": FLASH 0;" "; INP
UT s$(player): IF s$(player,1)="
F" OR s$(player,1)="f" THEN LET
s$(player)="Female": GO TO 2095
2085 IF s$(player,1)="M" OR s$(p
layer,1)="m" THEN LET s$(player)
="Male": GO TO 2095
2090 GO TO 2080
2095 PRINT AT 10,10;s$(player)
2100 PRINT AT 18,3; FLASH 1;"Cha
racters Age?": INPUT h(player,1)
: IF h(player,1)<1 THEN GO TO 21
00
2102 PRINT AT 12,10;h(player,1);
"Age"
2105 PRINT AT 18,3; FLASH 1;"Cha
racters Height?": INPUT h(player
,2): IF h(player,2)<1 THEN GO TO
2105
2107 PRINT AT 13,10;h(player,2);
""
2110 PRINT AT 18,3; FLASH 1;"Cha
racters Weight?": INPUT h(player
,3): IF h(player,3)<1 THEN GO TO
2110
2112 PRINT AT 14,10;h(player,3);
""
2115 PRINT AT 18,3; FLASH 1;"Cha
racters Attributes?": INPUT "Str
";a(player,1): PRINT AT 9,24;a(
player,1)
2120 IF a(player,1)=18 THEN INPU
T "Exceptional Str:";a(player,2)
: PRINT AT 9,26;" /";a(player,2)
2125 INPUT "Int:";a(player,3): P
RINT AT 10,24;a(player,3)
2130 INPUT "Wis:";a(player,4): P
RINT AT 11,24;a(player,4)
2135 INPUT "Con:";a(player,5): P
RINT AT 12,24;a(player,5)

```

# MSX—HOLDING BACK THE MICROS OF THE FUTURE?

BY THE TIME you read this assuming all has gone to plan, the Yen has remained buoyant, and there's been no Third World War — the first consignment of the fabled MSX computers should just about be reaching the shops.

On the other hand, given the habitual delivery dates of the computer business, it's quite on the cards that, as you read this, the first consignment of the fabled MSX computers will be stuck on a freighter somewhere East of Suez. One thing's (more-or-less) for certain: the stuff will be here any day now, so just in case your head's been stuck in a barrel of tar these last few months ... here's the very latest word in pre-launch updates.

## THE STORY SO FAR

INVENTIVE NIPPONESE electronics conglomerates, distressed at their failure to blag a piece of the world home-computer action on a par with their resources and talents, decide to rationalise said home-computer scene with an entirely logical and (in view of the Duelling Formats situation) necessary move: originate an agreed standard, by which a common system architecture and operating system will allow ANY manufacturer joining the Ring to make and sell hardware, bolt-ons and software all of which will run without glitches on ANY OTHER (rival) machine.

A deal is struck between said Japanese electronics giants and existing American firmware giant Microsoft, to be called MSX. Companies rush to sign up, including JVC, Sony, Mitsubishi (makers of the wartime Zero fighter — there's food for thought), Toshiba, Hitachi, Sanyo and others, including the sole American hardware participant, Spectravideo. All these companies are to make the hardware and software while Microsoft are to design the firmware (the operating system, architecture and BASIC).

## THE BAD NEWS

THE BAD news is that the standard chosen is, by any benchmark, an elderly one: the

Z80 CPU (current retail price in the UK: £5.00). Nothing wrong with this product of the Zilog Corp., of course: it powers the Spectrum for starters and no dude wishing to hook up to CP/M (there *are* still some) can do so without a Z80 somewhere in his system (which is why Acorn have produced their Z80 Second Processor for the Beeb). Trouble is, using Z80s means you can address a maximum of 64K of memory. Definitely Last Year's Thing, in view of the advent of the 68000 series of 16/32-bit CPUs which of course can handle simply scads of memory.

## THE GOOD NEWS

THE GOOD news is that the Z80 powers Britain's most popular computer ever — said Sinclair Spectrum — and therefore conversion of existing Spectrum progs to the MSX standard is a relatively simple matter: which in turn means that a very great many of the more potent Brit software houses have already declared their faith in the MSX concept, and for the last six months have been converting perennials and writing new stuff to fit it. No doubt it was because of this Z80 dominance that the Japanese decided to use the UK as THE world testbed for the MSX in the first place; the Americans appear dithering about the concept, and besides, the US scene is dominated by the Z80's great rival chip — the 6502 (as seen in Apple, Atari, CBM 64 and others). So whether or not MSX takes over the world will depend to a huge extent on whether it takes over the UK. You have been warned.

## WHERE WILL THE AXE FALL?

AS THE MSX machines are all priced around the £200 mark, and boast of 64K of memory, it seems clear that they're aimed at the first-time buyer: folks



Any moment now the first MSX all-singing, all-dancing, all-compatible machines will be in your local store. But how badly do we need this "new standard"? And who, if anyone, will benefit?

By TONY TYLER

who would otherwise buy 64s, Enterprises, Electrons and Oric Atmae. Which naturally means that these machines are — theoretically at least — in danger from the new wave.

It's probably true that Commodore stands the best chance of all of weathering this new Pearl Harbor. After all, with all its faults the 64 is THE World Machine, and anybody who already owns one is highly unlikely to ditch it in favour of a new machine with (to them) an unfamiliar processor and only the same memory... unless the other attractions of MSX — the built-in facilities for Peripheral Overkill, video, stereo, music, etc. — tempt them away. As for the other machines... it's hard to say. Acorn's Electron has now established itself, and Oric can probably do without Brit sales altogether, being Big In France. Enterprise? It looks as pretty as any MSX machine, and will expand in as many ways, while its memory possibilities appear to be much higher.

The real potential for MSX appears to lie with those punters who have still not bought any sort of computer at all: for them, the massive inter-compatibility, the sexy looks and the proven record of Nip-Ware generally may well (as the MSX folks hope) clinch any number of over-the-counter deals.

## HARDWARE

AT THE time of writing, only one (count it) machine — a Toshiba HX-10 — has been made available to computer magazines for hands-on experience. (The SAME Toshiba HX-10!) In due course our turn came around; and this is what we found.

The machine is low, flat and pretty, about the proportions of the Beeb in all dimensions save front-to-back. It has a full-stroke keyboard with slightly rattly keys (all those journalists thumping away are probably bad news in the wear-and-tear departments). Several things stand out: the sensible arrangement of arrow keys; the use of colour-coding; the five (shiftable) function keys; and the i/o ports for video and stereo, clear signs of bolt-ons and interfaces to come; and

the large ROM port on the top right of the machine.

No manual accompanied our (everybody's) Toshiba, so we had to grope our way around a bit. Power-up produces the Microsoft MSX logo, followed by a pale blue Atari/CBM type screen, with keyword labels (produced by the function keys) along the bottom of the screen. Typing in is fast and easy — and, despite the rattly keys, precise and pleasant. The BASIC is recognisably Microsoft, extremely user-friendly, and the editor is slick and fast (Atari-style). Arrow keys move the cursor around the screen very quickly without the use of Control.

There are 16 colours, defined by the COLOR statement; sprites of potentially huge size, defined by the SPRITE statement; and four screen modes: two text, one hi-res (256 x 192), and one multi-colour mode where all 16 colours can be put on the screen at one time on a 64 x 48 grid. The 32 possible sprites are stored in the 32K of ROM.

All this makes the reviewed machine (at least) very Commodore-like in spec., and considerably better in looks and in the not insignificant matter of the BASIC.

## SOFTWARE

REPORTS RECEIVED from the Land of the Rising Yen indicate that, in the matter of games so far produced for the MSX machines (on ROM and cassette), the Japanese have come up with their usual set of beautifully-coded clunkers: blood and thunder, childish and deeply unsatisfactory. "They're terrible," Quick-silver's Mark Eyles recently told BIG K, "but what we and other British software companies are doing with the machines will change all that." QS of course are deeply committed to supporting MSX (they've had an early machine for six months now), as are Thorn-EMI (Creative Sparks), Virgin, Ocean, Kuma, Artic, CDS, Bug-Byte, and Silversoft. With others to follow, no doubt, Kuma already have a utility out, and other houses are variously planning release of their first titles just before Christmas.



## CONCLUSIONS

THE CYNICAL view is that while compatibility is a consummation devoutly to be wished, the Z80/64K standard is a heavy case of too-little-too-late (an MSX II based on the 68000 and 128K would be something else again). Also, the sexy packaging and the price all combine to make the MSX machines a first-user's choice. So it seems certain that anybody who, at the time of writing, doesn't yet own a computer but wishes they did, may well go in for it in an increasingly big way (this represents a consensus of views in the industry as well). However the MSX standard holds little of excitement for those of you (most of you) who already own a machine. Besides, there's the viewpoint that by fossilising operating system standards around an elderly if useful chip and an upper memory limit of 64K, the MSX people are actually holding back the pace of innovation. Then again, it could be said that the pace of innovation is so fast, and obsolescence such a built-in factor for ANY new computer, that for the sake of the poor punter (who has to pay for it all at the end of the day), it's just as well that somebody has at last taken a stand.

This time next year we'll know all the answers... and by then, no doubt, we'll be starting to hear about MSX II — and the whole business will be starting up all over again.

## WHAT WOULD YOUR MSX6 SPEC. BE?

Imagine you're in the enviable position of being able to dictate a new, all-purpose world personal computer standard — to cost no more than £300.

Z80? 6502? 6809? 68000? 8088?

64K? 128K? Or perhaps 256K (to take advantage of the new generation of chips)?

Draft your requirements, including as much other info (i/o ports, bus parameters, etc.), plus a short written explanation of your thinking, and send it — with a sketch if you like — to: BIG K (msx), IPC Magazines, Kings Reach Tower (2035), Stamford St., London SE1 9LS.

The best ideas will get printed, and their originators will get a lucky dip from the BIG K MYSTERY SOFTWARE HOARD. So be sure to include details of any computer(s) you own...

COMING SOON...

GOOD GRIEF!  
WE'RE NOW  
IN THE BLACK FOREST  
CHATEAU



**DANGER MOUSE**  
Two great new games from  
**CREATIVE SPARKS**

MICROSWITCH JOYSTICKS  
**Joystick**  
- WITH ARCADE ACTION -

**THE ARCADE**

PRICE  
inc VAT **£15.95**



**COMPETITION-PRO**

PRICE  
inc VAT **£16.95**



**ARCADE  
PROFESSIONAL**

PRICE  
inc VAT **£28.95**



ALL JOYSTICKS:  
COMMODORE, ATARI,  
SPECTRUM COMPATIBLE  
AND BBC TO ORDER



ACCESS ACCEPTED

QUALITY

**EUROMAX**  
ELECTRONICS LTD.

Pinfold Lane Industrial Estate, Bridlington, N. Humberside  
Tel: 0262-602541  
Telex: 527381 EMAX G

JOYSTICKS

CONTACT US OR NEAREST COMPUTER STORE

# ANIROG

AT LAST 1 TAPE 2 MACHINES

COMMODORE 64 VIC 20

## LAS VEGAS



### MINIPEDES

It is the height of summer and the garden is buzzing with bees and bugs. Minipede, a mutant mushroom monster advances relentlessly towards you, devouring everything in its path. 15 screens of fast and furious action make Minipedes a real challenge to the arcade enthusiasts.

Commodore 64 - VIC 20 16K

J.S. or K.B. £5.95

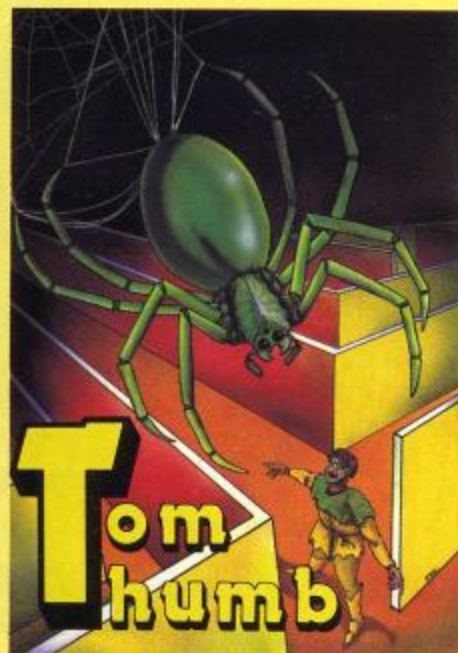


Experience the thrills of the gambling centre of the world from the comfort of your own armchair. Both versions include features such as spinning reels, hold, number-feature nudges, gamble/collect, spin score and hi-score. The Commodore 64 version has additional features, nudge, reward lucky 3, step-a-win and hi-score tables.

As with any arcade machine the odds are stacked against you!

Commodore 64 - VIC 20 16K

K.B. £5.95



### TOM THUMB

Tom is trapped in a scrolling maze populated by loathsome creatures, guardians of the lost treasures of the Magezam. Six separate screens, five levels of difficulty and four player option provide an exciting challenge for the whole family. Another stunner from the author of **BONGO!**

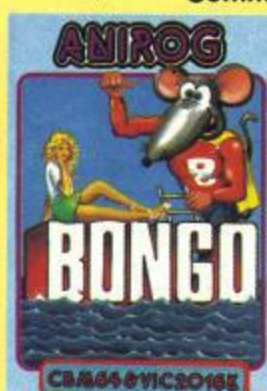
(1 to 4 players)

Commodore 64 - VIC 20 16K

J.S. £5.95



J.S. AND KEYBOARD  
£7.95



J.S.  
£7.95



J.S. AND KEYBOARD  
£5.95



J.S. or KEYBOARD  
£7.95



J.S.  
£7.95

COMMODORE 64 VIC 20

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8  
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083  
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING

# Level 9 Adventures are superbly designed and programmed, the contents first rate.

YOUR 64 June 84

↳ Whichever machine you own, if you have the vaguest tendency towards adventure playing then you must try one of these games (unfortunately you'll probably end up wanting to buy the lot!).

Computing Today, August 84

↳ To me, all Level 9 adventures create a remarkable atmosphere because the descriptions sound so life-like. This is where so many other adventures fail.

Crash, July 84

↳ But it's not just the size of the game it's the quality as well that is astonishing ... scenes to fire the imagination.

PCG, April 84

↳ As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denizens.

Which Micro?, February 84

↳ I thoroughly recommend these Adventures, they are excellent value for money. No self-respecting Adventure-addict should be without them. I believe Level 9 are producing a series of Adventures which should be regarded as classics.

Atari User, July 84

↳ These programs run very fast and there are no frustrating pauses. Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Adventure is nothing short of brilliance; rush out and buy it. While you're at it, buy their others too. Simply smashing!

Your 64, June 84

↳ Level 9 - arguably the producer of the best adventure games in the UK - has done it again. LORDS OF TIME is a sparkling addition to its stable of winners.

Acom User, July 84

↳ (SNOWBALL). This is another imaginative, massive-scaled immensely enjoyable adventure from those experts down at Level 9 Computing.

Your Computer, March 84

## Adventure Quest



Level 9 Computing

Adventure Quest is the second in Level 9's acclaimed Middle Earth trilogy, though it can be played by itself.

Available from W H Smith and good computer shops everywhere. If your local dealer doesn't stock Level 9 adventures yet, get him to contact us or: Centresoft, Microdealer UK, Ferranti & Craig, Leisuresoft, Lime Tree, LVL, PCS, R & R or Wonderbridge.

Level 9 specialise in huge adventure games, cramming over 200 locations and a host of puzzles into your micro. We take care when designing games—writing them like stories with detailed settings and sensible reasons for the puzzles. They are solved by inspiration—not luck.



1. **COLOSSAL ADVENTURE** The classic mainframe game "Adventure", with all the original puzzles plus 70 extra rooms.

2. **ADVENTURE QUEST** An epic puzzle journey through Middle Earth.

3. **DUNGEON ADVENTURE** Over 100 puzzles to solve and 40 treasures to find.

4. **SNOWBALL** Save the interstar freezer, Snowball 9, in a huge space adventure with over 700 locations.

5. **LORDS OF TIME** An imaginative romp through World History.

I ENCLOSE A CHEQUE/PO FOR £9.90 EACH

My name: .....

My address .....

.....

.....

My micro is a: .....

(one of those listed below, with at least 32K of memory).  
Contact:

**LEVEL 9 COMPUTING**

Dept. K, 229, Hughenden Road, High Wycombe, Bucks. HP13 5PG.

New from Alligata

# ROCKET ROGER & THE QUEST FOR THE POWER CRYSTALS

Stranded light years from earth when his space ship runs out of fuel, Rocket Roger has to put fear to one side and set out to explore the dark mystery planet if he's ever to get home. Luckily deep in the heart of this black world Roger can find the vital power crystal that will recharge his stricken spacecraft. Walk, run, jump and even thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines his crystal fuel, fighting off hordes of marauding nasties, keeping an eye out for the sizzling security laser beams, sliding doors and invisible force fields. Don't delay too long between crystals if your jet pack runs out of fuel you'll take a freefall from which you'll never return.



Hold on to your seatbelts! The realistic, free fall scrolling action is so good you may get a little dizzy.

Featuring an amazing playing area of 30 sq feet  
(through your screen window you only view a minute area of this planet world)



Alligata Software Ltd  
1 Orange Street, Sheffield S1 4DW Tel: (0742) 755796  
Despatch is normally made on receipt of order and should reach you within 7 days  
Send for full colour brochure (enclose a stamp)



Please supply Tape/Disk (delete as necessary)  
I enclose a cheque/PO\* for £  
Charge my Access  
Card No.  
Name  
Signature  
Address

TAPES £7.95 DISKS £11.95

\*Payable to Alligata Software †Allow 75p for post and packaging



PRESENTS...

Once in a while, a computer game arrives at the BIG K offices that is so splendid, formidable and exquisitely designed that we sink to our knees in awe before dashing off to pen a rave review. Then there's the other kind . . .

Connoisseurs of the Infinite: STEVE KEATON, RICHARD BURTON, NICKY XIKLUNA, KIM ALDIS and TONY TYLER

LAME GAMES  
INCORPORATING  
DUFF ROMS  
OF THE WESTERN WORLD  
and all manner of  
GUFFWARE  
NAFFWARE  
and  
BARFFWARE

### FROGGER (ANYBODY'S)

A VIDEO GAME CARTRIDGE FROM SPARKER BROTHERS

# FROGGER



FOR INTELLIVISION™, TANDYVISION™ AND SEARS SUPER VIDEO ARCADE

Under License from Sega Enterprises Inc.

Completely loathsome game in which frogs are squashed on roads and then — unaccountably — mind-bending, what with horizontal bars of color moving in opposite directions like a zebra on acid.

Have you noticed how it's only the most obnoxious 9-year-olds who are any good at Frogger? As it happens, I'm rather keen on pondlife and the sight of a squashed frog on my local main drag fills me with horror and angst. As it should you. Consign this amphibian to oblivion. — T.T.

### BUCK ROGERS & THE PLANET OF ZOOM

(CBS-COLECO)

Sure, the guy's a vintage thirties space hero — second cousin to the great Flash (Gordon), but after a stab at this as far as I'm concerned Buck is a four-letter word. A lame Trench remake with a desert bit and a space bit in the middle, BR and the Planet of Z augured badly — as the debut it was — for Coleco's new Adam computerette. Although I know it wasn't written in BASIC, it COULD have been written in BASIC and as far as I'm concerned (thank you, Arthur Scargill) would probably have been better if it HAD been written in BASIC. Apart from which, it takes a whole tea-break to load. Where's the sense in that? — T.T.



### TIME PILOT

(CBS-COLECO)

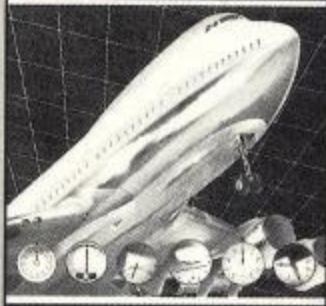
Remember the vintage arcade game (can't remember who by) where two biplanes wheeled and soared in the dawn Flanders sky (it says here), potting each other? An easy seven years ago, wasn't it? Atari used it as the basis for the Combat freebie you once got with a VCS; now here it is again. What was ace seven years ago has mellowed with age. Wheel and soar, yawn and bore, nod out, drift away and dream of pink sugar houses. Almost fit for the Adam. — T.T.



## JUMBO JET PILOT (THORN-EMI)

Most farcical flight sim in the western hemisphere, this early and vintage turkey from the (then) Thorn group provided absolutely zilch inside the best packaging ever seen. Apart from the control panel — which, though digital, was functional — the thing is so unrealistic as to be laughable. Start takeoff and EIGHT MINUTES LATER you reach the apparently necessary takeoff speed of, wait for it, 270 mph. Translating this into real terms, by my reckoning, and starting at runway 3 of Heathrow, you'd be at the infamous Talgarth Road traffic jam before wheels-up. Tough on the commuters! After this promising start, you then find that virtually any control sends you into the deck. Tough on the passengers! Tough on the purchasers, too. — T.T.

### JUMBO JET PILOT



Instructions for use

## TRENCH (VIRGIN)

Marvellously inept Star Wars rip-off that's not only uninteresting but totally unplayable. As the last hope of the Rebel Alliance you must fly your trusty X-Wing BBC 'B' across the surface of the Empire's Death Star in the vain hope of dropping a big one down some convenient exhaust port. Unfortunately as you're cursed with only one life (or X-Wing), no appreciable weaponry and a generally unmanageable craft (a joystick only makes things worse!) success is more than elusive. Something of an SF snooze-em-up I'd say. — S.K.

### TRENCH



## CATCHA SNATCHA (IMAGINE)

An early VIC-20 crock from Imagine (remember them?) depicting the day in the life of an inept store detective. There are shop lifters to catch, lost kids to collect, lost brollies, luggage and the frequent parcel bomb to deal with. Sounds hectic but the game is boring and slow as hell. Control of the detective is terrible and the pace unchanging despite the fact that as the 'day' wore on the customers got faster and faster. It was impossible to keep up. This game is so lame that, should one cross your path, shooting it would be considered an act of Mersey. — R.B.



...the name of the game

## PI-EYED (AUTOMATA)

You know Automata, those wonderful wacky people who are trying to stamp out violence in computer games and produce only good wholesome family games. Well, here's a 'wholesome' little product for your Spectrum:

First you've got to run Pi-Man through heavy traffic and into as many pubs as possible. He then cannot leave a pub before he has drunk every pint in the bar. Points are deducted for jogging other drinkers, slipping in beer slops, tripping over dogs or treading in 'certain substances' that are graphically depicted on the pub floor.

Once every drop (of ale) is sopped its back out into the traffic for more fun and mayhem. — R.B.



## B.C. BILL (IMAGINE) BBC



...the name of the game

You thought the other games were in bad taste, but wait till you see the bile green screen and pimple-puce graphics of *BC Bill* coming at you. This game is utterly and stunningly . . . mediocre.

B.C. possesses a single, erudite, social skill — the ability to bash women over the head with his club, and drag them off home by the hair. He must then carry on clubbing, in an effort to feed his wives and increasing number of sprogs. But before any macho types 'go ape' with this sudden license to unfettered chest thump — take this, you brutes. The game's about as exciting as a daily sojourn from Esher in a bid to meet the Mothercare tab for a family of four. — N.T.

## VALHALLA

### (LEGEND)



This highly hyped, over-rated, over-priced turkey is clearly a classic example of the Emperor's new clothes. Despite being hugely uninteresting and AGONISINGLY SLOW to play it's managed to gross over 2 million pounds! It's enough to make you weep.

We're told it's a 'computer movie'. That characters do pretty much what they like. What we're not told is that the graphics are so poor these figures are nigh on unrecognisable. They just shuffle back and forth across the screen like minuscule roaches. The guests are equally naff, being both pointless and boring. What on earth (or in Asgard) is the attraction? Game of the year? Pshaw! If you ask me it should be placed in a chest and left in Hell. — S.K.

## NOTE TO READERS

What are YOUR nominations for Lame Games? Send 'em in to: BIK K, IPC Magazines, Kings Rech Tower (2035), Stamford Street, London SE1 9LS. We'll pay a fiver for the most candid submissions, and print 'em, too!

## NOTE TO ADVERTISERS

### SORRY

if we missed you out. It's just that we didn't have enough room. So if you're feeling rejected, send in your back-catalogue clunkers — or your rivals' (stir, stir) — and we'll try and get them in a reprise feature a some Future Point In Time.





```

30+10
3020 IF A$(A+1)="雷" THEN LET SC=
3030 IF A$(A+1)="火" THEN LET SC=
3040 LET A$(A+1)=" "
3050 PRINT AT 0,0;"SCORE=";SC;"
HI=";HI;" "H#
3060 LET B=B-1
3070 PRINT AT 1,B;" "
3080 RETURN
400 FOR F=-40 TO -50 STEP -.5:
BEEP .05,F: NEXT F
410 CLS
420 PRINT AT 10,4;"YOU HAVE NO
BULLETS LEFT"
430 PRINT TAB 5;"SCORE ";SC: IF
SC>HI THEN GO TO 660
440 PRINT TAB 6;"PRESS ANY KEY"
450 IF INKEY#="" THEN GO TO 450
460 GO TO 50
500 BEEP .5,10: CLS
510 PRINT AT 10,10;"LEFT "; PA
USE# 0: LET Z#=INKEY#: PRINT Z#
520 PRINT AT 12,10;"RIGHT "; P
AUSE# 0: LET X#=INKEY#: PRINT X#
530 PRINT AT 14,10;"FIRE "; PA
USE# 0: LET Y#=INKEY#: PRINT Y#
540 GO TO 50
550 FOR F=0-1 TO 0 STEP -1
560 PRINT AT 1,B-1;" "; BEEP .0
1,B: LET B=B-1: LET SC=SC+1: PRI
NT AT 0,0;"SCORE ";SC
570 NEXT F
580 CLS
590 LET L=L+1
600 PRINT AT 10,10;"LEVEL
";L
610 FOR F=1 TO 200: NEXT F: CLS
620 GO TO 120
630 CLS: PRINT AT 10,0;"YOU HA
VE GOT THE HIGHEST SCORE!!"
640 PRINT TAB 5;"TYPE IN YOUR
INITIALS" TAB 5;" (NO MORE THAN
3 CHRS LONG)"
670 INPUT H#
680 LET H#=H$(1 TO 3)
690 LET HI=SC: GO TO 40

```

```

SCORE
#####
火 雷 雷 雷 雷 雷 雷 雷 雷 雷
火 雷 雷 雷 雷 雷 雷 雷 雷

```

```

SCORE=50 HI=1000 RM.
#####
火 雷 雷 雷 雷 雷 雷 雷 雷

```

# Great video offer!

**CHRIS TARRANT** battles his way through twenty-one mind-boggling computer games in an original video programme. It's fast and furious fun — and it's also an invaluable guide to the best computer software on the market.

"A smash hit!" (*TV Gamer*)  
 "Mind boggling" (*Sunday Post*)  
 "Revel in Chris Tarrant!" (*Big K*) **...only £12.85!**

TO: CHRIS TARRANT VIDEO OFFER  
 Department CTV1, Rochester X, Kent ME99 1AA.  
 Please send me ..... copy/copies of the video at £12.85 each (inc. VAT, p&p). Please allow 28 days for delivery.

Tick format required: VHS  Betamax

Total cost:

Name (BLOCK LETTERS) .....

Address .....

..... Telephone .....

I enclose cheque/PO No. .... Value

£..... (Cheque payable to IPC Magazines Ltd)

I wish to order by Access or Barclaycard

A/c no:

Signature .....

Access and Barclaycard holders may order direct by telephoning 0634 407380 at any time.

Chris Tarrant Video Offer, Department CTV1, Rochester X, Kent ME99 1AA

Chris Tarrant presents...

# THE WORLD'S GREATEST COMPUTER GAMES

Vol 1

See the best games you can buy in full colour action!



Featuring:  
 Spectrum • BBC Micro • Commodore 64 • Atari • Oric

## STACK 100 LIGHTPEN - £28.75 GIVES YOUR COMPUTER EYES!

Available for: CBM 64, VIC 20, BBC/B, ATARI

**SLR**  
 (STACK LIGHT RIFLE)



AS SEEN ON T.V.!

JUST TWO OF THE EXCITING PRODUCTS IN THE STACK 100 RANGE

Available for the CBM 64, VIC-20 and 48K Sinclair Spectrum, this quality rifle comes complete with three exciting games and connects to your computer with 12 feet of cable. *The SLR puts you in a different league.*

**£29.95**

THE  
**STACK  
 100  
 RANGE**

### CBM 64 Accessories

Cartridges:-  
 HELP - over 20 extra commands, disassembler and machine code monitor, DOS **£28.75**  
 SUPERHELP - as 'HELP' but with a comprehensive 2 pass assembler **£40.25**  
 ARROW - loads and saves a 32K program faster than a 1541 disk drive (use with 1530/C2N cassette deck) **£33.35**  
 ARROW PLUS - as 'ARROW' but with a comprehensive 6502 assembler **£44.85**  
 4-SLOT MOTHERBOARD - (switched) **£33.35**  
 and a full range of printer interfaces.

Please send me a Free brochure, price list and the address of my nearest stockist.

Name .....

Address .....

E. & O.E.

## STACK 100

CUSTOMER INFORMATION CENTRE

290-298 Derby Road, Bootle, Liverpool L20 8LN  
 Trade Enquiries: 051-933 5511 ask for Trade Sales

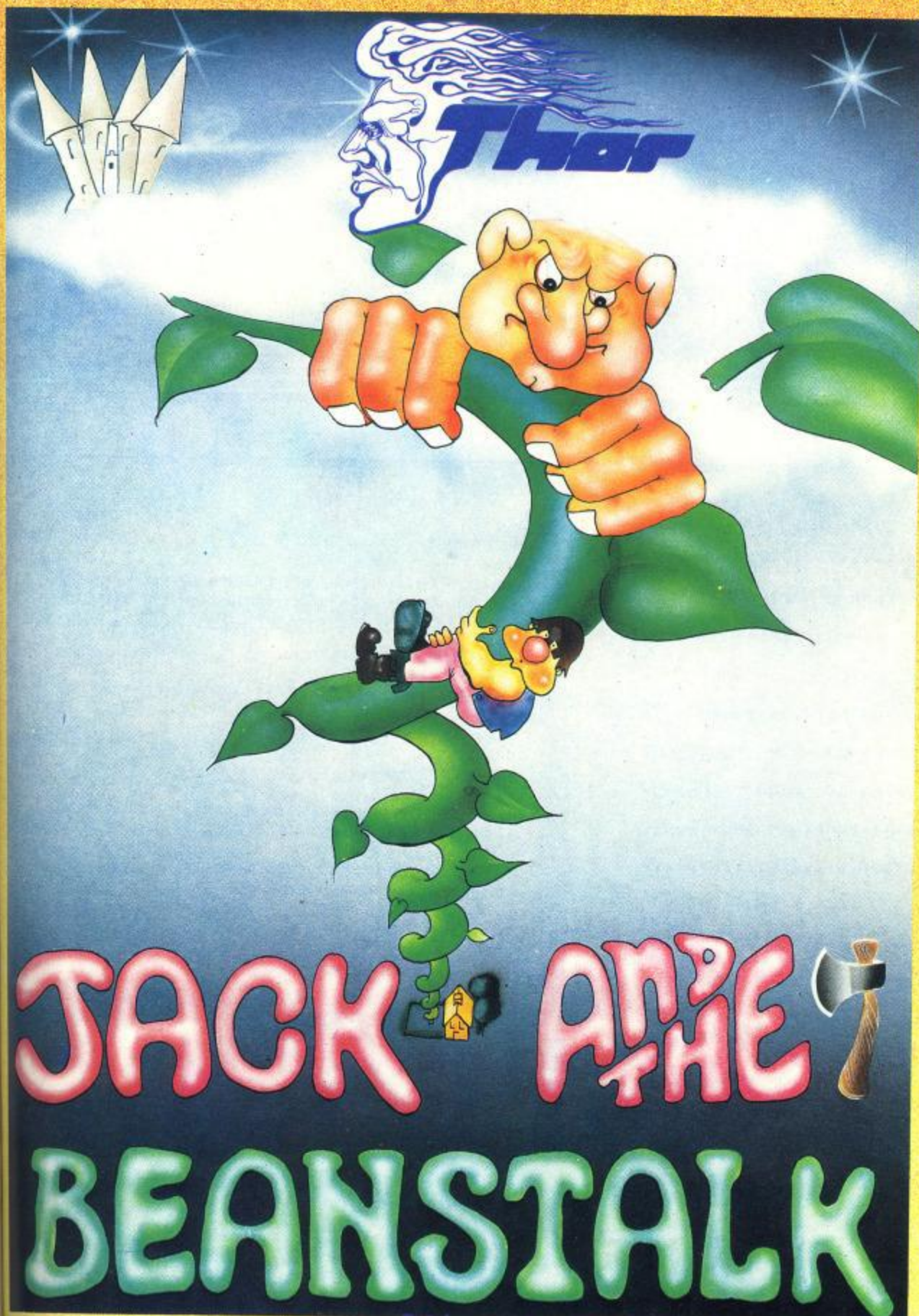
All prices are inclusive of VAT and delivery.

# GOD'S GREATEST!

48K Spectrum

Available soon for CBM 64

This is  
no Fairytale  
it's for  
**REAL!**



ACTUAL SCREEN DISPLAYS  
The Most Graphical  
Arcade Simulation  
Ever Produced

AVAILABLE FROM SELECTED BRANCHES OF:

John Menzies

WHSMITH

Boots

makro

Dixons  
SOFTWARE  
EXPRESS

Greenchip

ALDEBENHAMS

LASKYS

ALSO AVAILABLE AT ALL  
USUAL SOFTWARE OUTLETS.

RETAILERS CONTACT:

MICRO DEALER UK Ltd

Tiger trader

Lightning

PRISM

CentreSoft

PCS DISTRIBUTION

Bulldog

SDL

by CHRIS KERRY

ONLY  
£5.95

CBM64  
£6.95  
available  
now

If you have difficulty in obtaining your copy, just fill in the Coupon below.

Post coupon now to: Thor (Computer Software) Co. Ltd.,  
Erakine Industrial Estate, Liverpool,  
Merseyside L6 1AP Tel: 051-263 8521/2

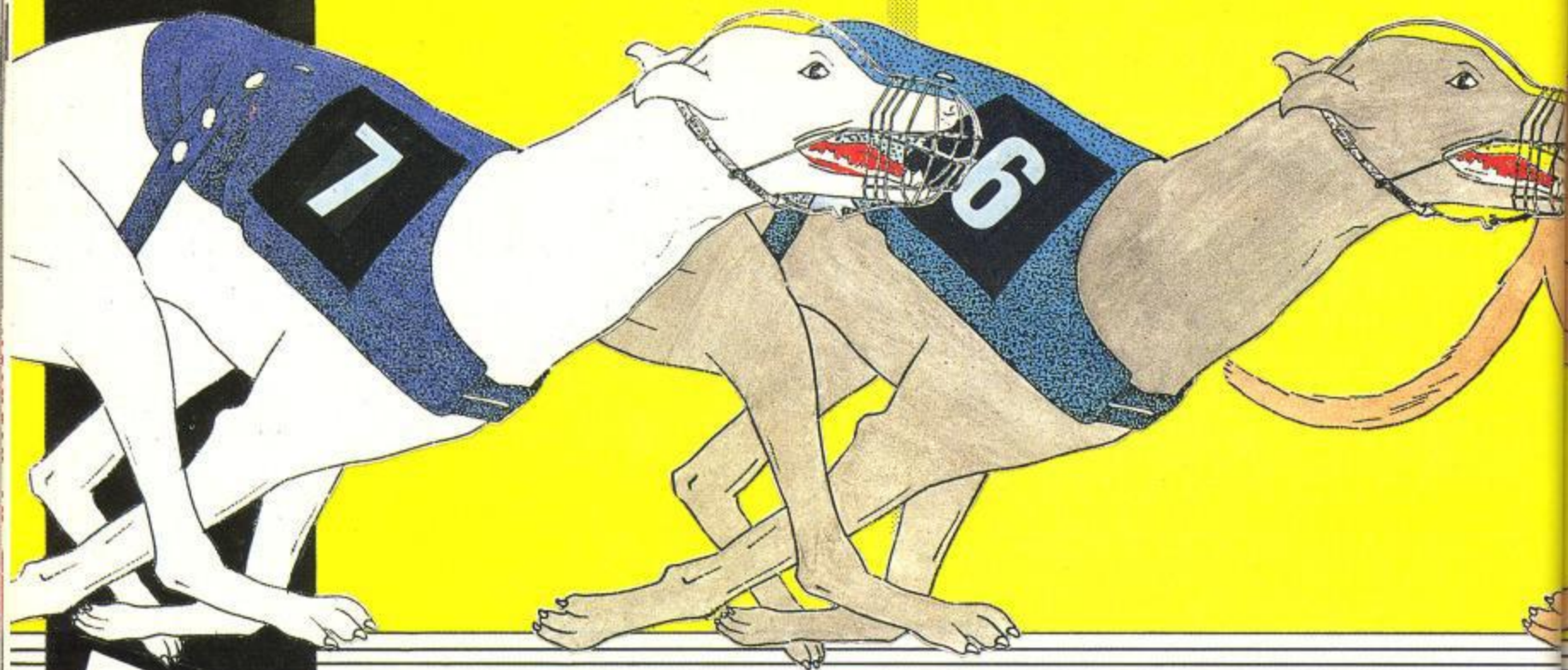
I enclose Cheque/PO for £ \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Credit Cards - Orders accepted by Phone -  
051-263 8521/2

DISTRIBUTORS AND OVERSEAS ENQUIRIES CONTACT PAUL 051-263 8521/2



# DOG

```

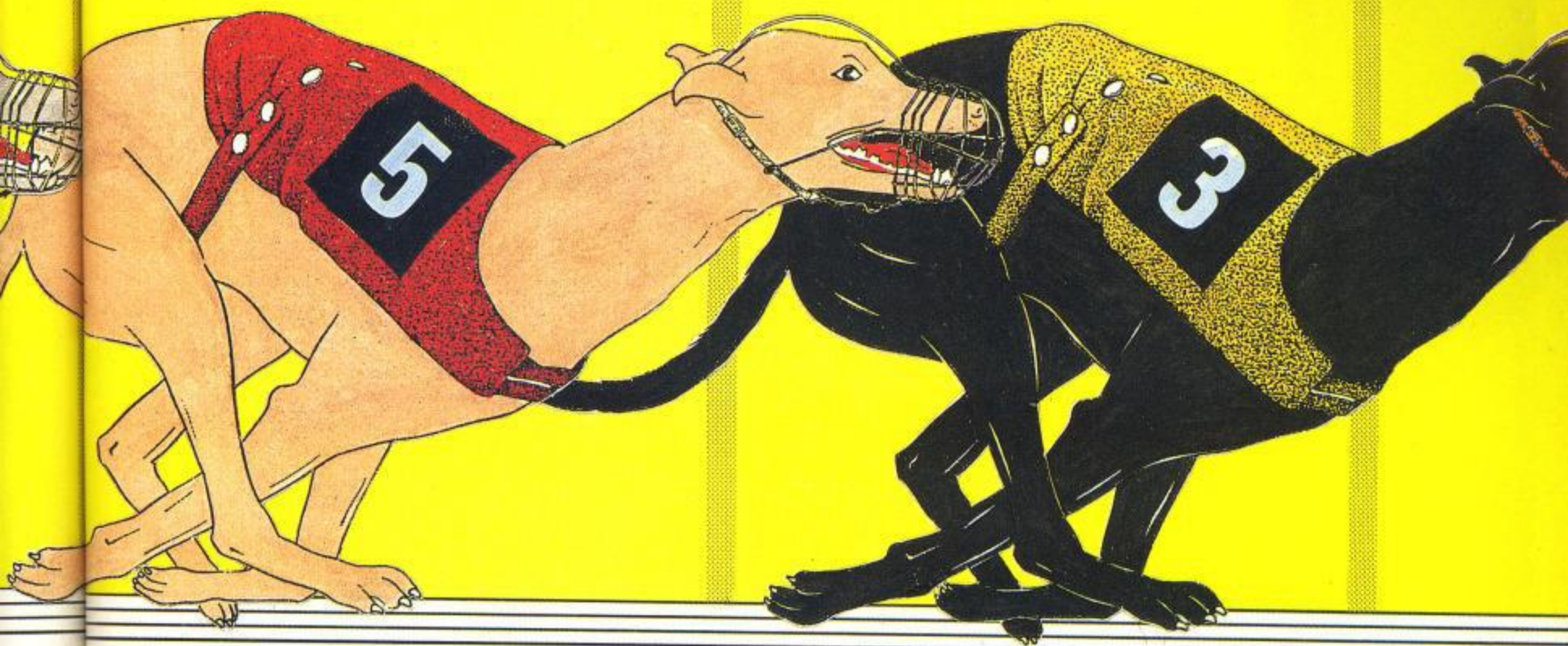
100 REM *****
200 REM *      DOG RACING      *
300 REM *      BY S.F.FIELDING  *
400 REM *      URIC 1  VERSION  *
500 REM *      DATE:17/03/1984  *
600 REM *ADAPTED FROM 380Z VERSION*
700 REM *WRITTEN BY SHAUN FIELDING*
800 REM *(c) S.FIELDING 1981,1984*
900 REM *****
910 REM
920 REM +++INTRO PART 1+++
1000 CLS:PAPER0:INK1:PRINTCHR$(17)
1010 FOR X=470641047080
1020 READ Y
1030 POKE X,Y
1040 NEXT X
1050 DATA 0,0,0,16,16,31,31,24,0,0,8,15,
15,56,56,24
1100 PRINTCHR$(4);CHR$(27);"N DOG RACING
(c) S.FIELDING 1984":PRINT
CHR$(4)
1105 READ V
1110 IF V=-1 THEN GOTO 1199
1115 MUSIC 1,3,V,9
1120 GOTO 1105
1125 DATA 1,2,3,4,5,6,7,8,9,8,7,6,5,4,3,
2,1,2,3,4,5,6,7,8,9,8,7,6,5,4,3,2,1
1130 DATA 2,3,4,5,6,7,8,9,8,7,6,5,4,3,2,
1,2,3,4,5,6,7,8,9,8,7,6,5,4,3,2,1, 1

```

```

1199 PLAY 0,0,0,0
1200 PRINT:PRINT :PRINTCHR$(4);CHR$(27)
;"J Would you like instructions":PRINTCH
R$(4)
1300 INPUT J#
1400 IF LEFT$(J#,1)="Y" THEN GOSUB 15900
1450 REM +++LIST BETTING+++
1500 CLS:PAPER0:INK6
1600 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
:PRINT:PRINT:PRINT
1700 PRINTCHR$(4);CHR$(27);"N BETTING WI
LL FOLLOW ":PRINTCHR$(4)
1800 WAIT 150
1900 CLS:PAPER6:INK4
2000 PRINT"          BETTING":PRINT"
          "
2200 PRINT
2300 FOR AA=1 TO 6
2400 LET A(AA)=INT(RND(1)*050+1)
2500 PRINT"      TRAP:";AA;".....":A(AA)
;"71"
2600 PRINT
2620 MUSIC 1,4,AA,B
2640 WAIT 100
2700 MUSIC 1,4,AA+1,B
2800 NEXT AA
2900 PLAY 0,0,0,0
2950 REM +++TAKE BET AND MONEY+++
3000 PRINT:PRINT:PRINT
3100 INPUT"WHICH DOG ":E

```



```

3200 IF E<1 OR E>6 THEN 3100
3400 PRINT:PRINT
3500 INPUT "HOW MUCH DO YOU BET _";D
3550 REM +++ SET UP SCREEN FOR RACE+++
3600 CLS:PAPER 0
3650 LORES 0
3700 INK5:PL01 0,0,"          DOG RAC
ING"
4700 FOR C=0T038:PL0TC,2,18:NEXT
4800 FOR C=0T038:PL0TC,22,19:NEXT
4900 PL0T 3,1,"S":PL0T 36,1,"F"
5000 FOR C=3T021:PL0T 36,C,"":NEXT
5005 K=4
5010 FOR X=1T06
5020 PL0T 1,K,X
5030 K=K+3
5040 NEXT X
5050 FOR X=4T019STEP3
5100 PL0T 3,X,"(:"
5200 NEXT X
5250 FOR C=3T021:PL0T 2,C,"":NEXT
5300 PL0T10,12,"THEY'RE UNDER ORDERS"
5400 AB=3:AC=3:AD=3:AE=3:AF=3:AG=3
5500 WAIT 200
5600 MUSIC 1,4,6,9:WAIT 100
5605 MUSIC 1,4,4,9:WAIT 100
5610 MUSIC 1,4,8,9:WAIT 25
5620 MUSIC 1,4,6,9:WAIT 100

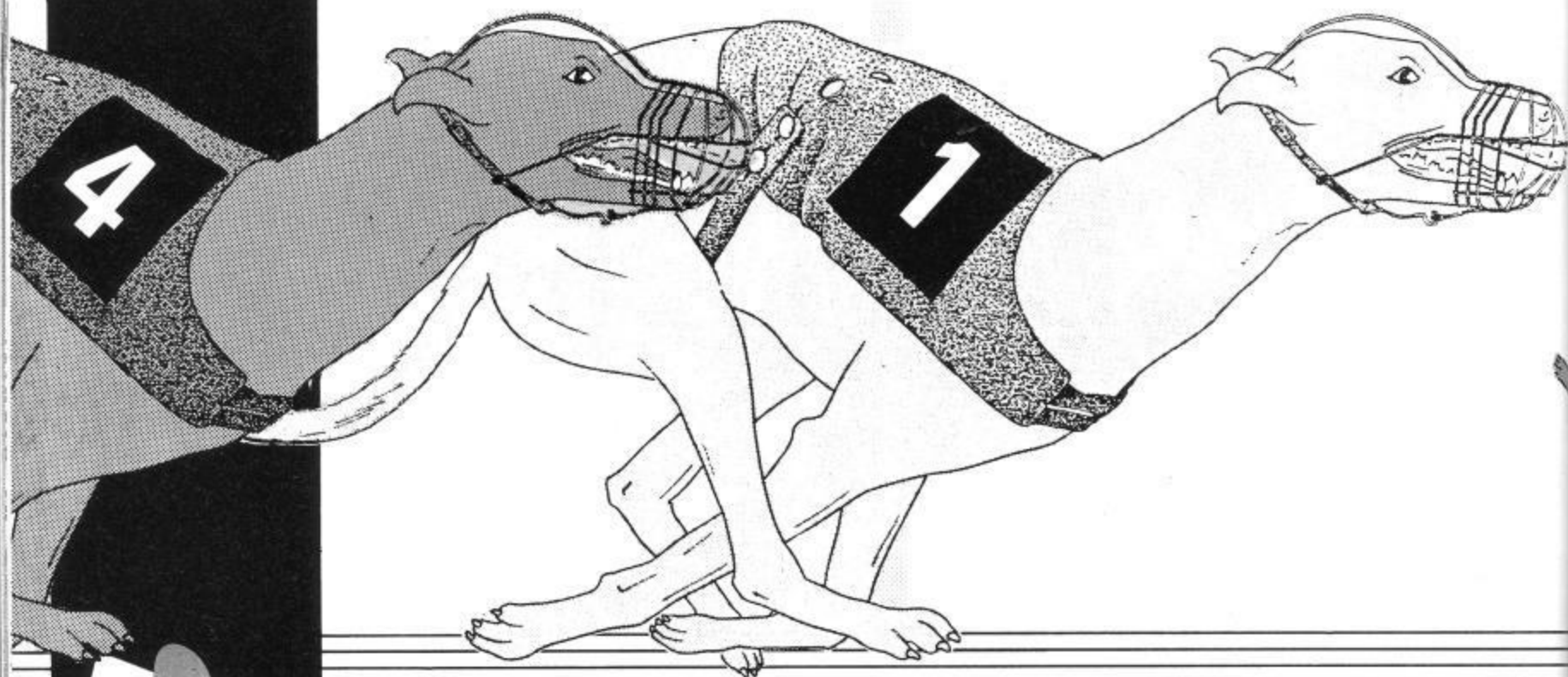
```

```

5630 PLAY 0,0,0,0
5700 PL0T10,12,"  THEY'RE OFF !  "
5800 FOR C=1T019:PRINT:NEXT
5900 WAIT 250
6000 PL0T 10,12,"          "
6500 REM +++RACE ROUTINE+++
7000 FOR Z=1T02
7100 LET G(Z)=INT(RND(1)*6+1)
7200 IF G(2)=G(1) THEN 7100
7300 DN G(Z)G0T0 7400,8000,8600,9200,980
0,10400
7400 PL0T AB,4,32
7500 LET AB=AB+1
7600 PL0T AB,4,"(:"
7700 IF AB=37 THEN 11000
7800 WAIT10
7900 G0T0 7100
8000 PL0T AC,7,32
8100 LET AC=AC+1
8200 PL0T AC,7,"(:"
8300 IF AC=37 THEN 11000

```

**CONTINUED** NEXT PAGE



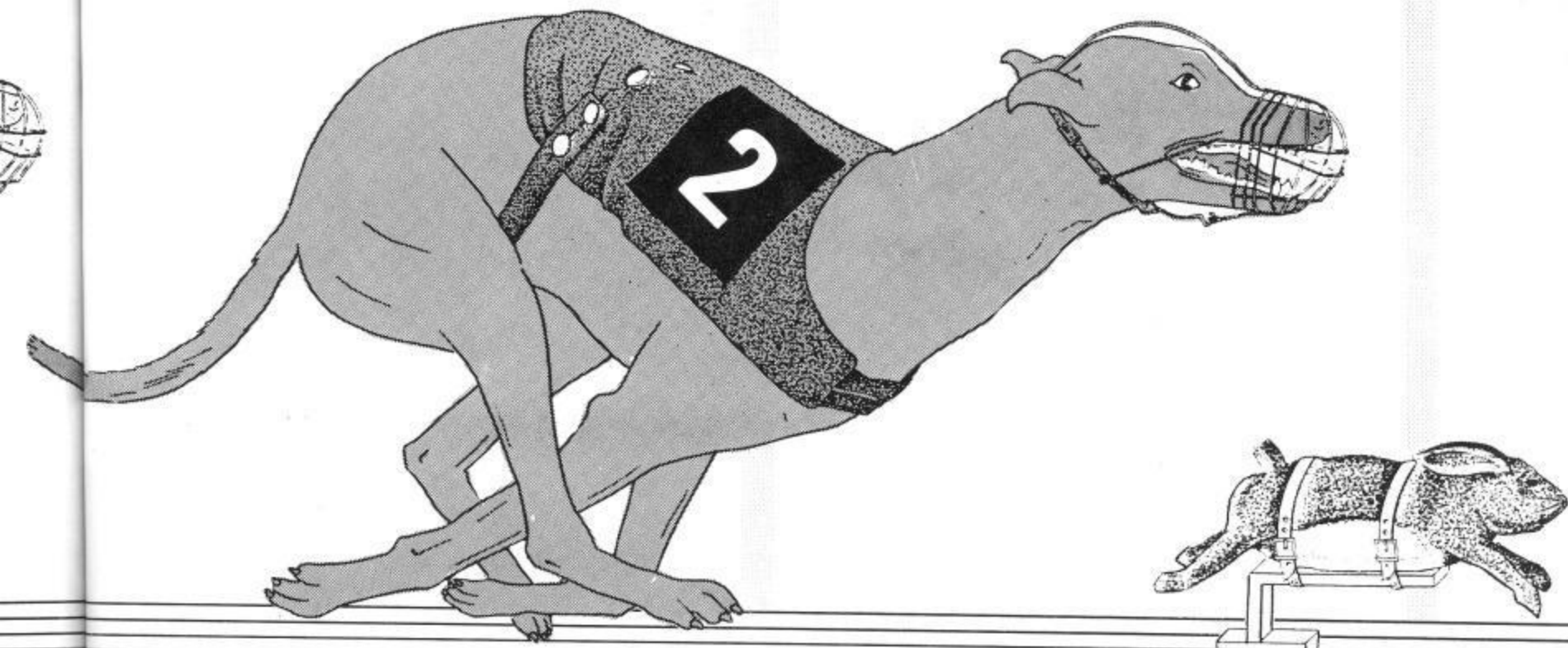
**DO NOT CONTINUE**

```

8400 WAIT10
8500 GOTO 7100
8600 PLOT AD,10,32
8700 LET AD=AD+1
8800 PLOT AD,10,"!"
8900 IF AD=37 THEN 11000
9000 WAIT10
9100 GOTO 7100
9200 PLOT AE,13,32
9300 LET AE=AE+1
9400 PLOT AE,13,"!"
9500 IF AE=37 THEN 11000
9600 WAIT10
9700 GOTO 7100
9800 PLOT AF,16,32
9900 LET AF=AF+1
10000 PLOT AF,16,"!"
10100 IF AF=37 THEN 11000
10150 WAIT10
10200 GOTO 7100
10400 PLOT AG,19,32
10500 LET AG=AG+1
10600 PLOT AG,19,"!"
10700 IF AG=37 THEN 11000
10750 WAIT10
10800 GOTO 7100

11000 NEXT Z
11050 REM +++END OF RACE,LIST S.P.+++
11100 WAIT 300:CLS
11200 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
11300 PRINTCHR$(4);CHR$(27);"J IN A MOMENT THE S.P.":PRINTCHR$(4)
11400 WAIT 500:CLS:PAPER0:INK1
11500 T=INT(RND(1)*10+1)
11600 W=INT(RND(1)*60+1)
11650 PRINT
11700 PRINTCHR$(4);CHR$(27);"J DRIC RACING":PRINTCHR$(4)
11800 PRINT:PRINT:PRINT:PRINT;"":W;" H ARINGNEY"
11900 PRINT:PRINT
12500 PRINT"1st TRAP ";G(1);" ";A(G(1));"/1"
12600 PRINT:PRINT
12700 PRINT"2nd TRAP ";G(2);" ";A(G(2));"/1"
12900 WAIT 400
13000 CLS:PAPER0:INK5
13050 REM +++HAVE YOU WON ?+++
13100 IF E=G(1) THEN GOTO 13300 ELSE 13200
13200 IF E=G(2) THEN GOTO 13950 ELSE GOTO 14490
13300 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT

```



```

13400 PRINTCHR$(4);CHR$(27);"N      ****
*****";PRINTCHR$(4)

13420 PRINTCHR$(4);CHR$(27);"N      YOU
HAVE COME FIRST";PRINTCHR$(4)

13440 PRINTCHR$(4);CHR$(27);"N      ****
*****";PRINTCHR$(4)

13700 LET AK=A(B(1))*D

13800 PRINT:PRINT:PRINT"YOU HAVE WON _";
AK

13900 GOTO 14800

13950 PAPER 6:INK4

14000 CLS:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:
PRINT:PRINT:PRINT:PRINT:PRI

NT"YOU HAVE COME SECOND"

14200 AK=A(G(2))*D/2

14300 PRINT:PRINT"YOU HAVE WON _";AK

14400 GOTO 14800

14490 CLS:INK3:PAPER0

14500 CLS:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:
PRINT:PRINT:PRINT:PRINT:PRI

NT"YOU HAVE LOST (SORRY !!!!!)"

14800 WAIT 400

14850 REM +++ANOTHER GO ?+++

14900 CLS:PAPER0:INK2

14950 PRINT

15000 PRINTCHR$(4);CHR$(27);"J WOULD YOU
LIKE ANOTHER RACE ?":PRINT

CHR$(4)

15050 RESTORE

15100 INPUT L$

```

```

15200 IF L$="YES" OR L$="Y"THEN 1900

15300 PRINT:PRINT:PRINT"OK THEN.....BY
E"

15800 END

15900 REM +++INTRO PART 2+++

16000 CLS:PAPER0:INK5:PRINT

16100 PRINTCHR$(4);CHR$(27);"N
DOG RACING";PRINTCHR$(4)

16200 PRINTCHR$(4);CHR$(27);"N
=====":PRINTCHR$(4)

16300 PRINT

16400 PRINT"IN this game,you use your sk
ill to"

16500 PRINT"guess which dog will win the
follow-"

16600 PRINT"ing race,or come second,If y
ou win,"

16700 PRINT"then the bet you placed on t
he dog"

16800 PRINT"will be multiplied by the S.
P. which"

16900 PRINT"you will see at the end of t
he race."

17000 PRINT"If you come second,then the
bet you"

17100 PRINT"placed will be multiplied by
the S.P"

17200 PRINT"and then halved."

17300 PRINT" Press 'RETURN' to continu
e,and"

17400 PRINT"good luck."

17500 GET BA$

17600 RETURN

```



# The six million viewpoint Graphics routine

**RICHARD TAYLOR delves into the innermost depths of the Z80 chip and delivers a stunning rotatable 3D wire-frame package. For 48K Spectrum owners only.**

THIS MONTH'S program, in stark contrast to the last three months, has nothing to do with 2D animation. Instead the program works in 3 dimensions and is called a 3D Rotator.

Basically it allows you to design a 3D object on paper; tap a few numbers into the old Spectrum and end up with a computer representation of the object on the TV screen — rather like user definable graphics but in three dimensions. Well, you might think, that's all very clever but what's the point of the whole exercise? The point is that at the touch of a key you can rotate the object around on the TV screen and look at it from another angle. Not only does this give a very nice demo of micro-graphics but also such animation can be very useful for integrating into home-brewed games. The program's been designed so that it's easy to put in your own programs and is able to draw a 'wire frame' representation of any object bounded by straight lines.

The rotator is written in 100% machine code but even so, because of the sheer complexity of the mathematical formulas used to work out exactly what an object looks like from numerous different positions, the program isn't instant. I've used all the speeding up techniques I can think of in writing the program to make it run as quickly as possible. The result is that the program is fast enough to make a turning object look as if it is really rotating, rather than just 'jumping' from one position to the next.

The amount of time the Spectrum takes to draw the object really depends on how

complicated it is i.e. how many lines it is composed of. Now, before I continue, I feel I should warn all 16K owners that this program is for its larger memory sized brother only. Hard luck.

The machine code is a bit on the lengthy side — it runs to about 1.25K. The machine code loader is shown in listing one. All (!) you have to do is tap it in, RUN it and wait for a couple of minutes. You should then be greeted with a message advising you to SAVE the machine code to tape a couple of times using:—

SAVE "3D ROTATER" CODE  
58084,1308

If you're unfortunate enough to get a message informing you about an error in one of the DATA lines then I'm afraid that you'll have to correct it and try again.

So as not to compound your finger ache with another gigantic listing, the BASIC program which gives you the facility to actually enter the data for your own objects will not be published until next month. However, the actual rotating bit is complete so, meanwhile, to act as a demonstration of its capabilities, there's listing 2. This program sets up the data for a simple representation of an aeroplane which you can rotate about and so generally get the feel of the rotation functions. After typing it in and running it, you'll have to set your tape recorder to the start of the machine code recording. After that's loaded you'll be presented with a front, horizontal view of the plane.

You'll no doubt be aware of how points in 2D space are represented using x and y co-

ordinates. Well, 3D co-ordinates are just as simple, the only difference being that you have to tag a z co-ordinate on the end of the other two. The third axis is at right angles to the first two i.e. if you draw x and y axis on a piece of paper then the z axis would pass through the paper. In this program, positive z values go into the page and negative ones out of the page. Listing 2 allows you to rotate the plane around the x, y and z axis using, not surprisingly, the x, y and z keys. Pressing caps-shift and one of the rotation keys (i.e. the capital of the letter) results in negative rotation in the appropriate axis. Notice how all rotation takes place about the point of origin, where all the axes intersect. The program itself is able to rotate an object with a resolution of just 2 degrees. Therefore, in each axis, you can view the plane from some 180 different views. In total there are 5,832,000 (180<sup>3</sup>) possible aspects on each designed object!

It's all very well having a resolution of 2 degrees, but if you want to turn an object over quickly then it would take ages because of the number of times the object has to be re-drawn in its journey. To remedy this, you can change how many (multiples of 2) degrees the object rotates each time you press a rotation key — by just pressing the appropriate digit key. the program will go into a demonstration mode if you press 'd', where the plane is automatically rotated around by the computer. Demo mode can be terminated with key 'e'. Again, the speed of rotation can be varied with the digit keys.



# ADVERTISEMENT INDEX

Abacus .....	2	Legend .....	36, 37
Acorn.....	50, 51	Level 9 .....	80
Acitivision .....	9	Megasave.....	47
Addictive Games .....	70	Microdeal.....	Cover 4
AGF .....	57	Micromania.....	18
Alligata.....	81	Micro Workshop .....	70
Anirog .....	79	MLS .....	43
Automata .....	13	Mr. Micro.....	105
Beau-Jolly .....	111	Nat West.....	21
Blue Chip.....	19	Nebulae.....	99
Cascade.....	45	PGSL .....	70
CGL.....	112	Phoenix .....	110
Channel 8 .....	107	Ram Electronics .....	26
Cheetah .....	106	Ramjam Co.....	98
Commodore.....	32, 33	R&R .....	55
Consumer Electronics .....	7	Silica Shop .....	65
Creative Sparks.....	78	Software Index.....	44
Currah .....	10	Software Projects .....	96, 97
Discount Computer .....	62	Solar Software .....	63
Domark.....	45, 47	Stack.....	86
Dream Software.....	47, 49	System 3.....	64
Elite .....	Cover 2	Talent .....	103
Euromax.....	78	Tandy .....	23
Front Runner (K-TEL) .....	49	Thor.....	87
4th Dimension.....	58	Ultimate .....	8
Gargoyle .....	94	Vic Oddens.....	38
Hutchinson (Lone Wolf).....	28, 29	Video Offer (Chris Tarrant) .....	86
Hutchinson (Computer Wimp) .....	44	Weetabix.....	71
Icon.....	31		
Interceptor .....	Cover 3		

## tír na nóg



**GARGOYLE GAMES**

**48K ZX SPECTRUM**

## MAIL ORDER ADVERTISING

### British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days, the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

### Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, BIG K will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

- (1) You have not received the goods or had your money returned; and
- (2) You write to the Publisher of BIG K summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claims and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent.

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine not, for example, payment made in response to catalogues etc., received as a result of answering such advertisements. Classified advertisements are excluded.



# charts

SP - Spectrum, BBC - BBC, 64 - Commodore 64

key

V20 - Vic 20, 81 ZX 81, ELEC Electron, OR Oric

## TOP 30 GAMES (Retail)

	SP	64	BBC	ELEC	V20	OR	Price
20							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
25							
26							
27							
28							
29							
30							

## VIDEO GAMES (Dedicated Consoles)

- 1 (1) PITFALL 2 (Activision)
- 2 (2) POLE POSITION (Atari)
- 3 (7) CRYSTAL CASTLES (Atari)
- 4 (16) GALAXIAN (Atari)
- 5 (4) FROSTBITE (Activision)
- 6 (10) FROGGER (Parker)
- 7 (13) DONKEY KONG (CBS/Coleco)
- 8 (3) MARIO BROTHERS (Atari)
- 9 (5) SUPER COBRA (Parker)
- 10 (30) PAC MAN (Atari)
- 11 (11) POPEYE (Parker)
- 12 (6) SPACE SHUTTLE (Activision)
- 13 (19) PITFALL (Activision)
- 14 (8) RIVER RAID (Activision)
- 15 (14) MS PAC MAN (Atari)
- 16 (22) SPACE INVADERS (Atari)
- 17 (9) DEATH STAR BATTLE (Parker)
- 18 (12) PHOENIX (Atari)
- 19 (25) DECATHLON (Activision)
- 20 (28) SNOOPY VS. THE RED BARON (Atari)
- 21 (17) DIG DUG (Atari)
- 22 (29) MOON PATROL (Atari)
- 23 (15) ENDURO (Activision)
- 24 (18) Q-BERT (Parker)
- 25 (21) COOKIE MONSTER MUNCH (Atari)
- 26 (24) BIG BIRD EGG CATCH (Atari)
- 27 (20) ALPHA BEAM (Atari)
- 28 (27) TUTANKHAM (Parker)
- 29 (26) KANGAROO (Atari)
- 30 (23) BATTLE ZONE (Atari)

Compiled by MRIB Computer

Compiled by MRIB Computer

also selling well  
in mail order...

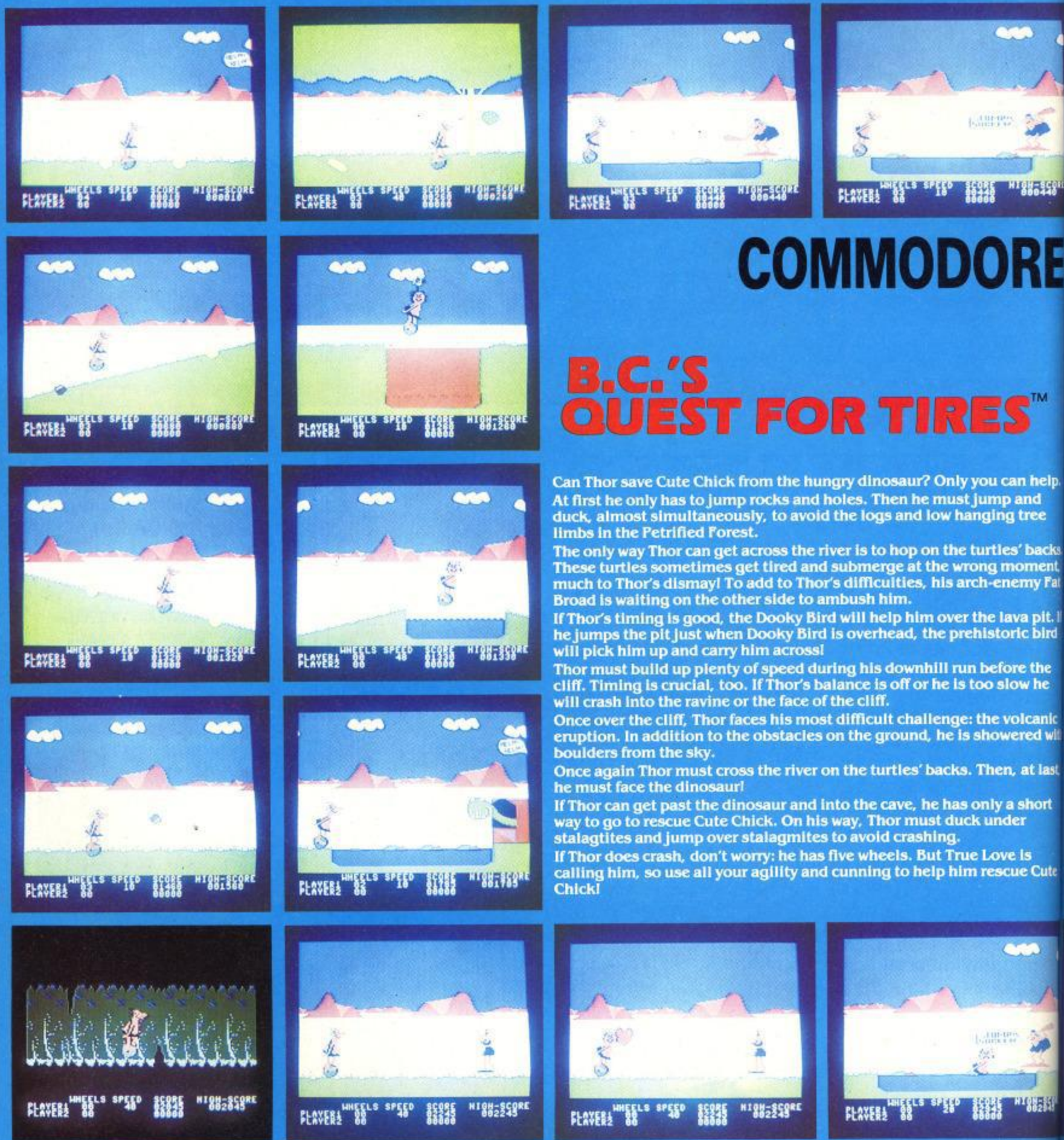
A monthly selection from the top-selling mail-order games

MUGSY  
(Melbourne House)  
JET PAC  
(Ultimate)  
SNOOKER  
(Visions)  
EMPIRES  
(Imperial Software)  
GREEDY DWARF  
(Goldstar)  
GHOULS  
(Micro Power)

FRAK!  
(Aardvark)  
MICRO OLYMPICS  
(Database Publications)  
TRASHMAN  
(New Generation)

TWIN KINGDOM VALLEY  
(Bug-Byte)  
JACK AND THE BEANSTALK  
(Thor)  
TOWER OF EVIL  
(Creative Sparks)

PHAROE'S CURSE  
(Hesware)  
HORACE GOES SKIING  
(Melbourne House)  
SKETCHPAD  
(Goldstar)  
DUNE RIDER  
(Micro Power)  
TRASHMAN  
(New Generation)  
SLURPY  
(Creative Sparks)



COMMODORE 64

## B.C.'S QUEST FOR TIRES™

Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest.

The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him.

If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff.

Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!

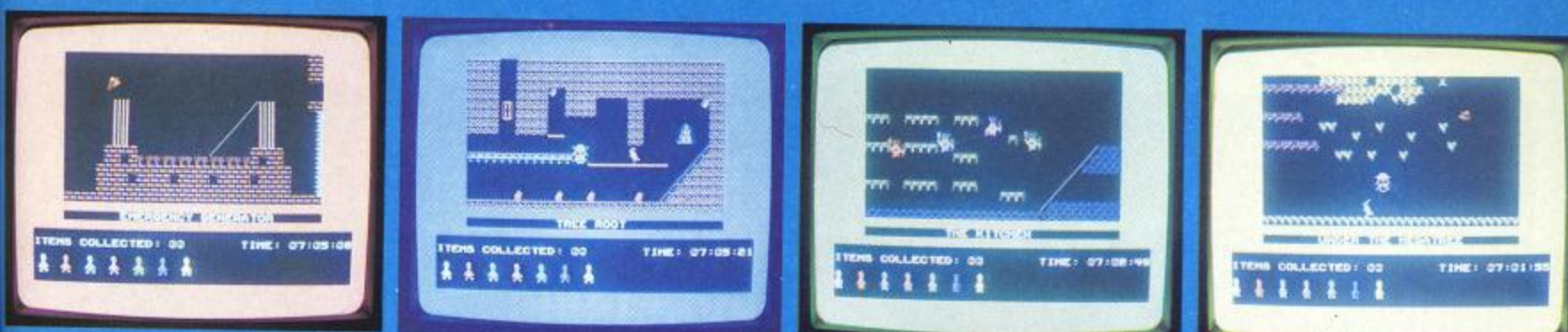
If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagmites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!



# SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF.  
Telex: 627520 Telephone: 051-428 9393 (4 lines).



# COMMODORE 64 AT ITS BEST



*Jet Set Willy*

## THE FOLLOW-UP TO THE NUMBER 1 COMMODORE 64 GAME MANIC MINER

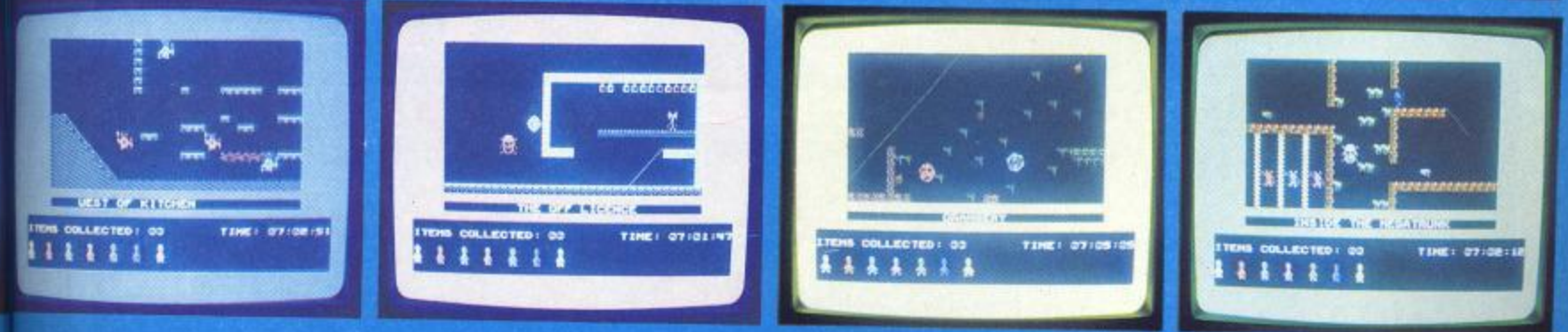
Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbliton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who REALLY know how to enjoy themselves at a party.

His housekeeper, Maria, however, takes a very dim view of all his revelry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away.

Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared).

You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you.

Good luck and don't worry, all you can lose in this game is sleep.



Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:  
Colin Stokes  
(Sales and Marketing)

For Mail Order only:  
Software Projects, P.O. Box 12  
L25 7AF

Please send me a copy of  
**BC'S QUEST FOR TIRES**  £9.95  
**JET SET WILLY**  £7.95  
 Please tick where applicable

I enclose cheque/PO for.....  
 (Please add £1.00 for orders outside UK)

Access Card No. ....

Name .....

Address .....

.....

Software Projects Limited, Bear Brand Complex,  
 Allerton Road, Woolton, Merseyside L25 7SF



BK 2

**THE RAMJAM CORPORATION  
PRESENTS**



**VALKYRIE**

**AN ADVENTURE**

Valkyrie 17 is distributed by Palace Virgin Gold, 69 Flemptom Road, London E10 7NL. Telephone: 01-539 5566. Available from all leading wholesalers.

**CBM & BBC**

**CONFIDENTIAL**

The Federation of Milky Way Systems has at last obtained information leading to the location of the stolen F. S. S. Columbus, the prototype Harrier designed to span the vast distance to the neighbouring Andromeda Galaxy. The ship is known to be hidden near the core of the coloured and heavily defended planet in the 3rd Quadrant 'Meganorma'. A full geological map of the planet has now been obtained and a ship capable of penetrating the defences, the F. S. S. Liberator, has been specially built.

The F. M. W. S. Grand Council is now making a Galaxy wide hunt for a young pilot capable of taking the F. S. S. Liberator into the core of Meganorma on one of the Federation's most important missions.

**WARNING:** Atomic fuel dumps on surface also serve to suppress planetary volcanic activity, their destruction will destabilise systems.

**Volcanic Ring**

**Missile Defence**

Originally intended for individual use in open space as precision metal locators these sub-space sweepers are accessed here to temporarily thwart intruders.

These Magnetars are designed to capture and destroy magnetic particles. They activate when a magnet object is in range.

**RISK OF 100% MACHINE CODE**  
**18 SECTIONS**  
**FULL COLOUR A3 POSTER-MAP INCLUDED**  
**PROFESSIONAL CONTINUOUS 3 PART SPACE MUSIC**

These Magnetars are designed to capture and destroy magnetic particles. They activate when a magnet object is in range.

As the hazard of orbital formation. Attempts to alter the course structure have resulted in severe damage to machinery.

Impact piston supported mass freed by dynamic access point.

Installed during a brief period of industrial activity these tremendously powerful asteroid crushers are still operational.

Leading to the second control room teleport area this sectional passageway is inhibited by lowering Harrierbase.

Should forced entry to the asteroid chamber has resulted in the accumulation of a large amount of debris in these adjacent tunnels.

It is known that a six stage Force Field exists in the control room, maintained by 6 stabilisers located in various positions around Meganorma. After rendezvous with each stabiliser in turn, return to the control room to complete stabiliser de-energisation. If successful a highlighted map will indicate the location of the next stabiliser. To reach this section use your positioning of the Liberator on the moving Conveyor to coincide with the correct vertical slot.

Scissors have revealed that F. S. S. Columbus has since been disposed of fuel. It will therefore be necessary to dock the Liberator with the Columbus and transfer the remaining Plutonium gathered on the planet surface before exit from Meganorma is attempted.

With Caverns, Plasma Drive on Plutonium (WARNING: Plutonium fuels the F. S. S. Liberator.)

This device has been blocked by nuclear grating. It inhibits control room teleport access point.

6 Stage Force Field

The alarm system will prevent one Pluton to be released into this section each time a stabiliser was re-energised. (A shock wave will occur on an impact with the Liberator anywhere in Meganorma.)

**NEBULAE SOFTWARE**

**F.S.S. LIBERATOR**  
**NOW AVAILABLE FROM DEALERS NATIONWIDE OR ORDER DIRECT FROM:-**  
 Nebulae Software, Kilroot Park, Carrickfergus, Co. Antrim. BT38 7DD.  
 Price £7.50. We pay postage and VAT and Guarantee despatch of your order within 2 hours of it reaching us.  
**DEALERS/DISTRIBUTORS PLEASE RING (096 03) 69020**

**PARTIAL GEOLOGICAL OF 3RD QUADRANT PLANET MEGANORMA**

# WARNING TO PIRATES

NEBULAE SOFTWARE IN ASSOCIATION WITH THE SOFTWARE REGISTRY (OF LINCOLNS INN FIELDS - LONDON) ARE PREPARED TO BACK LEGAL PROCEEDINGS WITH UP TO £100,000 TO PROTECT THEIR COPYRIGHT SUBSISTING IN THE CONCEPTUAL DOCUMENTATION, CODING AND SCREEN DISPLAYS OF THE COMPUTER PROGRAM F.S.S. LIBERATOR.

## F.S.S. LIBERATOR

NOW FOR CBM64 & BBC 'B'. SOON FOR SPECTRUM, ATMOS, AMSTRAD & MSX.

## PROGRAMMERS



We are looking for freelance machine-code programmers to join our team. We are a growing company and have already secured significant levels of national and international distribution for our games, recreational and utility software. We have been asked by our distributors to extend our range of titles. We are prepared to lend equipment to programmers of high calibre.

We are particularly interested in hearing from programmers who either have programs ready for, or who will be able to produce programs for MSX, Amstrad, Commodore, Spectrum and Atari.

We package our products extremely well and have facilities to produce extensive documentation should this be necessary.

The managing director will be pleased to give further information. Please telephone, or write to us in Basingstoke.

Dream Software Ltd (Dept BK1)  
 PO Box 64  
 Basingstoke RG21 2LB  
 Tel: (0256) 25107

**DREAM**



```

Enemy aircraft 5
Enemy resources:
Money $10000
Fuel 8000 gals
Rations 100000
Pilots 0

```

```

Your Aircraft 2
Your resources:
Money $10000
Fuel 10000 gals
Rations 100000
Pilots 2

```

```

Enemy aircraft 19
Enemy resources:
Money $10000
Fuel 8000 gals
Rations 100000
Pilots 23

```



```

7002 INPUT r
7003 LET raterat+r: LET rb=.1: I
F rb*r>M THEN GO TO 8500
7004 PRINT "That will cost you $
":rb*r
7005 LET M=M-rb*r
7006 PAUSE 100
7007 GO TO 9000
7008 STOP
7009 GO SUB 8510
7009 LET y=y+1: LET plato=plato+
1
7007 IF y=b THEN GO TO 8600
8000 CLS: POKE USR "4"+0,BIN 00
000000
8001 POKE USR "4"+1,BIN 000111110
8002 POKE USR "4"+2,BIN 10000100
8003 POKE USR "4"+3,BIN 111111111
8004 POKE USR "4"+4,BIN 00001100
8005 POKE USR "4"+5,BIN 00000100
8006 POKE USR "4"+6,BIN 00000000
8007 POKE USR "4"+7,BIN 00000000
8008 PRINT AT 1,9: "4"
8009 PRINT AT 2,0: "4" PAUSE 10
0,0: "Please do:" plato PRINT AT
0015 PRINT AT 1,9: "4"
0017 LET a=a+1
0018 IF a=7 THEN GO TO 8100
0019 GO TO 8009
0020 LET w=w-1
0021 LET a=a+1
0022 PRINT AT 1,9: "4"
0023 IF w=10 THEN GO TO 8199
0024 PAUSE 10
0025 PRINT AT 1,9: "4"
0026 PRINT AT 2,0: "4"
8107 GO TO 8100
8199 CLS
8200 LET a=a+1: PRINT AT 2,0: "4"
8201 IF a=32 THEN GO TO 7995
8202 PRINT AT 1,9: "4" PAUSE 10
8203 PRINT AT 1,9: "4"
8204 GO TO 8200
8499 STOP
8500 LET a=3: LET plato=1
8501 LET w=20: LET pilote=INT (R
ND*30): LET pilot=INT (RND*25)
8502 LET y=0

```

```

8504 LET rate=INT (RND*250000)
8505 LET rat=INT (RND*250000)
8510 LET q=3
8511 LET w=20
8512 RETURN
8600 CLS: LET ret=INT (RND*b)
8601 PRINT ret: " aircraft return
ed from the mission": PRINT
"You destroyed ";desa: " enemy ai
rcraft"
8602 LET yours=yours+ret: LET pi
lot=pilot+ret
8603 LET enemy=enemy-desa: PRINT
AT 2,0: " Press any key to co
ntinue"
8604 IF INKEY$="" THEN GO TO 860
4
8605 GO TO 9000
8999 STOP
9000 CLS: PRINT "Enemy aircraft
":enemy
9001 PRINT "Enemy resources:";AT
3,0:"Money $";me: LET me=me-pil
ote
9002 PRINT "Fuel ";fe: " gals"
9003 PRINT "Rations ";rat: LET r
ate=rate-INT (RND*10000): PRINT
"pilots ";pilote
9004 PRINT AT 2,3: "Do you want
to copy this?"
9005 IF INKEY$="" THEN GO TO 900
5
9006 IF INKEY$="y" THEN PRINT AT
2,0: " COPY
9007 PRINT AT 2,0: " Press any
key to continue"
9010 IF INKEY$="" THEN GO TO 901
0
9099 CLS
9100 PRINT "Your Aircraft ";your
s
9101 PRINT AT 2,0: "Your resource
s"
9102 PRINT "Money $";m: PRINT "F
uel ";f: " gals"
9103 PRINT "Rations ";rat: LET r
aterat=INT (RND*10000): PRINT
"pilots ";pilot: LET m=m-pilot
9104 PRINT AT 2,3: "Do you want
to copy this?"
9105 IF INKEY$="" THEN GO TO 910
5
9106 IF INKEY$="y" THEN PRINT AT
2,0: " COPY
9107 PRINT AT 2,0: " Press any
key to continue"
9108 IF INKEY$="" THEN GO TO 910
8
9110 IF fe<10 AND me<100 THEN GO
TO 9990
9111 IF rate<1000 AND me<100 THE
N GO TO 9990
9112 IF rat<1000 AND m<100 THEN
GO TO 9990
9113 IF r>27 AND m<100 THEN GO T
O 9990
9114 IF me<100 AND enemy=0 THEN
GO TO 9990
9115 IF m<100 AND yours=0 THEN G
O TO 9990
9116 IF enemy>3 THEN LET enemy=
enemy-10: LET me=me-INT (RND*5000)
9117 IF me<100 THEN GO TO 9990
9118 IF fe<10 THEN LET fe=fe+100
9119 LET me=me-1000
9120 IF rate<1000 THEN LET rate=
rate+10000: LET me=me-1000
9121 IF pilote<5 THEN LET pilote
=pilote+10: LET me=me-1000
9122 IF rat<100 THEN LET pilot=p
ilot-10
9123 IF rate<100 THEN LET pilote
=pilote-10
9124 GO TO 12
9125 CLS: PRINT " You don't
have that many
aircraft!"
9126 PAUSE 10
9127 CLS
9128 GO TO 12
9129 CLS: PRINT "You have defea
ted the enemy"
9130 STOP
9131 PRINT " You have bee
n defeated..."
9132 STOP

```



# We've got the **TALENT**



## and our games prove it!

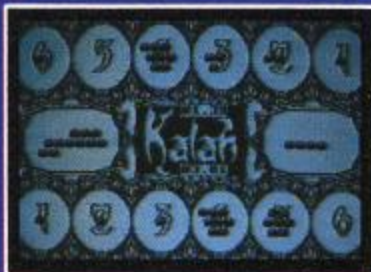
Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit.

### Kalah



### ARCHIPELAGO



#### KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!

Commodore 64 Cassette £7.95 Disk £9.95

COMMODORE CASSETTES ARE 'FAST LOAD'

#### LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?

BBC Model B Cassette £7.95  
Electron Cassette £7.95

COMMODORE SOFTWARE WILL SHORTLY BE AVAILABLE ON COMPUNET

#### ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark you every move, waiting to deal a swift and terrible vengeance. How long can you survive?

A fast-moving, action-packed game with brilliant graphics, animation and music.

Commodore 64 Cassette £7.95 Disk £9.95  
(joystick needed)

#### WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!

Test the speed of your draw, your skill at cards, your powers of survival!

The first of a stunning series of adventure games from Allan Black, played in real-time.

Commodore 64 Cassette £9.95 Disk £12.95  
BBC Model 'B' (text only) Cassette £7.95  
Electron (text only) Cassette £7.95



#### PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commodore 64.

Commodore 64 Cassette £17.95 Disk £19.95  
The programme is menu-driven and comes with a comprehensive illustrated instruction booklet.

# TALENT

Curran Building, 101 St James Road  
Glasgow G4 0NS Tel 041 552 2128

TO: TALENT COMPUTER SYSTEMS FREEPOST (no stamp required) GLASGOW G4 0BR

Please send me the following items

COMMODORE 64	Quantity			BBC MODEL B	Quantity		
PANORAMA (H)	—	Cassette	(£17.95) <input type="checkbox"/>	LASER REFLEX	—	Cassette	(£ 7.95) <input type="checkbox"/>
PANORAMA (H)	—	Disk	(£19.95) <input type="checkbox"/>	WEST (text only)	—	Cassette	(£ 7.95) <input type="checkbox"/>
ARCHIPELAGO	—	Cassette	(£ 7.95) <input type="checkbox"/>	ELECTRON	—	Cassette	(£ 7.95) <input type="checkbox"/>
ARCHIPELAGO	—	Disk	(£ 9.95) <input type="checkbox"/>	LASER REFLEX	—	Cassette	(£ 7.95) <input type="checkbox"/>
KALAH	—	Cassette	(£ 7.95) <input type="checkbox"/>	WEST (text only)	—	Cassette	(£ 7.95) <input type="checkbox"/>
KALAH	—	Disk	(£ 9.95) <input type="checkbox"/>	Total (includes postage and packing)			
WEST	—	Cassette	(£ 7.95) <input type="checkbox"/>				
WEST	—	Disk	(£12.95) <input type="checkbox"/>				

Please debit my ACCESS/BARCLAY/TRUSTCARD

Enclose a PO/ Cheque to the value of £ \_\_\_\_\_

Enquiry Date \_\_\_\_\_

Name (block capitals) \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

Signature \_\_\_\_\_ Tel \_\_\_\_\_

Please allow up to 28 days for delivery. We shall not bank your remittance until your order has been despatched.

SOFTWARE FROM SCOTLAND

Talent games should shortly be available from your local software retailer – or post off the coupon now.

INSTANT CREDITCARD 24 HOUR ORDERING SERVICE TEL 041 552 2128



# WRITTEN YOUR MASTERPIECE YET?

'COS IF YOU HAVE, WE'D LIKE TO SEE IT.

\*BIG K is interested in BASIC computer programs for any of the top-selling micros.

\*We're also interested in programs and routines written in other languages (e.g. Assembler).

\*We don't insist that they're games — friendly utilities are more than welcome.

\*We pay top dollar for anything we publish.

\*We like it fully debugged, on cassette, disc or microdrive, and as thoroughly documented as possible.

\*A listing helps, especially if it's no more than 40 columns wide.

\*Send your stuff to:

**BIG K (PROGS)**  
**IPC Magazines Ltd.**  
**Kings Reach Tower (2035)**  
**Stamford Street**  
**LONDON SE1 9LS**

## SENT IT IN ALREADY?

Don't despair if you haven't heard from us yet — you will! You will! It's just that . . . well, we sort of got overwhelmed by the never-ending stream of delivery porters toiling up the 20 flights of stairs to



our electronic eyrie high in the cloud-wreathed fastness of the Tower of Power, each of whom bears on his head a rattan basket containing readers' progs.

Evaluating this material takes time, and time is one thing we never seem to have enough of . . .

So if you're getting edgy — relax. Don't do it. Somehow we'll get through it. Then your turn will come.



## NEXT MONTH IN BIG K...

### THE INS AND OUTS OF STRONTIUM DOG

Bringing any established comic character to computerised life is no mean undertaking. Bringing 2000 AD's futuristic sinister bounty hunter STRONTIUM DOG to life is perilous indeed. We chart the anatomy of a new biggie . . .

### A CHIP CALLED SID . . .

is the powerhouse behind the Commodore 64's state-of-the-art sound facilities. KIM ALDIS takes up the baton.

### GREAT VIDEO DISEASES OF OUR TIME

Incorporating CollapseWare — an entirely new concept. JOHN CONQUEST lists those parts of his body which have gone wrong since he took up this vibrant new hobby, and (entirely in passing) savages one or two wickets that are even sicker than he is . . .



plus

ROBOTS — We got 'em!  
THE FALL GUY — exclusive preview  
LETTERBASE/ARCADE ALLEY/  
DORKSLAYER and all the other  
Fun Regulars, not forgetting:  
GAMES AND UTILITY LISTINGS  
FOR TOP MICROS

# Punchy



## Punchy Now Runs & Jumps On:-

VIC 20 + 16K

CBM64 (Distributed by Commodore)

SPECTRUM 48K

SPECTRAVIDEO 318/328

AMSTRAD CPC 464  
(Distributed by AMSOFT)

M.S.X. version available in June.



<b>PUNCHY (VIC + 16K)</b> . . . . .	<b>£6.90</b>	DIGGER (VIC + 16K)	<b>£6.90</b>	<b>SPECIAL TRADE PACKAGE AVAILABLE.</b>	
<b>OTHER MR. MICRO TITLES AVAILABLE NOW:-</b>		BENGO (VIC 20)	<b>£6.90</b>		
GOLD RUSH (VIC 20)	<b>£6.90</b>	AMIGO (VIC + 16K)	<b>£6.90</b>	DRAGON TAMER (DRAGON)	<b>£9.90</b>
INVINCIBLE (VIC 20)	<b>£6.90</b>	HUMPHREY (BBC B)	<b>£6.90</b>	SCORE STORE (ALL)	<b>£1.95</b>
HUMPHREY (VIC + 16K)	<b>£6.90</b>	PUNCHY (SPECTRUM 48)	<b>£6.90</b>	HARLEQUIN (SPECTRUM 48)	<b>£6.90</b>
MYSTERIOUS ISLAND (VIC + 16K)	<b>£9.90</b>	CRAZY GOLF (SPECTRUM 48)	<b>£6.90</b>	LIGHTNING ASSEMB/DIS (ORIC)	<b>£13.90</b>
		DRACULA (ORIC)	<b>£6.90</b>		
		RAM DAM (VIC)	<b>£13.90</b>		



ACCESS & VISA.  
TEL: 061-728 2282

AVAILABLE FROM ALL GOOD STOCKISTS  
OR ORDER DIRECT FROM:-

MR. MICRO LTD., 69 PARTINGTON LANE, SWINTON, MANCHESTER M27 3AL, ENGLAND.



**MR. MICRO**

# THE AGE OF THE R.A.T



## CONVENTIONAL JOYSTICKS ARE DEAD!

The Cheetah **Remote Action Transmitter** is the most sophisticated computer controller available.

It has these features:

- Infra Red transmission – so there are no leads trailing across the living room. Just sit back in your chair up to 30 feet from your machine.
- Touch control – no moving parts, extremely fast, long life.
- No extra software required.
- Can be used with all Cheetah RAT/Kempston compatible software.
- Fits comfortably in your hand for long play periods.
- Comes complete with receiver/interface unit which simply plugs into the rear of your Spectrum.
- Compatible with all Sinclair/Cheetah peripherals via the rear edge connector.

**Simply incredible at £29.95 including VAT and p & p.**  
Dealer enquiries welcome. Export orders at no extra cost.

Send cheque/p.o now to:  
**Cheetah Marketing Ltd. (Dept. BK), 24 Ray Street, London EC1R 3DJ. phone 01-833 4909**

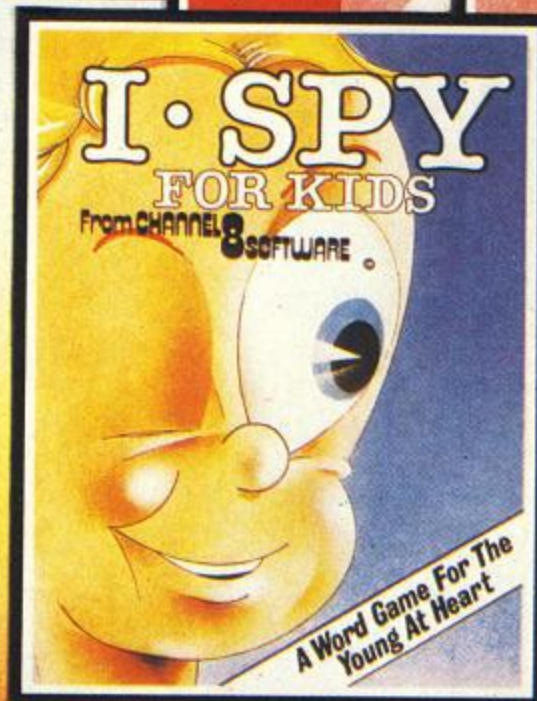
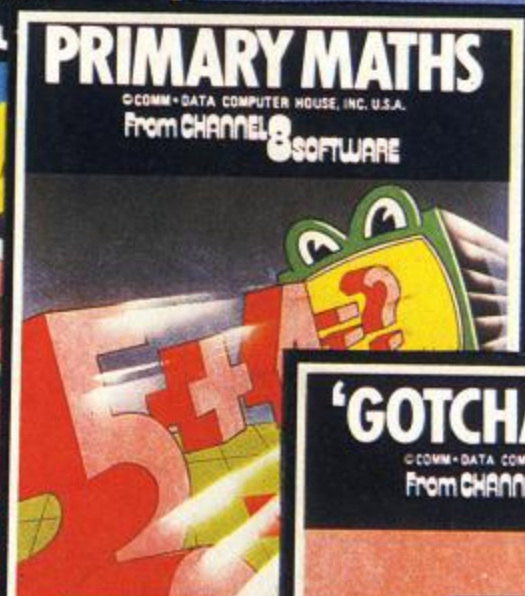
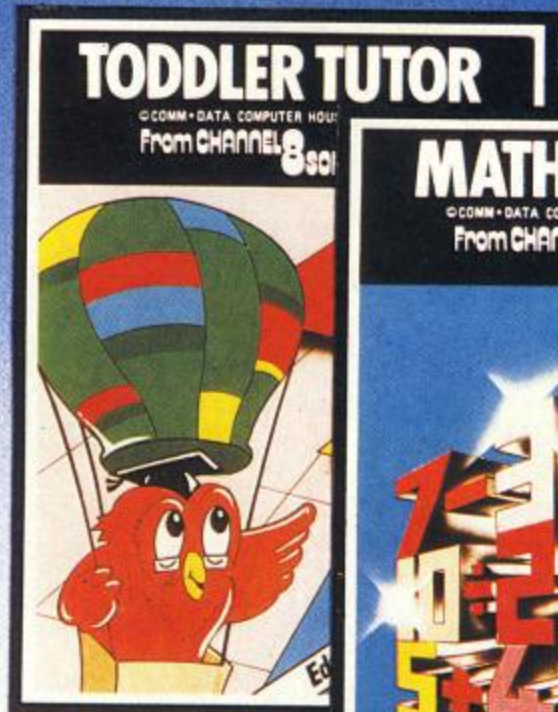
Cheetah products are also available from branches of

**John Menzies** **Boys** **WHSMITH** **Rumbelows**  
and all good computer shops.



Patent Pending

# Looking and Learning



From the top of the American Educational Charts, Channel 8 Software bring you the top 4. Comm.\*Data Educational Programs.

- \*They make sums simple.
- \*Easy learning Graphically.
- \*Your children will enjoy learning with them.
- \*Give your children a better start in life.

Each educational series tape contains 4 related programs aimed at specific age groups and are ideal for home or schools.

**Toddler Tutor** age group 3-6  
**Primary Maths** age group 5-7  
**Gottcha Maths** age group 8-adult  
**Maths Tutor** age group 8-11

Programs for Commodore 64, CGL/Sord M5

I Spy is available for 16K Atari including XL and BBC A or B

**OTHER PROGRAMS INCLUDE**  
 Borzak, Shear Panic, Time Zone, The Famous Mysterious Adventure Series and many others.

**SPECIAL!**  
 Out soon the most advanced musical synthesizer 'Midi' program.

**CHANNEL 8 SOFTWARE**  
 51 Fishergate, Preston,  
 Lancs PR1 8BH.  
 Tel: (0772) 53057

### WANNA WIN A FIVER?

Yes, you too can join the formidable team of literati assembled on this here double-page spread and end up RICHER by FIVE WHOLE POUNDS! (If we publish your letter, that is.)

Bus your Suss to ...  
Letterbase,  
Big K  
Room 2038  
IPC Magazines Ltd  
Kings Reach Tower  
Stamford Street  
London SE1 9LS

### Jet Set Willy — The Last Poke

THE FOLLOWING *Jet Set Willy* loader will eliminate all moving objects, allows you to jump from room to room, lets you fall from any height, clears the attic bug and will suck you up walls as if in a lift. And, of course, gives you infinite lives.

```
10 CLEAR 32767 : LOAD ""
CODE
20 FOR A=43780 TO 45823
:POKE A,O: NEXT A
30 FOR A=46080 TO 49151
:POKE A,O: NEXT A
40 POKE 36477,1
```

50 RANDOMIZE USR 33792

To jump from room to room, go down the first landing, to the room with the long flight of stairs and a flashing cross. Move to the bottom of the stairs and input WRITETYPYPER. Then press key 9 and you should jump to the off-licence. You should now be able to jump freely from room to room. Make sure you go in the right position — or you'll discover the consequences!

If you want to get sucked up a wall, stand beneath it and press the jump key. This takes some getting used to, and is not possible on all walls.

In the nightmare room, quickly press jump and forward keys as soon as you enter. This will allow you to collect the single, high-up object in the room. Then leave. There's nothing else. Remember you'll be invisible in this room, but don't worry, you can't get killed.

MARK CHARLTON,  
Ashford.



### Five's the limit?

I TOTALLY agree with Paul Bellamy's views (BIG K 5). All software is vastly overpriced. Why shouldn't we make copies at £5 a throw? NICHOLAS WATKINS, Wolverhampton

### Piracy Schmiracy

IF "COMPUTER software is, in the main rubbish", why does pirate Paul Bellamy lower himself to copy it? Why publish the views of someone breaking laws like a common shoplifter? I see enough piracy in school. CHRIS HALL, Belfast.

● We publish Paul's views for the same reason we publish your views — the day we stop publishing views, we're dead.

### Fair Play

IN REPLY to Paul Bellamy, we think that major software breakthroughs like 'The Hobbit' or 'Lords of Midnight' deserve their high prices because of development costs. However, it's at the £6-7 mark that people get 'ripped off', for games that are just tired variations on familiar themes.

We've got six adventure games retailing at £1.95. Sure — we want to make money, but we don't want a cynical public and a market that boils down to fierce piracy protection, minimal content, and resentful punters.

M. K. WHITE,  
8th Day Software,  
Wirral.

### Ethereal

WHILST playing my short wave radio, I came across a series of high pitched noises. I recorded them and played them into the old CBM 64 — and was amazed when they

loaded. The result was a program jumble of confused characters and keywords. How can I translate these codes?

N. WHILLANS,  
N. Ireland.

● Sounds like you ran into a bit of BASICODE, of which the sole official transmitter is the BBC. The Beeb will supply you with an interpreter. Alternatively, you might have been tuning in to some sinister hacker of the airways passing on pirated pulses to a fellow plunderer. In which case, don't tell the Beeb.

### Bright — But Not Sharp!

I'VE only one thing to say about Mr. Bright, MP, who's trying to include our games in the Video Recordings Bill — he's stupid! KIERAN NUTBROWN, Huddersfield.

### Hack Attack

I THINK the Bright Bill stinks. However, it could lead to a new breed of political games. How about *Revenge of the Mutant Tories*, or *Kinnock*

*Kong*? Every session of Parliament is a game of *Dungeons and Dragons*, after all. (We won't mention *Manic Miner*.) CAMERON BLACK, Glasgow.

### Kwest For Kong

IN RESPONSE to Analechi Nivadi's quest for the best Commodore Kong — there's only one good Kong game for the Commodore. That's Anirog's.

ANDY CLARKE,  
Warwickshire.

### King of the Kongs

THE ALL-TIME great Kong game is the arcade *Donkey Kong*, by Nintendo. NICK BARFOOT, Colehill, Dorset.

### Anagram

HOW COULD you do this to me? My name is not Analechi Nivadi — it is Analechi Nnadi. A. NNADI, London.

edited by NICKY XIKLUNA

● Improve your handwriting, Annaline Leech.

## Big Kool

ALL NEW magazines pack their first issues with the best stuff, and then get really average. Big K, however, has stayed hilarious, and manages to pack in its point too. Your views are the same as mine, and I agree with all your Classic Games choices.

M. J. DAVIES,  
Dyfed, Wales.

● We agree with your Classic Mags choice, too.

## Talk to Me!

IS THERE an interface available to connect a CBM 64 to a Spectrum? We both write programs and it would save us a lot of time in translation.

C. BRIDGER & T. FLYNN,  
Merseyside.

● Sorry, C. and T., but when have you ever heard of two rivals talking to each other?

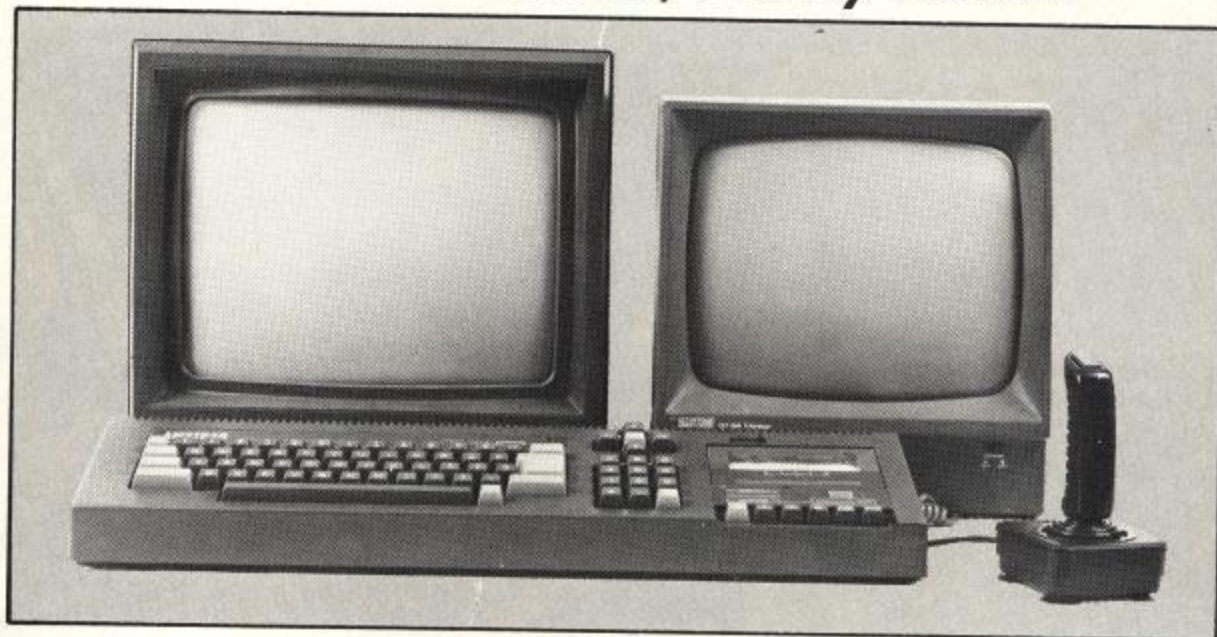
## First Edition

DO YOU think that the first issue of BIG K could be worth some money? If so, how much?

NG WAITONG,  
Kuala Lumpur,  
Malaysia.

● YOU START the bidding, Ng old china, and we'll tell you if you're in with a chance.

## Amstrad: Great Green, Costly Colour



AMSTRAD have made a mistake — the inclusion of the monitor in the price. If you buy the cheaper, green-screen model (£229) you lose one of the machine's best features. To get your colour back you must purchase a £30 modulator/power supply, and use your TV. So now you've got a redundant monitor.

Of course you could go for the colour model right from the start. But then £329 is above the average micro budget.

It would be better to hold the monitor, bung in a pair of joysticks and some software and run the thing off a TV. Surely most people have one of those?

NEIL OLNER, Doncaster.

● Good point, Neil — except that, as you say yourself, most people only have ONE TV. So when *Dynasty's* on, who gets the use of the Family VDU? *Les Parents*, every time. Also: TVs won't support 80-column display, and we think that Amstrad fancy their 'puter's chances as a small business micro (eventually).

## Taking Shape

I DISCOVERED the following useful tricks whilst experimenting with my 48K Spectrum:

1. Type PLOT 128,88:DRAW 30,30,4E4 — a rotating shape appears on screen. By altering

the third number in the DRAW statement, you can change the size and shape of the object.

To disable the BREAK key during a BASIC program, type POKE 23659,0. But note that the program won't stop to give reports (errors etc).

ELTIN LUNNY,  
Dublin.

## Another Kim Bites The Dust

I'M SURPRISED to find that Kim Aldis couldn't manage *Jet Power Pack* (BBC). It's easy. I haven't quite finished, but I've got to the fourth garage.

SARA HIRST,  
Leeds.

● Kim has this co-ordination problem, you see . . .

## Shut-Out At Atari

HERE ARE some tips for Atari owners who want to protect their progs.

1. To disable the BREAK key, include the following after every graphics command: POKE 16,64:POKE 53774,64

2. You can't disable the Atari's SYSTEM RESET, but POKE 580,1 will reset the cold start flag, thereby clearing any programs in RAM whenever the key is pressed.

3. For a 'run only' program, add the following line to the end of your programs: 32767 POKE(PEEK (138)+256\*PEEK (139)+2),0:SAVE"C:":NEW

4. For disc drivers, substitute the SAVE "D:FILENAME":NEW Then type GOTO 32767 in the immediate mode and the program will be saved in a protected form. When loading use the command RUN"C:" or RUN "D:FILENAME". The program will then save and run itself. Pressing BREAK or loading in any other way will result in a lock up. Be careful — this method of prog protection won't even let you get a listing afterwards!

M. RAHMAN,  
London.



At £9.99 our games were a bargain...

At £6.99 they're a STEAL!!

COMPLETE THE ARCADE GAME

~FLIP THE CASSETTE~

SOLVE THE ADVENTURE



CBM 64

Quest For the Garden of Eden.

Travel back through time to stop Adam eating that apple!

By Brandon James

SPECTRUM 16/48

Jokers Wild. Enemy aliens are capturing our souls with hypnotic cards. Stop them and save the human race!

By Nic Ford



DRAGON

The Emperor Must Die. The corrupt Emperor must be eliminated and you have been chosen!

By Tyrone Howe



At £9.99 the critics were unanimous in their applause for our concept of arcade and adventure. "A splendid idea..." HOME COMPUTING WEEKLY.

"Superb..." POPULAR COMPUTING WEEKLY.

"Great!" COMPUTER & VIDEO GAMES.

"Engrossing..." COMPUTER CHOICE.

"An absolute gem!" SOFTWARE TODAY.

What will the critics say now?

All at £6.99

Available from Boots and all good Computer Stores

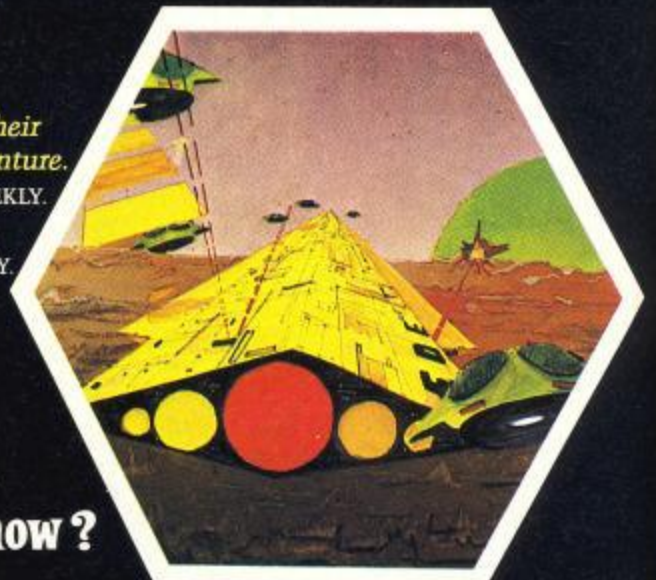


CBM 64

The Sorcerer's Apprentice.

Find the right spell to halt the mischievous brooms!

By Stuart Barnes



VIC 20

Four Gates. Rescue the humans from the catacombs of the Xzinon Ants!

By Simon Wickes

PHOENIX



...Now there isn't a CHOICE

Please supply:

Quest For the Garden of

Eden  Jokers Wild

The Emperor Must Die  The

Sorcerer's Apprentice  Four Gates

I enclose a cheque/P.O. for: .....

Name .....

Address .....

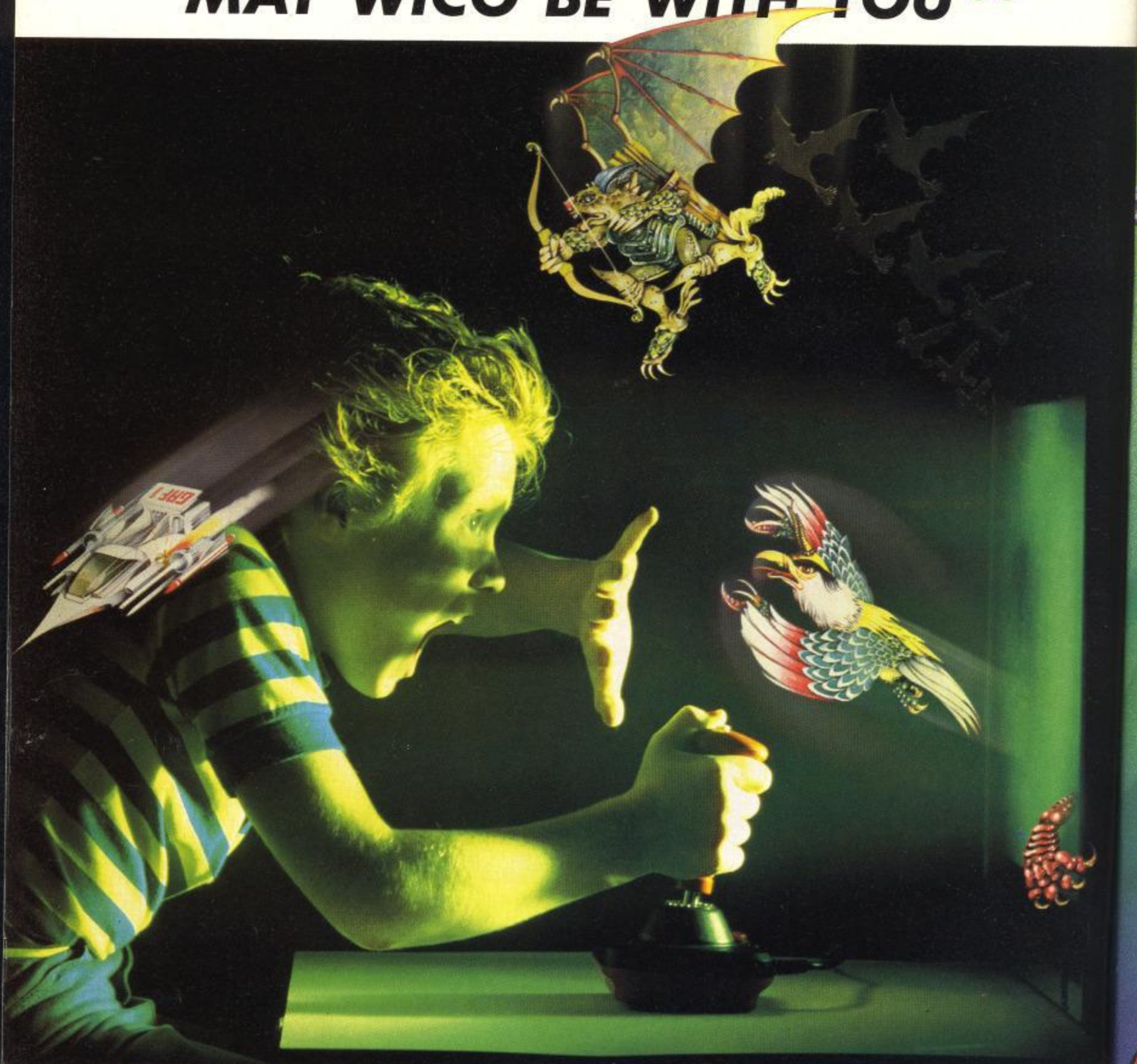
PROGRAMMERS! Have you written any good software? Send it to us for assessment and details of our super royalty scheme.

Phoenix Software Ltd., Spangles House, 116 Marsh Road, Pinner, Middx. 01-868 3353

Trade Enquiries Welcome



.. **MAY WICO BE WITH YOU** ..



**W**hen you're up against all the evil in the universe, you need the finest joystick. Weak, sticky, slow controls can only lead you to your doom.

You need a Wico.® The controls in more than 500 modern arcade games are actually made by Wico.® They set the industry standard for durability and performance. And the same arcade quality goes into the Wico.® you take home.

Wico.® joysticks work directly with the Commodore 64,™ Vic 20,™ all Atari.® Home Computers and Atari.® Video Games.

Add an interface, and you can connect into a Sinclair Spectrum or Apple II.® and Ile.® If you have a new MSX computer there's the just released MSX Grip Handle for you.

What do you get? A man-sized handle on a virtually unbreakable shaft. Tough, ultra-sensitive Wico.® switchgear. A heavy-weight base. A year's guarantee. And more sheer

dodging, chasing and blasting power than ever before.

The Wico.® range includes the famous Red Ball,™ straight out of the arcades. The Three Way Deluxe with interchangeable handles. The light but rugged Boss. And check out the state-of-the-art Trackball: many owners use it for serious programming, where it gives them effortless cursor control.

Ask your dealer to let you handle a Wico.® Quality (you'll find) costs money.

But if you want to have less trouble fighting your controls, and more power for fighting the forces of darkness . . . only Wico.® is worthy of your hand.



**WICO**®

THE FINEST HAND CONTROLS  
IN THE KNOWN UNIVERSE



CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR. 01-508 5600. LOOK FOR THE WICO NAME IN ALL GOOD SHOPS AND CATALOGUES.

# WHERE'S MY BONES?

FROM  
**INTERCEPTOR  
SOFTWARE**

ONLY  
**£7.00**  
ON CASSETTE  
**£9.00**  
ON DISK

WRITTEN BY **LEE (VALENTINO) BRAINE.**  
PRODUCED BY RICHARD PAUL JONES.

SUITABLE FOR THE  
**COMMODORE 64**

NOW WITH **ULTRA LOAD** FAST LOADING

**INTERCEPTOR  
MICROS**

LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE

TEL (07356) 71145

**AVAILABLE NOW**  
FROM  
ALL GOOD COMPUTER  
RETAILERS

Available for  
**COMMODORE 64 ATARI 16K  
DRAGON 32 TANDY COLOUR**

# DANGER RANGER



Danger Ranger must collect ten keys from the Chamber of Pasha, whilst warding off the Floating Urns, Radio-active Bats and Roving Eyes. Then he must face the Acid Chamber to collect all the Treasure Chests, avoiding not only the drops of acid, but shooting the four demons which guard the chamber. Five levels of Play. Sound Effects. High Speed arcade action game. Full colour graphics. Machine Language.

**CASSETTE £8  
DISK £9.95**

Mail Order Sales from  
Microdeal Mail Order 41 Truro Rd,  
St. Austell Cornwall PL25 5JE

Credit Card Sales      
Phone 0726 3456



Dealers Contact  
**MICRODEAL DISTRIBUTION**  
**0726-3456**  
or **WEBSTERS SOFTWARE**  
**0483 62222**

## MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

