

COMMODORE

Games

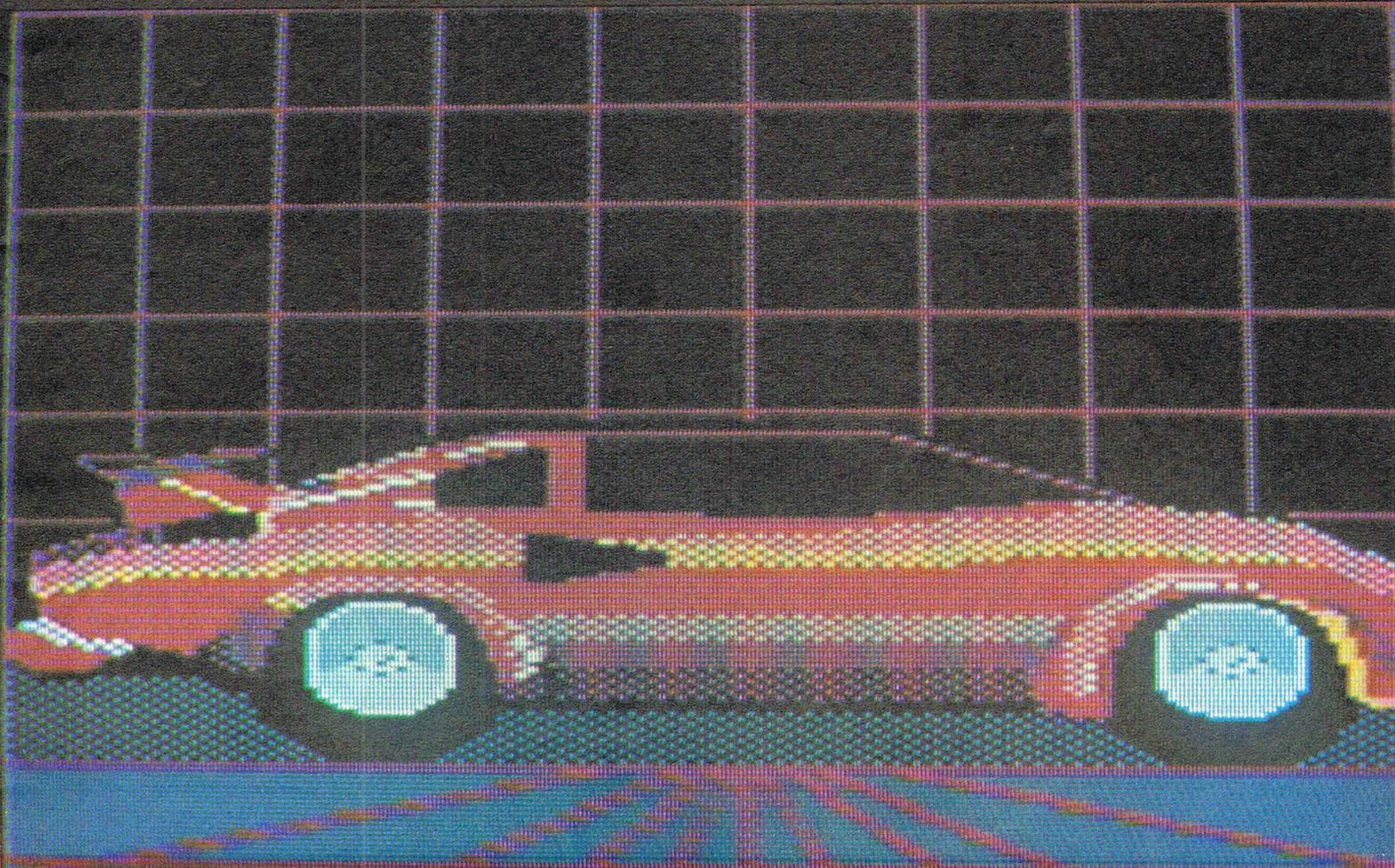
OCTOBER 1984

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Reviews -
The latest games

The Top Twenty

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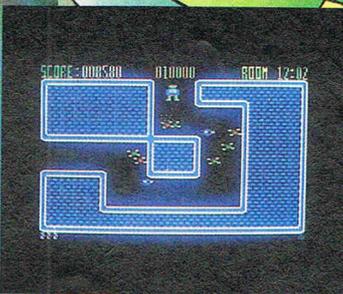
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Mosaic adventures

Three illustrated text adventures based on popular books have been released by Mosaic Publishing.

Erik the Viking is based on the children's book *The Saga of Erik the Viking*, by Monty Python's Terry Jones. Programmed by Level 9 Computing, the game is designed to appeal to all ages from eight upwards and comes complete with a 20-page booklet containing extracts from the book.

The Stainless Steel Rat Saves the World, based on Harry Harrison's sci-fi classic, includes a paperback copy of the book. Michael Moorcock's Oswald Bastable stories are the basis for *The Nomad of Time*, which includes a 16-page booklet with an extract from the *Nomad of Time* trilogy.

All three adventures are available for the 64, costing £9.95 each.

Contact: Mosaic Publishing, 187 Upper Street, Islington, London N1. Tel: 01-226 0828.

Virgin cuts

Virgin Games are reducing the price of 32 games down to £2.99 until the end of November. Included in this offer are Commodore titles such as *Falcon Patrol*, *Hideous Bill* and *Mission Mercury*.

Two new titles have also been announced. *Falcon Patrol II* continues the desperate desert war and features 3D graphics.

Terrorist puts the player in the role of Red Commander to an anti-terrorist squad with the mission of making safe a town.

Both these 64 titles cost £7.95.

Contact: Virgin Games, 2-4 Vemon Yard, Portobello Road, London W1. Tel: 01-727 8070.

Death of the joystick

Could Cheetah Marketing's new Remote Action Transmitter (RAT for short) bring about the death of the traditional joystick?

RAT is a remote hand-held unit reliant on infra-red signals. Initially developed for the Spectrum, a 64 version is said to be in the pipe-line.

Retailing at £29.95, the RAT can only be used with Cheetah RAT and Kempston joystick compatible games. Software writers can incorporate RAT compatibility in programs through the use of a six line coding provided by Cheetah Marketing in both BASIC and Machine Code form.

RAT consists of two pieces of hardware: a black-cased receiver which plugs directly into the edge connector at the rear of the computer and a transmitter,

powered by a PP3 battery, which has been designed to fit neatly into the palm of either hand.

Touch controllable, the RAT utilises two touch sensitive pads — one controlling rapid fire and the other, direction.

Infra-red signals transmitted from the RAT's nose are picked up by the infra-red diode sited in the front of the receiver. As it operates on a different infra-red frequency to other products such as TVs and video recorders, it is claimed that the RAT will not cause any interference.

Signals are transmitted over a fairly wide angle and the RAT is said to operate at up to 30ft.

Contact: Cheetah Marketing, 24 Ray Street, London EC1. Tel: 01-833 4909.

BT software range

British Telecom are entering the software market with a range of computer games under the label Firebird.

Twenty titles are being released this month as part of the Firebird Silver range. Costing just £2.50 each, titled for the 64 are *Mr Freeze*, *Booty*, *Exodus*, *Headache* and *Zulu* — all arcade style games.

Two arcade games are being released for the VIC 20 — *Snake Bite* and *Mickey The Brick*.

Richard Hooper, chief executive of British Telecom's Value Added Systems and Services, says: "In a market where quality and prices tend to be variable and complaints of misrepresentation frequent, Firebird software is setting new standards".

Future plans include the Firebird Gold range featuring premium titles priced and launched individually, and also educational and other types of programs.

Contact: British Telecom, 2-12 Gresham Street, London EC2. Tel: 01-357 3814.

Adventure

Games Workshop are to release a 64 version of adventure game, *Tower of Despair*, in November.

Described as a 'new challenge to adventure gamers', *Tower of Despair* casts the player in the role of the Warrior-Mage of Castle Argent with the task of destroying evil Malnor, Demonlord of Darkness, who is about to ravage the realm of Aelandor.

Retailing at £7.95, the game will include an adventure guide containing a history and map of the realm of Aelandor together with vital clues to the adventure.

Contact: Games Workshop, 27/29 Sunbeam Road, London NW10. Tel: 01-965 3713.

ZIM SALA BIM

Zim Sala Bim is a new scrolling graphic adventure for the 64 from Melbourne House. Russel Comte of Mugsy fame created the 3D scrolling graphics which are complimented by an exotic musical soundtrack.

Retailing at £9.95, the aim of the game is to retrieve stolen gold from the Sultan and return it to the elders of the village raided and pillaged by the Sultan.

A new colour-coding concept designed by Melbourne House enables the consumer to see at a glance which products are for which micros. (Commodore games are marked in red.)

Contact: Melbourne House, Castle Yard House, Castle Yard, Richmond. Tel: 01-940 6064.

Hyper biker

PSS has released *Hyper Biker* for the 64.

A graphic representation of the popular cycle sport BMX, *Hyper Biker* enables up to four players to act out the more sophisticated manoeuvres associated with top quality bikers, such as wheelies, long jumps, high jumps and bunny hops.

Available on cassette at £7.95, control of the bike is via joystick or keyboard and track features include table top, whoop de doos, ramps, speed bumps, ditches and drop offs.

Contact: PSS, 452 Stoney Stanton Road, Coventry CV6 5DG.

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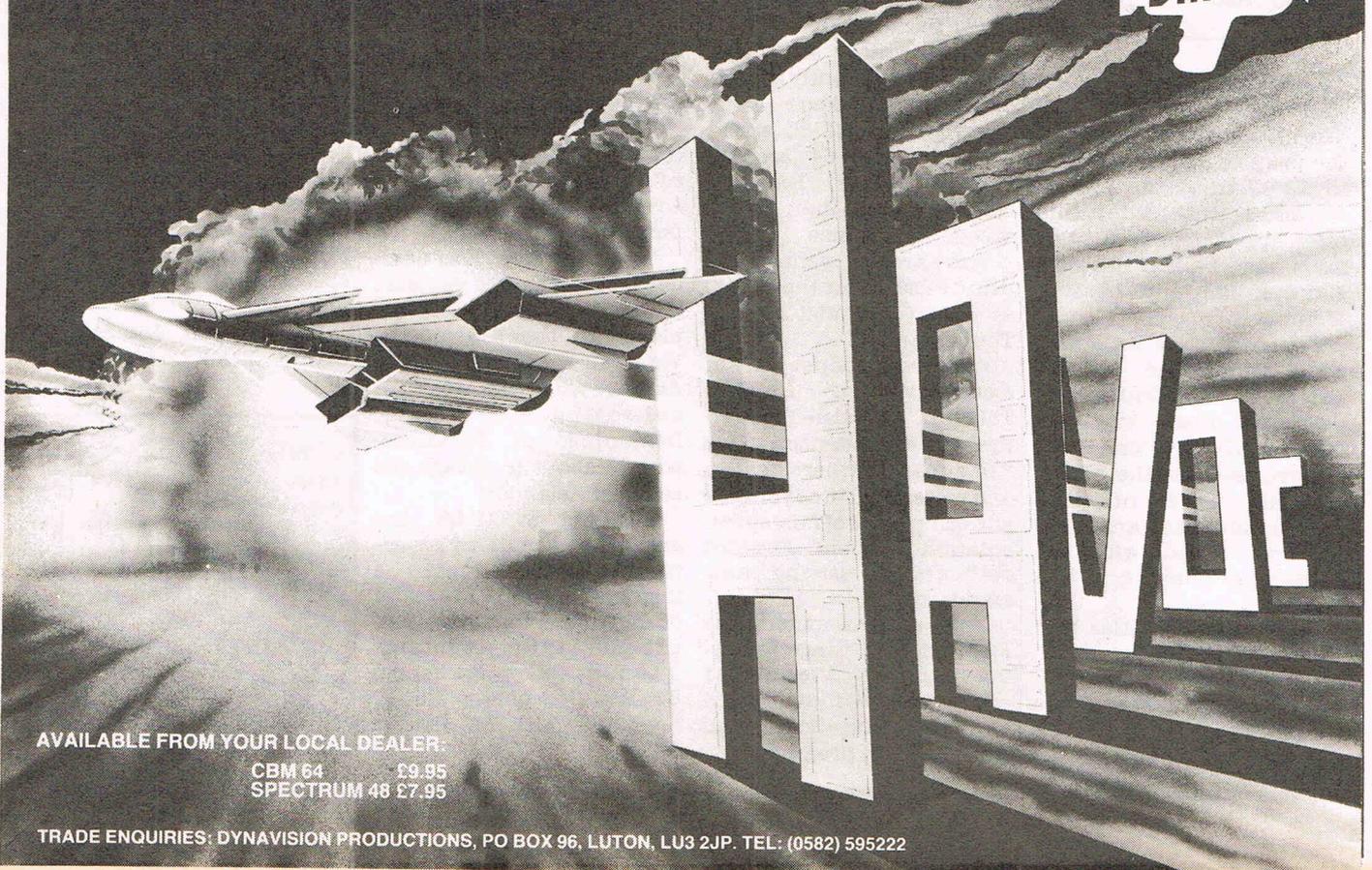
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Computers- FASHION OR FUTURE?

Sally Wood talks to Martin Maynard, managing director of Audiogenic, and finds that he has some rather interesting and perhaps controversial views about the industry he has chosen to make a living in.

Audiogenic must be one of the oldest companies in the computer software business. CCI went along to Reading, the site of Audiogenic's factory premises, to talk to Martin Maynard about the company and his ideas about the business in general.

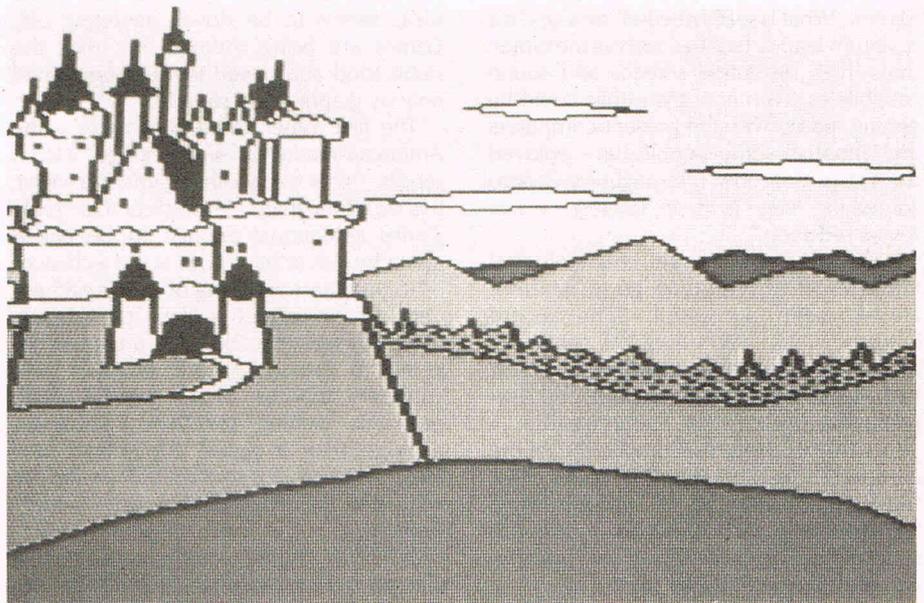
Audiogenic means faithfully reproduced sound and the name reflects the company's early beginnings as a recording studio where bands were managed and record deals carried out. After a few years, they branched out into cassette duplication until Martin decided that "there was more to this than duplicating" and they started to program games for the Commodore machines. Mockaker Blitz for the VIC 20 was their very first game.

By 1981 they were producing software in earnest and last year's net profits came to about £100,000. Martin expects those figures to double this year.

Audiogenic have succeeded in an extremely volatile business field — that of computer software where so many companies have failed, Imagine and Rabbit being two of the most recent casualties.

Martin attributes some of the Audiogenic's success to "luck" and concedes that Audiogenic are probably "more experienced in understanding what the industry wants". He says: "It's a fashion business and fashions are changing all the time!" He continues: "These companies have failed because they didn't know what they wanted

or what anybody else wanted, people want different things all the time — even in



An illustration produced by Audiogenic's Koalapid

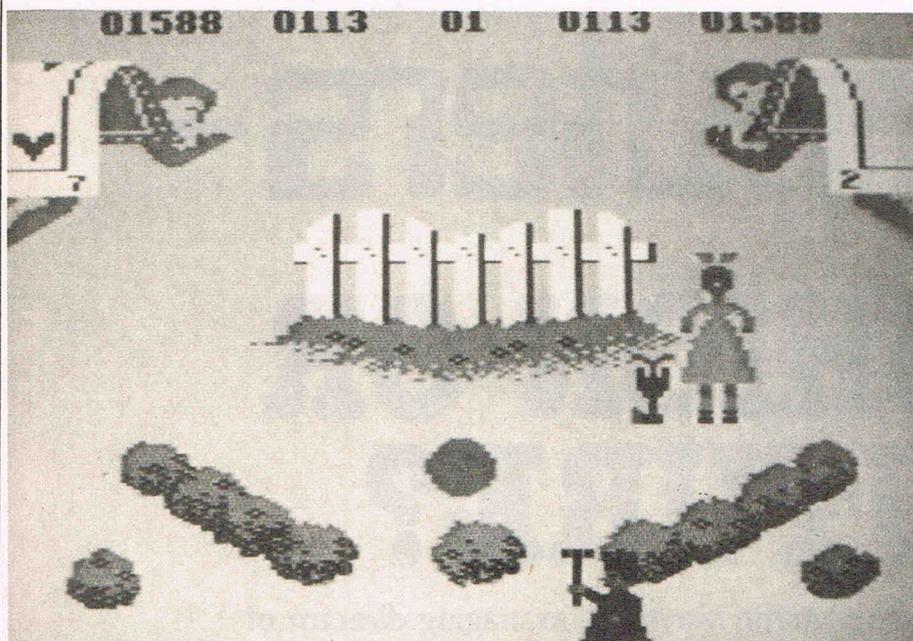
computers."

Software houses' precarious position will probably worsen. Martin believes that "computers are only just beginning to be consumer products" and are not yet a "true consumer item". Most consumer industries have to adapt to the everchanging fashions and fads of the public and the changes can be remarkably quick. A dress style or rock group can be the best thing since sliced bread one week and forgotten for ever the next!

Computers and software are on the

threshold of being in the same position, but not quite yet. Martin believes that it is still the enthusiasts who own computers, "Everyone these days owns a video and a record player but I'm not totally convinced it will ever be like that for home computers, cliques are still involved."

"Home computers are just toys" he says. "The quality of software is going to have to be significantly improved before home computers ever rise above toy status." For instance, Martin regards educational software as being merely "a gimmick" with



Screen shot from *Alice in Videoland*

very little genuine "educational merit".

Technological advances in computers over the past few years have not been as great as could be expected according to Martin. "What is really needed" he says, "is a quantum leap in facilities such as megabyte rams, high resolution screens and sound capabilities. Even now the public could be getting fed up with the present computers and although some people have enjoyed the fashion until now, they might move onto something else if their interest is not revitalised soon."

However in the past, technological improvements in consumer goods have not always been successful. "The record industry in the 1960's and 70's enjoyed a boom, and then declined almost as soon as innovations such as digital records and laser technologies appeared!" Martin recalls.

Despite his scepticism about the home computer market, Martin thinks that "computers will move on" and will creep "unobtrusively" into every home in goods such as fridges and cookers. "The microchip will evolve around us" he says.

"One area that is likely to improve is that of Communications" Martin thinks. Networks like Compunet, Prestel and Micronet will soon be in the home and "the house dweller will soon be dependent on those systems." Home shopping, banking and entertainment information will soon be available to anyone without leaving the house. "Home computers do have the capacity to become more than just games machines, but the possible applications will have to be developed and promoted."

Of course there have been tremendous changes in the industry over the last few years, the standard of games, their graphics

and sounds have improved dramatically and as Martin confirms: "No company would produce a game of the standards existing two years ago, now!" However new game ideas seems to be slowly peetering out. Games are being churned out using the same tried and tested ideas distinguished only by graphics and sounds.

"The first Miner game appeared on the American market a few years ago" Martin recalls. "Now every other game is a Manic this or miner that!" He predicts that "Only games sensational enough to be talked about by kids at school will stand a chance."

Programmers are tiring of games and the demand for utilities is likely to increase. Martin foresees that "business programs are going to become more popular" and considers that as "there are no more problems putting together a business package than a game" competition will force companies to start including software with their machines (Commodore already do so).

One of the most innocuous and seemingly unimportant inventions, the cassette has possibly been instrumental in the development of the home computer. It presents a convenient, safe and reliable means to store data for the user, although it has been overtaken by floppy disks and cartridges because of their superior memory and fast loading qualities. However not many computer owners own disk drives, Martin thinks only one in ten people do. Cartridges present the best means of storage, but the smaller software houses could not hope to produce the ten thousand at a time that would be needed to justify costs. Commodore are one of the few companies that can.

Martin considers the vertical pack density diskettes and compact audio disk (a record with laser engraved pits on the surface) to be alternative forms of data storage, although new computer designs would be needed.

Whatever Martin thinks of the industries future at the present, he is busily organising his products for the "massive Christmas" that he expects this year. More home computers are expected to be sold this year than at any other time and Audiogenic have a few new products to take advantage of the expected boom in Christmas shopping.

Swift, a home accounting program, combining word processing, budget accounts and a spreadsheet for under £50, Koalapid software - a printer routine and programmers guide and two adventure games, Magic Stone and Time Traveller are their newest products. In the future, Martin thinks that Audiogenic may concentrate more on peripherals and they hope to launch a mass storage device and the Gibson lightpen next year.

During the year, Audiogenic's games have been predominantly American. "Americans are a year ahead of us in the computer industry" Martin says, "But now the market has collapsed" and "the British and European markets have caught up and are now just as good if not better." Their two new adventures are from Holland. They do have a line of American software ready for release, but Martin felt "a bit cautious about putting them out!"

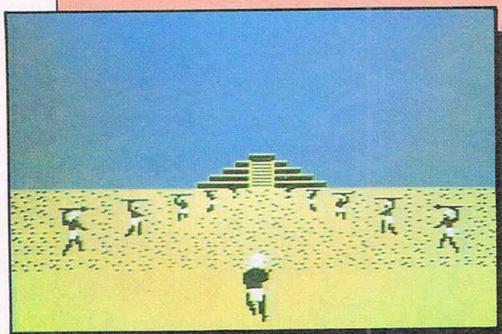
Audiogenic do not believe in having in-house programmers as in their experience, contracted ones produce better programs than those working from nine to five in the office. "They seem to thrive on working odd hours for days at a stretch" says Martin. "A comfortable secure working existence doesn't do them any good at all, they would do much better if they were on the breadline!"

On the software piracy front, Martin (a GOSH committee member) disagrees with current estimates of money lost through piracy. "People have greatly overestimated the losses" he says. "Audiogenic have lost money to large counterfeiting companies, but not on the scale people are quoting. There is no real solution, but I would like to see the authorities responsible taking more action in the software copyright legislation."

Martin concluded the interview with an opinion that since home computers came onto the market nothing immensely spectacular has happened. "What the industry really needed", suggests Martin, "is a Stephen Spielberg of computers to shake it up, inject enthusiasm, originality and innovation". A tall order, but you never know what might happen in an industry when nothing is certain except the fact that nothing is!

A sound choice

Sound can add considerably to the success of a game. Here we have selected a few games which we feel merit attention for the use they make of sound either through the inclusion of a speech synthesiser or purely effective use of music



AZTEC CHALLENGE

A test of endurance – an Aztec warrior must prove himself by running and jumping through a series of levels beset with danger. Using the joystick, the player guides the warrior through each of the seven levels – the gauntlet, stairs, temple, vermin, tiles, piranha and finally the bridge.

Dangers include falling spears, cracks in the floor, spiked tiles and piranhas. The graphics, colour and sound are excellent and the warrior's hair rises every time he jumps. On each level the music changes and the size of the buildings indicates how advanced the warrior is in completing the level.

Once the player has successfully completed all seven levels he automatically goes onto the next phase of difficulty where the action is much faster. There are four phases in total. Two players can play and each level offers five lives, once the next level is achieved the game restarts at the same level. Aztec Challenge is as its title suggests an excellently challenging game.

Title: Aztec Challenge

Programmer: Paul Norman

Contact: Audiogenic Ltd, PO Box 88, Reading, Berks. Tel: 01-290 6044 or 0734 586334

Hardware: CBM 64, disk drive and joystick
Type of game: Arcade

Graphics: ****

Sound: *****

Playability: *****

Description: Aztec Warrior has to run and jump through seven levels avoiding traps and obstacles

Price: £8.95 (cassette) and £12.95 (disk)

CCI Rating: *****

TWIN KINGDOM VALLEY

Twin Kingdom Valley will satisfy any yearning for adventure you may have.

Featuring a speech-synthesiser the action takes place in a valley belonging to two kings. This mountainous mythical region is covered in forests and moors and is largely inhabited by strong elves, trolls with broadswords, witches, castle guards and assorted creatures such as bunnies, skinny squirrels and mice.

The computer gives you the possible directions and you key in which way you want to go and what you want to do with any objects that appear.

One of the most attractive features about the game is the graphics. Very colourful pictures with moving clouds and animals illustrate your whereabouts and in many cases offer vital clues.

Castles, dungeons full of bones, grates, secret doors, and magic lakes are just some of the 175 locations in the game. Treasures like crystal balls, jewelled crowns, bags of silver, lie all over the place and placing them in the Sword Inn will ensure their safety.

Weapons, jugs and other items also help you on your way.

However the rather aggressive valley occupants continually try to kill you. Helpful tip – a polite coward will do much better than a rude aggressive and brave adventurer!

We enjoyed playing this game, it's well constructed, colourful and full of surprises.

Title: Twin Kingdom Valley

Programmer: Trevor Hall

Company: Bug-Byte Ltd., Mulberry House, Canning Place, Liverpool L1 8JB. Tel: 051 709 7071

Hardware: 64 and cassette recorder

Type of game: Adventure

Graphics: ****

Sounds: Speech synthesiser

Playability: ****

Description: Roam around the valley collecting as much treasure as possible without being killed

Price: £9.50

CCI Rating: ****

TALES OF THE ARABIAN NIGHTS

Sultan Saladin believed all women to be faithless and after he'd spent one night with a wife he had her put to death (charming!)

The beautiful Princess Anitra is next on the list and Prince Imrahil sets out to save her.

His quest begins on board a ship where he has to collect all the jugs spelling ARABIAN whilst avoiding octopi, cannon balls and Rocs. Next he negotiates a crocodile infested river and has to duck the rocks thrown by hostile nomads. Once in the underground cavern, mad genies make life very difficult, but with your brilliant arcade skills, Imrahil will have no trouble. His final act must be to grab Anitra and sail away on a magic carpet.

Tales of the Arabian Nights is challenging entertainment and uses the 64's graphics and sound capabilities well. The program also includes a voice synthesiser which introduces you to the game!

Title: Tales of the Arabian Nights

Programmer: Ian Gray

Company: Interceptor Software, Lindon House, The Green, Tadley, Hants. Tel: 07356 71145

Hardware: 64, cassette recorder, joystick essential

Type of game: Arcade

Graphics: ****

Sound: *****

Playability: ****

Description: Rescue princess Anitra in this Arabian adventure

Price: £7 (cassette) and £9 (disk)

CCI Rating: ****

COMBAT LYNX

From DURELL
(Technical Support from Westland Helicopters)

An aerial illustration of a desert battlefield. In the lower-left foreground, a tank is shown firing, with a large, bright orange and red explosion erupting from its turret. The terrain is a mix of green and yellowish-brown, with a winding path or trench cutting through it. In the distance, several missile trails with orange flames and white smoke are visible against the sky. The overall scene is dynamic and action-oriented.

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ARCHIPELAGO

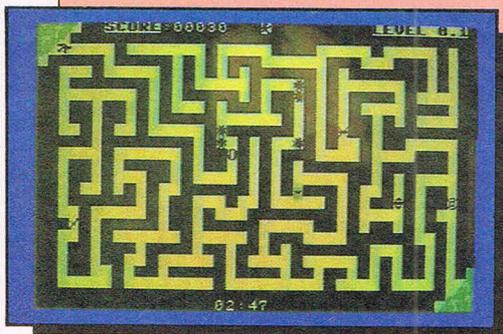
Lashed to a grating you somehow find yourself on a remote Pacific island completely alone. A storm rages around you — admirably shown with graphics in the opening screen shot of palm trees waving to and fro in front of dark stormy clouds.

Shelter appears in the form of a vast system of underwater labrynth linking the islands together. You jump inside the cave entrance and the real nightmare starts!

A maze forms to the sound of the Flight of the Bumble Bee by Rimsky Korsakov and the effect is absolutely brilliant. The best use of the 64's sound facilities that I have seen or heard.

Once in the maze, you are confronted by hordes of creepy hairy spiders who smell the man's presence and immediately head in his direction. Not only has the player got to guide the man through the maze to the next maze, he also has to collect five diamonds scattered at random. These have magic properties and while you can shoot the ever increasing tarantulas with your primitive energy lazer through these stones, they can't pass through.

If a spider gets to you, an amazing quantity of blood fills the maze. If they don't and you run out of time, the sea floods the maze and horrid devilfish give chase.



Altogether there are three levels of increasing difficulty and five mazes in each.

Archipelago is a super game in its own right, but with the excellent graphics and sound it deserves to do very well indeed.

Title: Archipelago

Programmer: Craig Renfrew

Company: Talent Computer Systems

Hardware: 64, cassette recorder or disk drive, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Fast loader: Fast Burn

Description: Help the man to collect the diamonds, combat creatures and escape through all the mazes

Price: £7.95 (cassette) £9.95 (disk)

CCI Rating: ****

ROOTIN TOOTIN

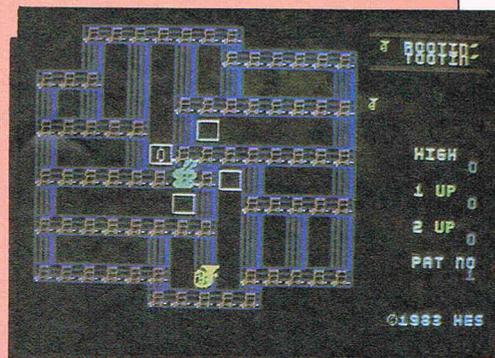
Rootin' Tootin sounds as if it's going to be a really happy fun game! But it wasn't, it was just another fairly ordinary arcade game played with weird musical instruments rather than Pac Men.

A Tuba is apparently trapped in a musical scale. It has the unenviable task of clearing away all the notes on one level and many levels afterwards to try and escape.

However, a mutated orchestra is after him and they appear in vast numbers from four boxes in the maze's centre. Besides avoiding them, which is difficult because they gang up and trap him, the only way to succeed is to blast the notes on the scale with the Tuba. The other method is to press the fire button and become temporarily invisible.

The pursuing hordes are worth points if eliminated. The pianha is worth the most at 800 and the more common Guitaro is only worth 200. Other participants include the Guitaro, Madphone, Trien and Cymbomb. Each one has its own peculiar way of trapping the tuba. The graphics are reasonably good, but the music let the program down. Good music would have transformed the game into something worth spending a few hours over.

There is a pause mechanism — useful if you want to leave the game in a tight spot and sup a wee dram of whiskey or perhaps tea. There are four difficulty levels and at least 21 mazes to play in.



Rootin' Tootin is an adaptation of a Japanese arcade game, but does not quite capture the excitement of an arcade game.

Title: Rootin' Tootin

Programmer: Bryce C. Nesbitt

Company: Hesware, Thorn EMI Software Company, Thompson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333

Hardware: 64, cassette recorder or disk drive, joystick essential

Type of game: Arcade

Graphics: ***

Sound: ***

Playability: ***

Fast loader: Turbo

Description: Escape from the scale by trapping musical notes with your tuba.

Price: £9.95 (cassette) and £27.95 (disk)

CCI Rating: ***

FLIP AND FLOP

A platform game with a difference — a very big difference actually! Flip, the kangaroo and Mitch monkey are desperately trying to escape captivity and you have to help them.

Suspended in mid air are a series of platforms joined together with ladders. On each platform there are marked squares and to make things a little trickier there are also some sticky squares. Flip starts and has to jump from square to square flipping over the marked ones. He can descend and ascend only by means of the ladder and one false move over the edge and precious life is lost (a bit like Q*Bert).

Next it is Mitch's turn and the whole platform appears upside down! Mitch has to swing from square to square. To successfully complete each level, all the marked squares have to be flipped over in a certain time.

Once the movements have been mastered it gets much more difficult because the circus keeper gives chase to the kangaroo and a wire cage follows Mitch. After five levels, the player is rewarded with a touching scene of the two friends visiting all their old circus buddies.

Subsequent levels get more difficult as the platforms increase and there are at least 25 levels.

The sound is good and the graphical illusion of the upside down platform is very clever. Flip and Flop is completely addictive and it is going to be a best seller for a long time to come.

Title: Flip and Flop

Programmer: Jim Nangano

Company: Statesoft. Tel: 0438 316561 ext.298

Hardware: 64, cassette recorder or disk drive, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Fast loader: Fastload

Description: Help Flip and Mitch escape from the Circus

Price: £8.95 (cassette) and £10.95 (disk)

CCI Rating: ****



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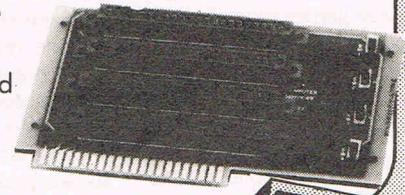
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COMPUTER PRODUCTS

Pick of the best

Amidst the multitudes of products on show at the recent PCW Show, we discovered several which deserve a special mention.

The star of the PCW show was definitely Mirrorsoft's new Games Creator.

This program is simplicity in itself. No knowledge of programming is required to create original games.

Available for the 64 on cassette (\$12.95) or disk (\$15.95), the Games Creator comes complete with three games ready to play.

On screen instructions and a step-by-step booklet tell you all you need to know. Features which can be included in your game include: jumping with gravity effects, scrolling background, detailed scenery with barrier and killer effects, animated multicoloured sprite graphics, full length tunes, explosive sound effects, successive levels of difficulty, high speed bullets, and joystick or keyboard control.

In fact everything you could possibly want!

You don't even have to know about music to write a catchy tune. Cursor movement allows you to choose notes and instrument. The computer can then play your tune back.

An extremely impressive product which looks set to make a fortune for its young programmers, David (18) and Richard Darling (16).

The result of 10,000 risky man-hours and the possibility of a £25,000 prize greeted viewers of the Eureka! exhibit by Domark software publishers.

The package of five adventure games and five arcades all on one cassette is the first offering from the new company and takes the player on a trail of five eras in history. The plot unfolds in the days of dinosaurs and mammoths and goes through the Roman Empire, the King Arthur legend and World War II

before winding down with a spy adventure in the Caribbean of present day.

Eureka! is packed with riddles, clues and puzzles that a Domark spokesman says may take as long as 15 months to solve. But it may be worth the effort. A secret telephone number at the end of the adventure will yield £25,000 for the first person to find it and call the number. The package, which is available for the 64, also has a history of its own. It was compiled by a group of "Hungarians programming in secrecy behind the Iron Curtain. The team of 20 included: four graphic artists, two musicians, a professor of logic and an Oscar winning cartoonist," Domark says. The scripts and an accompanying colour-illustrated book of more clues and symbols were written by best-selling author Ian Livingstone who also wrote the Fighting Fantasy series.

The game will retail at £14.95 and will be available by mail order from 31 October. It should be in the shops by mid-November. The deadline for finding and calling the secret telephone number is 1 December 1985 and if no one has discovered the secret by then, the prize money will be divided among all registered owners of Eureka!

Contact: Domark, 228 Munster Road, London SW6.

Eight built-in voices to simulate guitar, piano and synthesiser are featured in a new music software package designed for the 64 by music publishers Music Sales Limited for Commodore.

The package comes complete with book of 28 popular songs and tutorial material as well as a 24-key piano-style keyboard that fits over the computer keyboard. The parameters of

each sound can be altered within the capability of the 64 to create different sounds, and modes selected from the menu include one which creates base rhythms ranging from waltzes to disco. Commodore say users need no previous musical experience for this portion of the program.

The more experienced can play three-note polyphonic music on the overlay keyboard while the keys are duplicated on screen and light up when corresponding notes are played.

Music Maker will be available before Christmas for less than £30, though the specific price hasn't been fixed. The program will be in disk and cassette form.

Contact: Commodore, 1 Hunters Lane, Weldon, Corby, N Hants NN17 1QX. Tel: 0536 205555.

Change a rabbit into a kangaroo, create a maze, pick a tune from a rainbow-coloured octave — all while you're learning.

That's the idea behind the latest five of eleven titles in the Good Housekeeping series of Mr T Early Learning programs available for the 64. Ebury Software introduced the new titles, compatible with the 64, at the PCW show. The second group of titles is aimed at a wider age range than the last set, which was designed for use by three-to-six year olds. Each program costs £9.95.

Contact: Ebury Software, 72 Broadwick Street, London W1. Tel: 01-439 7144.

Touch typing is given a whole new meaning with the launching of Touchmaster, a colourful, touch-sensitive surface that interfaces with the computer keyboard — either the 64 or VIC 20 — to simplify computer use for everyone.

Accompanying software is called Touchware, designed by software houses in the UK and the USA. In addition to games and teaching programs, various keyboard overlays cater to all tastes with a Multisound music synthesiser, Multipaint graphics package and the Graphics Editor. The first two are usable on the VIC 20 and the 64, the latter for the 64.

Once an overlay is fixed onto Touchmaster and the proper software is loaded, the simple touch of a finger gets the program started. Available in mid-October, the Touchmaster touchboard will cost £149. Programs cost extra.

Contact: Touchmaster Ltd, PO Box 3, Port Talbot, West Glamorgan, SA13 1WH. Tel: 0656 744770.

Essex University's famed Multi-User Dungeons (MUD) game will soon be available to Commodore 64 owners through the company's Compunet system.

Compunet was launched officially at the PCW show. It is a telephone-linked home micro service available to 64 owners who buy the Commodore Communications Modem. The Modem comes with all the software required to access Compunet and a year's subscription to the service, all at a cost of £99.99. The modem contains special software to secure material moving across the lines from interruption by bad phone connections.

In addition to features of Compunet described previously in CCI, the link-in with Essex University will allow a large number of players to participate in the Dungeons game.

Contact: Compunet Teleservices, Metford House, 15/18 Clipstone Street, London W1P 5DS.

Sport For All

Summer is over and the evenings are drawing in. Soon only the most dedicated will don track suits to pursue their chosen sport. In a burst of enthusiasm Sue Pearce and Sally Wood show great physical endurance in a multitude of sports. Well, admittedly it was from the comfort of an armchair!

Sport-based games have come a long, long way since the days when the whole family was amazed at the revolutionary idea of being able to play games on the television in their own home. Hours were spent engrossed in controlling little rectangles (bats!) and hitting a cursor (the ball) from one side of the screen to the other. If you were lucky, you could also control the speed of the 'ball'. Amazing! Or so it seemed then.

From those humble beginnings, sport has grown into a popular area of the software market. Now, of course, things are a little more sophisticated. For example Commodore's own International Soccer game. Here you control a whole team with the ball being hit by the player nearest to it. Goals result in rapturous applause from the crowd and the winning team is presented with a cup, along with much celebration and flag waving.

Football is just one of the sport simulations available. The decision of where to draw the line between sport and simulation is not an easy one. Do you classify a flight simulator program as sport? What about games which have you parachuting out of planes? Can zapping the aliens be defined as target practise?

The arguments are endless, but for the purpose of this article we will stick to those games that obviously fit into this category. (Otherwise we could go on indefinitely!)

Interest in sport-based games was boosted during the summer with a flood of Olympic-based games hot on the heels of the 1984 Los Angeles Olympics. Heads must have rolled in the American software houses who missed out on this market completely and who had to resort to importing UK games.

The Decathlon was a popular choice with Ocean Software's Daley Thompson's Decathlon and Activision's version of the Decathlon which features tips from athlete David Crane.

Eleven field and track events have to be tackled in Micro Olympics from Database, while all the thrills of spills of the Slalom, Ski Jump and Downhill events are provided in Mr Chip's Olympic Skier.

In addition to these, Storm Software produced two programs for the Olympic enthusiast. The first lists all the medal winners since the 1896 Athens Olympics and the second enables you to record details of all the medallists in the Los Angeles Olympics, matching them against winners in the two previous Olympic games.

The Olympics is not the only sporting event to become the subject of a computer game. All the excitement of the Wimbledon fortnight is recreated in Wimbledon 64, a game from Merlin Software catering for both the beginner and the accomplished player. Cricket fans are also catered for by CRL's Test Match and Tim Love's Cricket from Peaksoft.

Football, basketball, tennis, Olympics – all very energetic. But what about those people who choose a more relaxing sport? They haven't been forgotten. In fact one of the earlier sport games to appear on the market was Romik's Pottit – a combination

of pool and snooker. And now the sports enthusiast has a choice of snooker and pool games from companies like HesWare.

A market is also emerging for ardent sports fans who want to use their computers for more than just simulating sport. BEC Sports, the UK and International distributors of soccer souvenirs have taken this opportunity to launch a database program for the 64 designed specifically for the soccer enthusiast. Called Your Team, the program enables fans to keep up to date records of his/her favourites, from First Division clubs to the local youth teams. A menu covers results, scores, attendances, personalities and statistics which, at the touch of a key, can be recorded in popular club colours. To boost sales, BEC is giving away a real leather match ball autographed by Bobby Charlton (for a limited period). The program, at £9.95 is only available from BEC Sports, BEC House, Highlands Avenue, Northampton. Tel: 0604 499246.

Here we look at a selection of sport-based games to guide you on your way.

The following review was submitted to us by a reader – G Adamson. (We are planning to form a reader's reviewing panel in the near future – watch this space for more details!)

INTERNATIONAL SOCCER

This is undoubtedly the best sports simulation available for any micro, successfully capturing what so many previous attempts at sports simulations have failed to do. That is, to provide the feel of the sport capturing not only the action, but also the skill, excitement and competitive element.

To begin with you select team colours and choose whether or not you want to play an opponent or the computer – capable of playing at levels ranging from 1-9. You have a team of seven controlling the player nearest the ball, who's indicated by turning a lighter shade of the team colour. The action takes place on a horizontally scrolling pitch with the viewing angle reminiscent of Match of the Day.

Scoring causes the crowd to sway and cheer as they do when the victorious team is

presented with a trophy at the final whistle. Ball control and goalkeeping skills amongst others can be further developed, enhancing game play and allowing for some very realistic matches.

The graphics and playability are what really lift soccer above the majority of 64 software. The game is graphically superb and animation convincing. Sound effects although realistic are disappointingly not used to their full potential with occasional long, silent spells during the match.

Title: International Soccer

Programmer: Andrew Spencer

Company: Commodore, 1 Hunters Lane, Weldon Corby, N Hants. Tel: 0536 205555.

Hardware: 64, joystick essential

Type of Game: Sports simulation

Graphics: *****

Sound: *** **Playability:** ****

Description: Soccer game for one or two players

Price: £9.99 **CCI Rating:** *****

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No.	Game	No.	Game	No.	Game
1	MUNCHER	18	SKI RUN	36	DRAGGOLD
2	SKY JUMP	19	TANKS	37	SPACE SEARCH
3	BASKETBALL	20	SOLAR SHIP	38	INFERNO
4	FROGGER	21	TEN PINS	39	NIM
5	BREAKOUT	22	LEAS	40	NOVAGER
6	CRUISER	23	STOMPER	41	SKETCH PAD
7	STARTRK	24	PINBALL	42	BUTZ
8	MARTIAN	25	CAVERN	43	FISHING MISSION
9	KNOCK OUT	26	LASER	44	MYSTICAL
10	BOOGLES	27	ALIEN	45	DIAMONDS
11	ALIEN ATTACK	28	CARGO	46	GALAXY DEFENCE
12	LUNAR LANDER	29	THE RACE	47	CYPHER
13	WAKE EATER	30	THE SKULL	48	RETMOBLE
14	MICROTRAP	31	ORBIT	49	BARREL JUMP
15	MOTORMAN	32	MUNCH	50	ATTACKER
16	LABYRINTH	33	BOWLS		
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18	RACE TRACK	35	FIELD		

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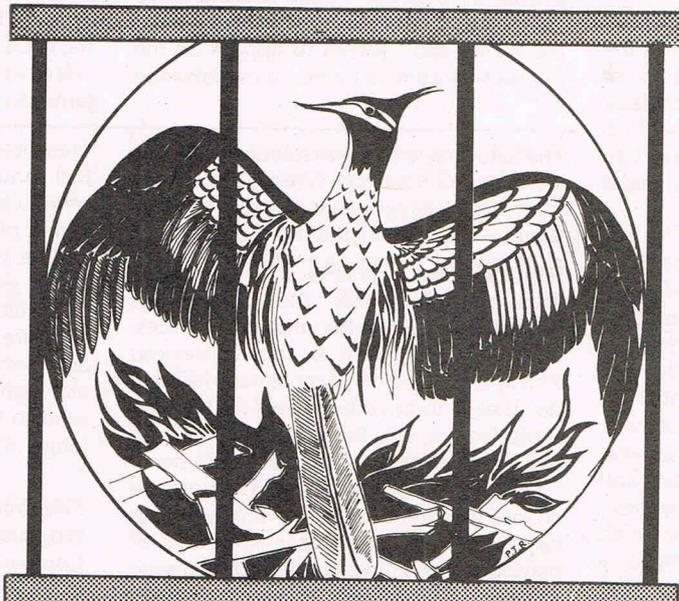
4: SNOWBALL. The first of Pete Austin's second trilogy. The giant colony starship, Snowball 9, has been sabotaged and is heading for the sun in this giant game with 7000 locations.

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7: LORDS OF TIME. Our congratulations to Sue Gazzard for her super design of this new time travel adventure through the ages of world history. Chill to the ice-age, go romin' with Caesars legions, shed light on the Dark Ages, etc. etc.

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REVIEWS

"Adventures which have a fast response time, are spectacular in the amount of detail and number of locations, and are available to cassette owners... Simply smashing!" - *Soft, Sept 83*

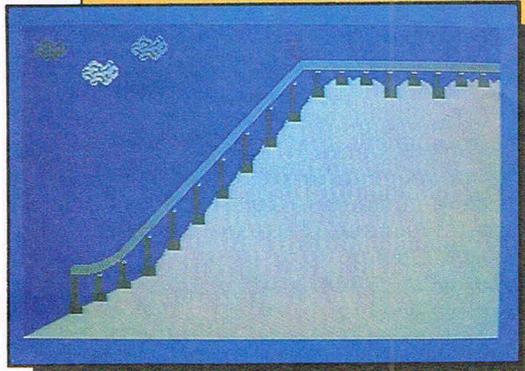
"Colossal Adventure is included in Practical Computing's top ten games choice for 1983: "Poetic and tough as hell." - *PC, Dec 83*

"To sum up, Adventure Quest is a wonderful program, fast, exciting and challenging. If you like adventures then this one is for you" - *NILUG issue 1.3*

"Dungeon Adventure is recommended. With more than 200 locations, 700 messages and 100 objects it will tease and delight!" - *Educational Computing, Nov 83*

"Snowball... 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... this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers." - *Which Micro?, Feb 84*

"Lords of Time. This program, written by newcomer Sue Gazzard, joins my favourite series and is an extremely good addition to Level 9's consistently good catalogue... As we have come to expect from Level 9, the program is executed with wonderful style - none of those boring "You can't do that" messages! Highly recommended." - *PCW, 1st Feb 84*



OLYMPIC SKIER

Olympic Skier features three of the Winter skiing events – the slalom, ski jump and downhill – and is really good fun to play.

In the slalom, the intrepid skier has to weave a course down the snow covered slope, through gates. Missing three results in immediate disqualification. Points are lost for a slow time, and knocking or completely missing gates. Crashing into any of the numerous rocks and logs means instant death. You know when you're dead because "splat" appears on screen and a helicopter bearing a stretcher whirrs onto the screen and carries away your corpse. Ugh!

Trees lining the downhill route can also present a nasty hazard. Luckily the joystick controlling the skier is extremely sensitive because evasive tactics are absolutely essential, especially in the downhill race.

The ski jump is accompanied by the theme tune to the television program, "The Saint" and perfect landings are required to complete the jump successfully.

Both the graphics and the sound are good. Bad scores are rewarded with remarks such as "hilarious, amusing, rubbish" or just plain "awful!"

Olympic Skier is the most addictive of the sports simulation games and this could be because it is so close to being an arcade game.

Title: Olympic Skier

Programmer: Shaun Southern

Company: Mr Chip, Neville Plac, Llandudno. Tel: 0492 79026

Hardware: 64, cassette recorder, joystick optional

Type of game: Sports simulation

Graphics: ****

Sound: ****

Playability: *****

Fast loader: None

Description: Ski skillfully in the slalom, ski jump and downhill events

Price: £5.99 (cassette) and £7.99 (disk)

CCI Rating: ****

PLAY MICRO... OLYMPICS

"Awful" was my first reaction to the game and I'm afraid that feeling still hasn't changed.

Eleven Olympic events are featured; the 100, 200, 400, 1000 and 1500 metres, javelin, discus, hammer, pole vault, high jump and the long jump. There is no joystick and instead, two keys have to be selected by the player to represent the left and right feet. An additional key is chosen for jumping. No joystick is necessary.

Running races were again a dead loss, because no matter how hard the two keys are pressed, the computer-controlled competitor still wins. He is also vastly superior on every single other event. I absolutely hate losing!

Neither the sound or graphics were particularly good although the game was redeemed by some of the scornful remarks which flashed on screen if pathetic scores were achieved. For instance "it is the Olympics you know!" and for wayward discus throws the computer reported smashed television cameras or dead Olympic officials. False starts were recorded if the player starts running before the starter pistol finished firing.

It was a disappointing game and not the most successful sports simulation game on the market.

Title: Play Micro... Olympics

Programmer: Peter Davidson, Ches Jeske, Chris Price

Company: Database Publications, 68 Chester Road, Hazelgrove, Stockport

Hardware: 64, cassette recorder

Type of game: Sports simulation

Graphics: **

Sound: *

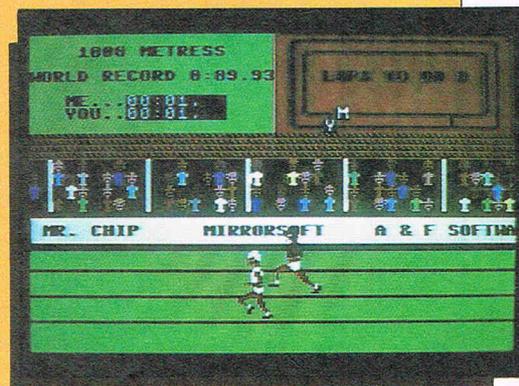
Playability: **

Fast loader: None

Description: Compete eleven Olympic events

Price: £5.95 (cassette) £7.95 (disk)

CCI Rating: **



POOL CHALLENGE

The real challenge in this game was staying awake long enough to finish one of the six versions of Pool. It is a disappointing game because the idea sounds so good, but nothing seemed to work properly.

The screen featured a huge pool table with one white cue ball and six coloured balls collected together in the familiar triangle. A constantly changing power gauge runs up one side and this can be used to control the power of a shot – a low power rating will only produce a very weak one. A crosshair is placed between your cue ball and the coloured ball that you intend to hit. A joystick or keyboard can be used.

The first shot of any of the six game variations is a break and the idea is to place them into good playing positions. If your shot is too hard, half of them will instantly vanish and your score reaches atrocious levels.

There are three games each for one or two players. The variations are based around hitting numbered balls into the pockets in sequential order, or hitting a numbered ball into the correspondingly numbered pocket. 'Sinking' is what us experts call hitting a ball into the pocket.

The main trouble was that the balls seemed to disappear before they'd even reached the side and this phenomenon was at first confusing and then extremely irritating.

We used the cassette, so perhaps the disk version is an improved one – it should be since it's more than twice the price! The music is enjoyable, but sound alone is not enough in a game. Minnesota Fat's who is featured on the cover will turn in his grave if he sees this one!

Title: Pool Challenge

Programmer: N. Strange

Company: Hesware, Thorn EMI Computer Software, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333

Hardware: 64, cassette recorder or disk drive, joystick optional

Type of game: Sports simulation

Graphics: **

Sound: ****

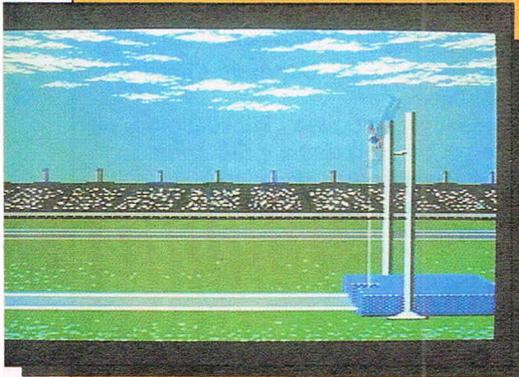
Playability: **

Fast loader: Turbo

Description: Play six variations of Pool

Price: £9.95 (cassette) and £27.95 (disk)

CCI Rating: **



SUMMER GAMES

This must rate as one of the best sport simulations on the market. The player has the opportunity to compete in eight events: pole vault, platform diving, 100m, 4x100m relay, gymnastics (vaulting horse), 100m freestyle swimming, 4x100m freestyle, skeet shooting (clay).

An American originated game, the player has the option to compete in either one or all of the events in succession.

The introductory screens certainly merit a mention, with an athlete entering the stadium bearing the Olympic flame – all to the sound of the Olympic anthem. When the flame is lit, white doves fly across the screen.

Another nice touch is that you can choose which country you wish to represent. This is done by moving the cursor over a choice of 30 flags. When you have chosen that country's national anthem is played.

Each event is loaded individually so it makes sense to go for the disk version rather than the twin-cassette package – assuming you own a disk drive.

World records are stored and if the player breaks a record the file is updated. Winners

of any events get their national anthem played and flag displayed.

The graphics in this game are superb. For example, in the pole vault the pole bends very realistically. Highly recommended.

Title: Summer Games

Programmer: American author

Company: Quicksilva, Palmerston Park House, 13 Palmerston Road, Southampton. Tel: 0703 20169

Hardware: 64, cassette player or disk drive, joystick required

Type of game: Sport simulation

Graphics: *****

Sound: *****

Playability: *****

Description: Compete in Olympics

Price: £14.95 (twin-cassette) and £19.95 (disk)

CCI Rating: *****

POTTIT

Arguably the most uncomplicated game on the market, Pottit still manages to sustain mildly addictive properties!

The billiard table holds three balls – a white, a black and a red. The first two are the cue balls and belong to the two competitors. The idea is to control the ball with the joystick and knock the red into one of the four pockets.

Points are scored by pocketing a red ball, hitting an opponents ball as soon as a red ball is potted, hitting red first if the two cue balls collide and if the opponents cue ball goes down a pocket.

The graphics are quite good and the sound of the balls hitting each other is realistic. Joystick control is quite difficult and rather insensitive. This ungainly control only adds to the sheer silliness of the game, but I wouldn't have it any other way.

Pottit is a harmless funny game and not to be taken seriously by anyone!

Title: Pottit

Company: Romik, 272 Argyll Avenue, Slough, Berks

Hardware: 64, cassette recorder, 2 joysticks essential

Type of game: Sports simulation

Graphics: ***

Sound: ***

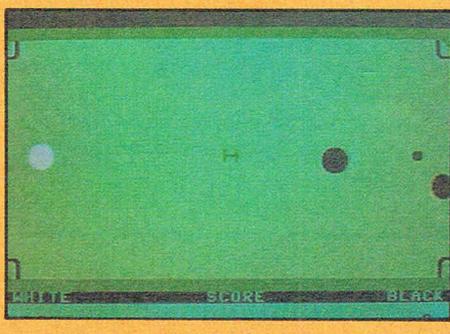
Playability: *****

Fast loader: none

Description: Pocket red balls and hit opponents cue ball to win points

Price: £???

CCI Rating: *****



DALEY THOMPSON'S DECATHLON

It says on the cover "simulates all ten events in this the most gruelling event in the History of the Olympiad" and I completely agree!

The most gruelling part was waggling the joystick from side to side in a desperate attempt to finish the running races – winning was almost impossible! The 1500 was the worst, I felt totally exhausted and nearly ended up with severe wrist strain!

Ten events are played over two days – 100, 400, 1500 metre running races, 110 metre hurdles, long jump, high jump, pole vault, discus, shot and javelin. The screen shows us the arena with the appropriate scene for the sport. High jumps, hurdles, red race tracks and even a sand pit complete with a little man who rushes out and rakes the sand after every jump. The crowd oversee all events and cheer wildly for a good performance.

A scoring system at the top of the screen was rather messy, but featured the world



records for each event alongside the players time, distance or height. Achieving a qualifying time is essential for point scoring.

The graphics were quite good and some of the complicated movements like high jump and running were very accurate. Sound was adequate. If your wrist is up to it, this game is most suitable for armchair Decathlon enthusiasts.

Title: Daley Thompson's Decathlon

Programmer: Bill Barna and two others

Company: Ocean Software, Ocean House, 6 Central Street, Manchester 2. Tel: 061 832 9143

Hardware: 64, cassette recorder, joystick essential

Type of game: Sports simulation

Graphics: ***

Sound: *****

Playability: ***

Fast loader: Novaload

Description: Compete in the Decathlon with Daley

Price: £7.90

CCI Rating: ***

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**®



HESGAMES

Six events are covered in HesGames: 100m sprint, 110m hurdles, long jump, archery, spring board diving and weight lifting. More than one player can participate in each event with the program keeping a record of scores and showing rank position.

As in Quicksilva's Summer Games, each event is loaded individually. Movement is controlled by a joystick. While this does take a bit of time to get used to, the joystick is actually quite sensitive to movement.

POLE POSITION

A particular favourite here at CCI, Pole Position (available on cartridge) offers three choices of track: Malibu Grand Prix, Namco Speedway and Atari Grand Prix.

A practise run will send you on the track with no cars to compete with. The 64's function keys are used to select the track and the player chooses between one and eight laps of the track.

The object of the game is to complete the course without going off the track and avoiding other cars. Points are awarded for the time in which you complete the course and the number of crashes.

Your car is controlled by the joystick, with the fire button selecting a choice of two gears. Extended play is offered if you do well.

There are some nice touches to this game. After you select the track, 'prepare to

The game does make good use of graphics, although they are on the chunky side.

Sound is not used extensively, but is effective. Apart from applause from the crowd, a nice touch is the differing sounds produced by dropping weights. A heavy weight results in a heavy 'clunk' and vice versa.

Title: HesGames

Programmer: American author

Company: HesWare, Thorn EMI Computer Software, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333

Hardware: 64, disk drive, joystick essential

Type of game: Sport simulation

Graphics: ****

Sound: ****

Playability: ****

Fast loader: None

Description: Compete in six events

Price: £27.95

CCI Rating: ****

qualify' appears on the screen. This round determines where your starting position is in the race. Pole Position is number one, but we were lucky to get eighth position!

Graphics are very realistic as is the sound, with engine revs and screeching tyres. A highly addictive game.

Title: Pole Position

Programmer: American Author

Company: Atarisoft, Atari House, Railway Terrace, Slough, Berks. Tel: 0753 33344

Hardware: 64, joystick essential

Type of game: Sport simulation

Graphics: *****

Sound: ***

Playability: *****

Fast loader: n/a

Description: Complete a race course in the fastest time

Price: £14.99

CCI Rating: *****

FOOTBALL MANAGER

The armchair football expert who is critical of today's quality of play and its management will welcome this game with open arms.

It is not a football simulation game. The player assumes the role of the team manager and all the worries that go with it. Using cunning strategy, luck and an awareness of the game, the aim is to move a football team from Division four up to the first.

Everything that the manager might have to cope with in the world of football is included. Finances, selling or buying players, the teams fitness, skill, energy and even its morale have to be considered as they all play a part in the game.

On screen the teams football skills are listed — energy, skill, morale, defense, attack and midfield and given grades. You have to make decisions whether or not to keep a player who is high on skill, but low on energy or the other way round.

The team has to be selected by replacing injured players with a pool or buying good ones, selling bad ones or just recruiting those who haven't already been picked by the computer. Once the team is ready, the match is played on screen, but only the highlights are shown. The result effects team morale and gate money among other things.

Once fifteen of these league games have been played, only the top three in the division move up!

DECATHLON

The qualities "Speed, strength, stamina and the desire to win" quoted on the pack were certainly needed to get anywhere in the running events!

Every single race involved a frantic side to side movement with the joystick and it was made worse because the opponent was Carl Lewis, Sebastian Coe and Superman rolled into one. I just couldn't overtake him which is very demoralising for an atrocious loser!

The Ten Decathlon events: 100, 400, 1500 metre running races, 110 metre hurdles, discus, shot, javelin, long jump, high jump and pole vault were, of course, all included. Your opponent is a rather attractive athlete clad in a white sports tunic and white headband.

The screen is well set out and the graphics are extremely good. Scores are clearly recorded, although a world record could have been included to compare results with.

For the throwing and jumping events, a lot of practise is needed, but after a while the complicated joystick and fire button controls can be mastered.

I enjoyed this game and it is probably one of the better games celebrating the Los Angeles Olympics.

Title: Decathlon

Programmer: David Crane

Company: Activision, CGI House, Goldings Hill, Loughton, Essex

Hardware: 64, cassette recorder, joystick optional

Type of game: Sports simulation

Graphics: ****

Sound: ****

Playability: ****

Fast loader: None

Description: Compete in ten Decathlon events

Price: £9.99

CCI Rating: ****

Football Manager is totally absorbing and extremely addictive. For £7.95 you just can't beat it for thrills and spills! I was sitting on the edge of my seat hoping desperately that I'd moved up a division!

Title: Football Manager

Programmer: Jean Frost

Company: Addictive Software

Hardware: 64, cassette recorder

Type of game: Strategy

Graphics: ***

Sound: n/a

Playability: *****

Fast loader: none

Description: Manage a football team from the fourth division into the first

Price: £7.95

CCI Rating: ****

PET chomper!

Here's a program for PET owners who sometimes complain of feeling left out. It's a game for use on the 40-column PET, called Chomper.

This is a game of skill in which you are required to steer your snake around an oblong course filled with food. It makes its way through the course eating the food and leaving crumbs. It will not stop or change direction and your only control comes when it reaches one of the four gaps in the course. By using the number keys you can make it change lanes out of the path of the little creature which comes in the opposite direction to devour you. It moves at exactly the

same speed but has less manoeuvrability when it comes to change lanes (you can change up to four lanes at a time whereas it can only change one).

The creature will try to get into your lane where he can eat you. Eating the barrel will give you extra points but be warned, it leaves a place which the creature can use to change lanes.

Dots (.) – score 1 point each.

Barrels (O) – score 5 points each.

```

1 REM*****
2 REM* *
3 REM* CHOMPER *
4 REM* *
5 REM* N.A.SCHOFIELD *
6 REM* *
7 REM*****
8 M=0
9 PRINTCHR$(147)
10 PRINT:PRINT" "
20 PRINT" "
30 PRINT" "
40 PRINT" "
50 PRINT" "
60 PRINT" "
70 PRINT" "
80 PRINT" "
90 PRINT" "
100 FORA=1TO4
110 PRINT" "
120 NEXTA
130 PRINT" "
140 PRINT" "
150 PRINT" "
160 PRINT" "
170 PRINT" "
180 PRINT" "
190 PRINT" "

```

Listings

```
200 PRINT"█ █..... █ "
210 PRINT"█ █"
220 Y=33670
230 I=33169
240 GOSUB2000
250 D1=1
260 D2=-40
280 P=46
290 C=58
300 G=4
310 K=4
320 F=0
500 POKEY,42
510 POKEI,214
600 FORA=1TO40:NEXT
700 POKEY,C
870 IFPEEK(I+D2)=160THENGOSUB2070
878 POKEI,P
879 P=PEEK(I+D2)
880 I=I+D2
890 IFPEEK(Y+D1)=160THENGOSUB2030
899 C=PEEK(Y+D1):IF C=46THENC=58:S=S+1:F=F+1:IFF=280THEN 9
900 Y=Y+D1
910 IFC=87 THENS=S+5:C=61:GOSUB2000
915 IFPEEK(151)<>255ANDC=32THENGOSUB2160
920 IF G<>K ANDPEEK(I-(D2*3))=32ANDP=32THENGOSUB2300
930 IFF=61THENGOSUB2300
940 IFF=61THENP=58
950 IFY-1=IORY+1=IORI=YORY+40=IORY-40=ITHEMM=M+1:GOTO2120
1000 GOTO500
1999 END
2000 B=INT(RND(1)*820)+32800
2010 IFPEEK(B)=46ORPEEK(B)=58THENPOKEB,87:RETURN
2020 GOTO2000
2030 IFD1=1THEND1=-40:RETURN
2040 IFD1=-40THEND1=-1:RETURN
2050 IFD1=-1THEND1=40:RETURN
2060 IFD1=40THEND1=1:RETURN
2070 IFD2=-40THEND2=1:RETURN
2080 IFD2=1THEND2=40:RETURN
2090 IFD2=40THEND2=-1:RETURN
2100 IFD2=-1THEND2=-40:RETURN
2115 RETURN
2120 FORQ=1TO5
2125 POKEY,169:FORA=1TO30:NEXT:POKEY,214:FORA=1TO30:NEXT:POKEY,163
2130 FORA=1TO30:NEXT:POKEY,164:FORA=1TO30:NEXT:POKEY,
165:FORA=1TO30:NEXT
2140 POKEY,219:FORA=1TO30:NEXT
2142 NEXTQ
2143 IFM=3THEN2250
2145 FORA=1TO150:NEXT
2150 GOTO9
```

```

2160 IF(PEEK(151)=42ANDD1=40ANDG<4)THENY=Y-2;G=G+1;RETURN
2170 IF(PEEK(151)=42ANDD1=-40ANDG>1)THENY=Y-2;G=G-1;RETURN
2180 IF(PEEK(151)=41ANDD1=40ANDG>1)THENY=Y+2;G=G-1;RETURN
2190 IF(PEEK(151)=41ANDD1=-40ANDG<4)THENY=Y+2;G=G+1;RETURN
2200 IF(PEEK(151)=50ANDD1=1ANDG>1)THENY=Y-80;G=G-1;RETURN
2210 IF(PEEK(151)=50ANDD1=-1ANDG<4)THENY=Y-80;G=G+1;RETURN
2220 IF(PEEK(151)=18ANDD1=1ANDG<4)THENY=Y+80;G=G+1;RETURN
2230 IF(PEEK(151)=18ANDD1=-1ANDG>1)THENY=Y+80;G=G-1;RETURN
2240 RETURN
2250 IFS>S1 THENS1=G
2260 PRINT "#####SCORE "S
2265 PRINT "#####HI-Score"S1
2270 PRINT "#####CANOTHER GAME?"
2280 IFPEEK(151)=255THEN2280
2290 IFPEEK(151)=54THEN8
2295 END
2300 IFD2=1ANDK<GTHENI=I-80;K=K+1;RETURN
2310 IFD2=1ANDK>GTHENI=I+80;K=K-1;RETURN
2320 IFD2=-1ANDK<GTHENI=I+80;K=K+1;RETURN
2330 IFD2=-1ANDK>GTHENI=I-80;K=K-1;RETURN
2340 IFD2=40ANDK<GTHENI=I+2;K=K+1;RETURN
2350 IFD2=40ANDK>GTHENI=I-2;K=K-1;RETURN
2360 IFD2=-40ANDK<GTHENI=I-2;K=K+1;RETURN
2370 IFD2=-40ANDK>GTHENI=I+2;K=K-1;RETURN
2380 RETURN
    
```

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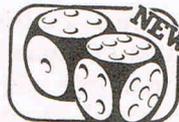
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Entries should be no longer than three minutes long and should reflect the title of the piece. A panel of judges will select the winning entries and this panel will include the Editor, CCI's resident musician Paul Fenton (Advertisement Executive) and also a well-known professional musician.

The closing date for the competition is 10 November 1984. Your entry should be submitted, on cassette, to Music Competition, Commodore Computing International, Finsbury Business Centre, 40 Bowling Green Lane, London EC1.

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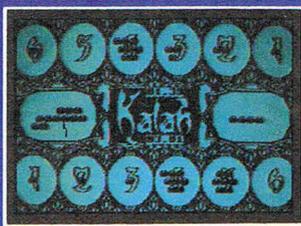
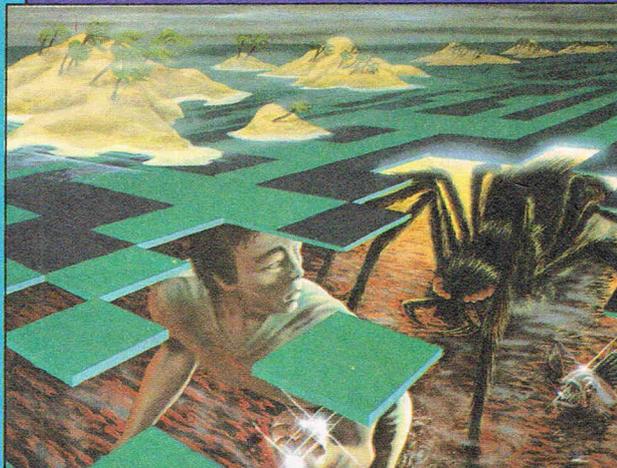
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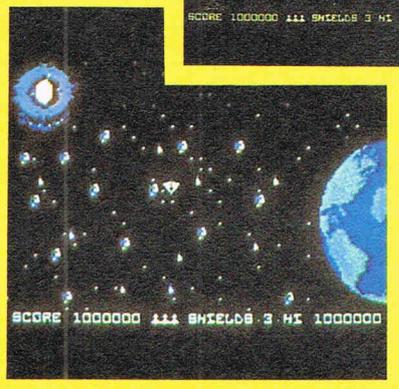
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Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

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Alice in Videoland features graphics created with the Koala Pad.

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Urban Upstart results

Obviously our readers are a brainy lot – entries to our recent logic competition arrived by the lorry load! The successful first 200 entrants will soon be able to test their brainpower on their free copies of Richard Shepherd Software's Urban Upstart adventure. Read on to see if you are amongst our winners.

For those of you unable to figure it out, the answers are:

NAME	SCORE	PROBLEM	TIME
NEIL	15	SINKING	3
TRACEY	7	EXPOSURE	4
PETER	13	FOOTBALL FANS	3.5
RICHARD	11	LOITERING	5
LYNNE	5	LITTERING	4.5

Our winners, who each receive a free copy of Urban Upstart are: Mrs Adams of Reading, Berkshire; A Gore of Wigan, Lancs; David Taylor of Middleton, Manchester; Mark Ripley of St-Annes-on-Sea, Lancs; Ian Davie of Shepshed, Leics; D Dangerfield of Highworth, Wilts; A Harsley of Scunthorpe, S Humberside; John Lockwood of Barrow-on-Soar, Leics; Keith Clutterbuck of Hertford, Herts; R Jones of Snodland, Kent; Mrs D Rogers of Letchworth, Herts; Geoffrey Crowther of Oldham, Lancs; Mr K Longton of Blackpool; Mr D Rook of Chelmsford, Essex; B Boon of Brentford, Essex; Miss London of Birkby, Huddersfield; P Gruner of Winterton, S Humberside; J Clifford of Christchurch, Dorset; Mr M Austwick of Weymouth, Dorset; R Palmer of Stafford; Miss Tracy Grimes of Widnes, Cheshire; Colleen Young of Addington, Croydon; David Russell of Bacup, Lancs; Miss S Carus of Darwen, Lancs; Mr J Hutton of Milton Keynes, Bucks.

Mr Martin Younger of Stockport, Cheshire; A Chaudhry of Sparkbrook, Birmingham; Mr David Anderson of Angus, Scotland; D Riches of Yate, Bristol; Mrs Diane Jones of

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Anyone seeking help and enlightenment sought this oracle. Originally it was consulted by counting yarrow stalks from one hand to the other and, more recently, by throwing three coins. Now you can do it all with you 64.

Solar Publishing plan to launch the I Ching computer program at the end of this month, together with the book The I Ching on Love, written by Guy Damien-Knight. Due to the range and scope of the I Ching, Solar Publishing have chosen to concentrate on just one aspect of our lives - love, friendship and marriage.

As the computer is one big number-cruncher, it is the ideal medium for the I Ching. In place of counting yarrow stalks or

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The I Ching contains 64 hexagrams, each consisting of two trigrams. A hexagram is an arrangement of six lines, one placed on top of the other. Lines can be broken or unbroken, moving or unmoving.

Each hexagram has a name, for example The Creative or The Encroaching Shadow. The hexagram gives the answers to eight questions: Is this person a compatible partner? Does my partner love me? Do we have a future together? Why has our relationship broken down? Will we get back together? What can I do to put things right? What do I want most from life?

Obviously not all these questions will be relevant to you. If you have a happy relationship you wouldn't need to ask 'why has our relationship broken down'.

The computer gives only brief answers to each question and you will want to use the

book to expand on details.

When a copy of the program was bought into the CCI offices, we didn't want to leave it alone.

Although sceptical, strange things happened! Instead of pressing six keys at random, I spelt out my name. The hexagram I received told me that I had not been concentrating on my question. True I had been concentrating on spelling my name.

The programmer also had an interesting tale. While writing the I Ching program, the hexagram Completion Attained would flash up mysteriously on the screen. He discovered that this indicated the completion of a bug-free section!

Well, whether you take it seriously or not, the I Ching will certainly give you hours of fun.

Contact: Solar Publishing. Tel: 01-251 8119.

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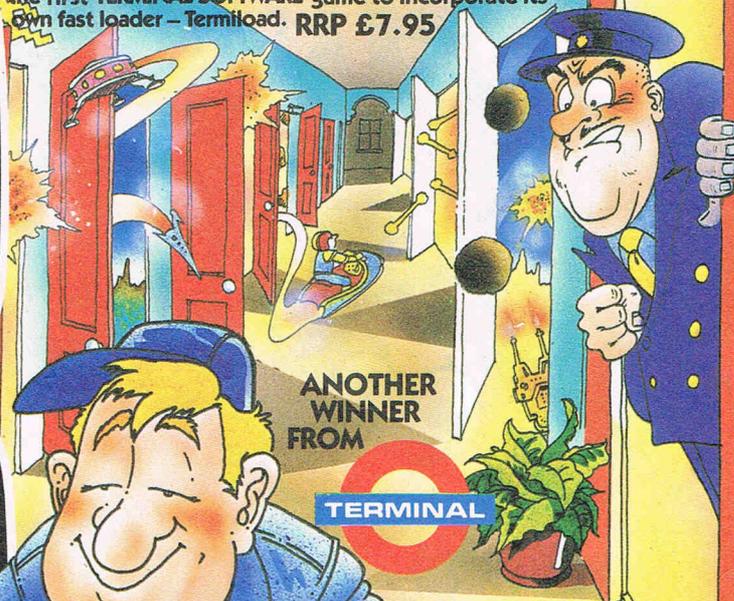
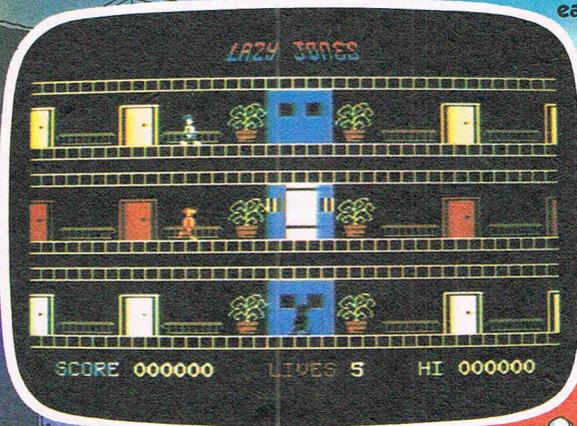
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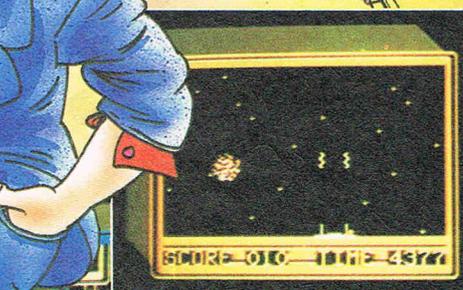
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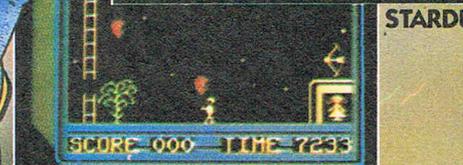
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