COMMODORE Games

MAY 1984 issue

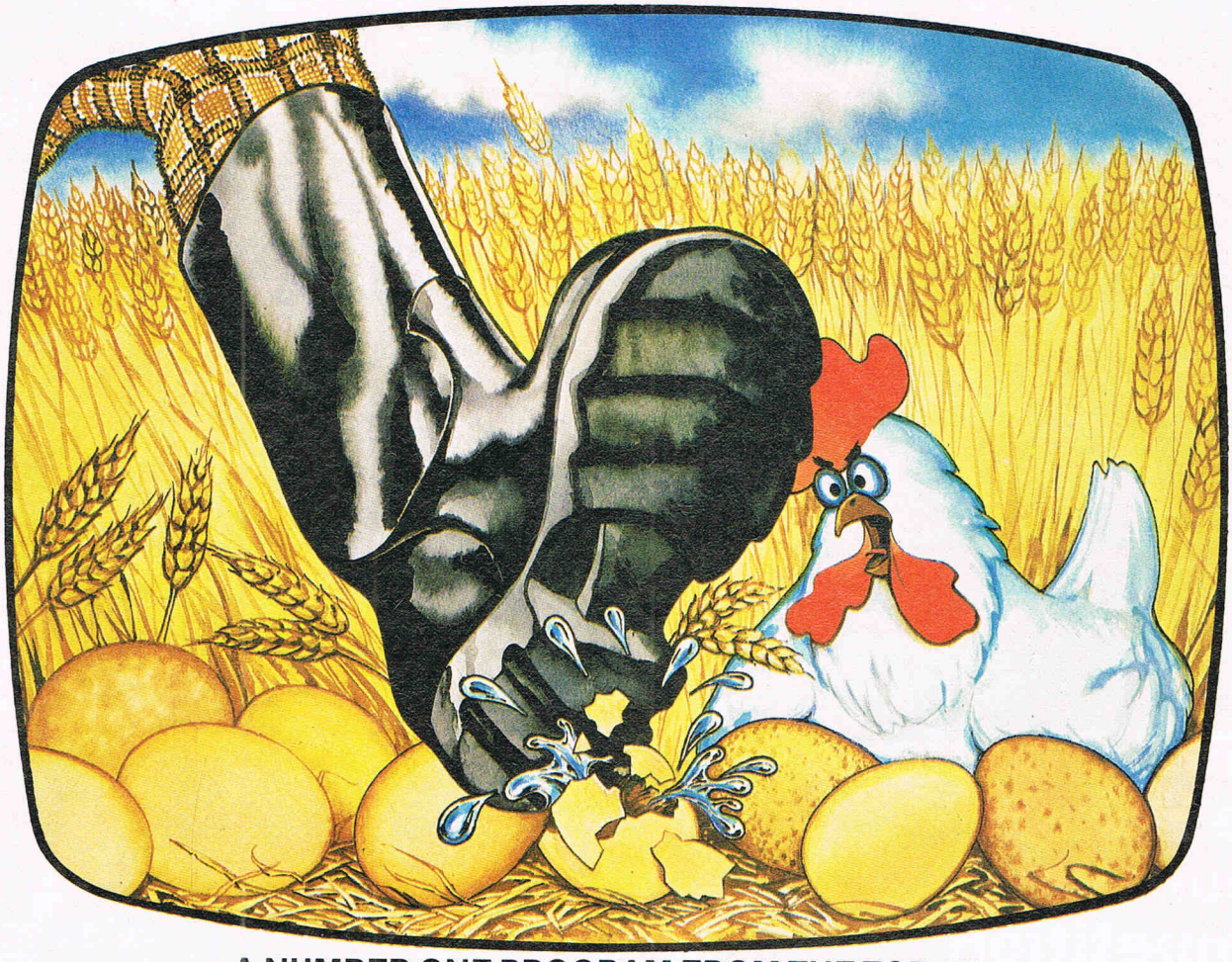
Cult of the Programmer

50 FREE copies of The Hobbit in our easy competition

Reviews

Inside a Game

THERE'S TROUBLE AT T'FARM!



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Creative Sparks

Thorn EMI Computer Games have released a number of new titles with the creation of their new label, Creative Sparks.

There are two new games for the 64, both requiring joysticks. Slurpy is a cave-dwelling creature with an enormous appetite, and Black Hawk is an action game with a strategic element. Both cost £7.75.

For the unexpanded VIC there are two cartridge games costing £9.95. In Mine Madness you have to retrieve the treasure and in Mutant Herd your task is to protect the powerhouse from crazy mutants.

Three new games for the VIC require 8K RAM expansion. Available on cassette at £5.95, they are the action games Tower Of Evil, Tank Commander and Computer War – which is based on Thorn EMI's recent film War Games.

Finally there is Submarine Commander, an action game spread over three screens with scrolling in periscope mode. Costing £5.95, Submarine Commander is available on cassette and requires 16K RAM.

Contact: Creative Sparks, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333.

On the run

CRL's Omega Run is now available for the 64. Written by Richard Brisbourne, the aim of the game is to guide your plane through enemy territory and destroy a base containing a doomsday device which has been captured by terrorists.

Available through traditional retail outlets and mail order, Omega Run costs £7.95.

Contact: CRL, CRL House, 9 Kings Yard, Carpenter's Road, London E15 2HD. Tel: 01-533 2918.

In-house team for Virgin

Virgin Games are taking a step further from being just a software publisher with the creation of a small team of in-house programmers to develop 'unique creative' software. This expansion of operations does not mean the end of Virgin's publishing activities: the company are still offering their international sales and marketing network to other software houses who don't have the financial resources to do so themselves.

In the 12 months since the formation of Virgin Games, the company have released 40 computer game titles, securing four per cent of the software market. Ambush is the latest Virgin title for the 64. Costing £7.95, it's an arcade action game featuring a spaceship and attacking mutant aliens.

Contact: Virgin Games, 61/63 Portobello Road, London W11 3DD. Tel: 01-221 7535.

Campaign

Boots are joining with Visions Software Factory to promote Demolator, a 64 compatible arcade game. It costs £6.95 and the promotion campaign which started in mid-April will run for six week.

Contact: Visions (Software Factory) Ltd, 1 Felgate Mews, Studland Street, London W6 9JT. Tel: 01-748 7478.

New software from Commodore

Commodore have launched a new batch of software.

Tony Hart – Art Master, for the 64, costs £9.99 (cassette or disk) and enables you to draw, colour and save your pictures in high resolution.

New Commodore disk games for the 64 are Rail Boss and two adventure games – Zork I and Zork II. All three cost £11.99.

And finally for the 64 is Wizard of Wor. Available on cartridge at £9.99, this two-player game talks and simulates all the features of the arcade game.

For the unexpanded VIC, Commodore have launched two cassette games, both at £4.99. They are Sir Hero and Rapier Punch.

Music Writer is for the expanded VIC and allows you to create, edit and save music in conventional notation. It costs £4.99 and is available on cassette.

Also on cassette for the expanded VIC at £4.99 are Nursery Rhymes and Stop Thief which uses the computer's identikit to create the burglar's face.

Contact: Commodore, 675 Ajax Avenue, Slough, Berks. Tel: 0753 79292.

Hobbit guide

In response to the phenomenal success of Melbourne House's The Hobbit, the company have published "A Guide to Playing the Hobbit".

It helps to improve the understanding of the game and anyone from a complete beginner to an advanced adventurer will benefit. The book is divided into three sections: section one gives broad outlines on the general strategies and tactics in the game, and sections two and three offer more guidance together with detailed solutions to problems that may be encountered. It retails at £3.95 and is available in most bookshops.

Contact: Melbourne House (Publishers) Ltd, Castle Yard House, Castle Yard, Richmond TW10 6TF. Tel: 01-940 6064.

Infidel

Infidel, the first game in the Infocom Tales of Adventure Series, is now available from Softsel for the 64. It comes on cassette for £35.95.

Set in the Egyptian desert, the player has to find the buried entrance to a pyramid and seize the treasures inside. A number of additional games pieces are included such as a manual of sorts, a map of the Nile river Valley and a hieroglyphics dictionary.

The creator of this epic adventure is Michael Berlyn and the game also features Interlogic so that players can use sentence commands with the aid of a 600-word vocabulary.

Contact: Softsel Computer Products, Softsel House, Central Way, Feltham TW14 0XQ, Middx. Tel: 01-844 2040.

Welcome to this, the first issue of Commodore Games. This is planned to be a regular monthly supplement to Commodore Computing International, concentrating solely on games for Commodore machines. We'll be looking at all aspects of all sorts of games – publishing new ideas, reviewing games, answering your queries and bringing you all the latest games news. So if you feel you have anything to contribute or have any queries – whether about routines for arcade games or a bit of help in an adventure game – write to us at Commodore Games, 167-169 Great Portland Street, London W1. By the way, we pay for contributions.

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DUCKWORTH HOME COMPUTING

CBM-64 PROGRAMS 1
edited by Nick Hampshire

This book provides the reader with useful and interesting programs for the 64. Topics covered include: Hi Res Graphics – Music – Games – Utilities – Sprites and User Defined Characters – Functional Programs, etc. There is a detailed explanation of Hi Res Graphics and the necessary machine code routines to implement them, along with demonstration programs. An exciting version of Star Trek is included as well as a full length adventure game. Among the functional programs is a Personal Information Retrieval package which enables you to create and manipulate up to 365 records.

Nick Hampshire is the publisher of *Commodore Computing International.*

£6.95

SPRITES & SOUND ON THE COMMODORE 64
by Peter Gerrard

A comprehensive guide to using the extraordinary features of the Commodore 64, together with a full working explanation of the chips that make it possible: the 6581 Sound Interface Device and the 6566 Video Interface Chip, together with the processor that makes it all tick, the 6510.

Sections on programming your own musical instruments, producing sprite and programmable character animation, make this *the* guide for users of the Commodore 64 who want to get the most from the special features of their computer.

Peter Gerrard, former editor of *Commodore Computing International,* is a regular contributor to *Personal Computer News, Which Micro? and Software Review,* and *Commodore Horizons.*

£6.95

EXPLORING ADVENTURES ON THE COMMODORE 64
by Peter Gerrard

A complete look at the fabulous world of Adventure Games for your computer. Starting with an introduction to adventures, and their early history, it takes you gently through the basic programming necessary before you can start writing your own games.

Inputting information, room mapping, movement, vocabulary, and everything required to write an adventure game are explored in detail. There follow a number of scenarios, just to get you started, and finally three complete listings written especially for the 64, which will send you off into wonderful worlds where almost anything can happen. The three games listed in the book are available on one cassette at £7.95. The complete guide to adventure games: playing, writing and solving them. Peter Gerrard is the author of Romik's two top-selling adventure games — Fools Gold and Tomb of Xeiops.

£6.95

EXPLORING ADVENTURES ON THE VIC
by Peter Gerrard

As above but for the VIC. Two of the games require 16K expansion and the third 32K. A cassette containing all three games is also available at £7.95

£6.95

THE COMPLETE 64 ROM DISASSEMBLY
by Peter Gerrard and Kevin Bergin

This book is for anyone who has ever wondered how the Commodore 64 really works. Intended for the serious programmer, it includes fundamental memory maps, memory architecture maps, the disassembly itself and (for reference) the complete 6510 machine code instruction set.

Kevin Bergin is a regular contributor to *Personal Computer News, Commodore Horizons, Which Micro* and *Popular Computing Weekly.*

£5.95

THE COMPLETE VIC ROM DISASSEMBLY
by Peter Gerrard and Kevin Bergin

As above but for the VIC.

£5.95

A POCKET HANDBOOK FOR THE COMMODORE 64
by Peter Gerrard and Danny Doyle

This book contains all the vital information you will need when using your 64. There are sections on: ASCII tables – Basic keywords – Basic error messages – Colour memory – Conversion tables – Disk commands – Disk error mesages – Disk formats – Extramon listing – Flow charting – Hex/Dec convertor – Hyperbolic functions – Memory maps – Memory architecture – M/C instruction set – M/C mnemonics – Powers tables – Cartridge standards – Other output – Screen memory – Sound chip registers – Musical notes values – Sprite memory diagram. In short, everything you need to know about your machine.

£2.95

A POCKET HANDBOOK FOR THE VIC
by Peter Gerrard and Danny Doyle

As above but for the VIC.

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Write for a descriptive leaflet (with details of cassettes).

DUCKWORTH

The Old Piano Factory, 43 Gloucester Crescent, London NW1 7DY Tel: 01-485 3484

Slinky vs Slurpy

A selection of recently-released arcade games for the VIC and the 64 designed to test your reflexes

FLYING FEATHERS

In Flying Feathers a fisherman must shoot eagles as they swoop down and try to carry his fish away.

A panel at the bottom of the screen records the number of fish left (the player gets five to start with) and the score. There are two methods of shooting the birds. With the easiest one, the hunter places a cross near the bird using the joystick or keyboard and presses the fire button to shoot. The second involves more judgement, the fire button has to be kept pressed until the shot is over the target and then released. There are four skill levels for each shooting method – eight in total.

The graphics are realistic and a duck tells you when you are awarded a bonus fish. A high score table has space for nine people. It's enjoyable to play and should appeal to the young.

Title: Flying Feathers
Programmer: Terry Owen
Company: Bubble Bus Software, 87 High Street, Tonbridge, Kent. Tel: 0732 355962.
Hardware: CBM 64, cassette player, joystick optional
Type of game: Arcade
Graphics: ****
Sound: ***
Playability: ***
Description: Shoot the eagles using two types of firing
Price: £6.99
CCI Rating: ***

CHARIOT RACE

To make the most of this game two players are needed, but it can still be enjoyed by an individual. Sinister and Dexter are the two charioteers and the aim is too reach the finishing line and push all the other chariots into the side.

Points are scored by destroying other chariots, the other player's chariot and going as fast as possible. The highest speed a chariot can go is 250 and if the chariot goes too slow, spectators throw destructive fireballs onto the track. There are twenty laps to complete and in each lap more chariots appear and start to fight back. On either side of the screen the current score and the chariots pushing power are shown, The number of laps completed, the speed and the highest score are depicted on top.

It's an exciting game and very good value.

Title: Chariots Race
Programmer: Paul Hope
Company: Micro-Antics, Little Home, Hawthorn Lane, Codsall, Wolverhampton. Tel: 0907 45147.
Type of game: Arcade
Graphics: ****
Sound: ***
Playability: ****
Description: Race chariots round twenty laps and knock rivals in to the side.
Price: £6.95
CCI Rating: ****

NURSERY NIGHTMARE

This game bears an uncanny resemblance to Egbert by Games Machine, the only difference being that this one involves a maid, a baby and a milk bottle rather then Egbert and an egg.

The screen is divided into three. In the middle lane the player manipulates the maid who has to catch the baby, drop him to cross into the outer lane, collect the bottle and dash back to catch the baby before it falls. If it does fall angry Agnes eliminates the maid. There are three lives to each game. Nursery objects present a hazard and must be avoided. There are five levels and a player can only pass into one when the first one has been successfully completed.

The joystick control is smooth and the game is quite amusing to play.

Title: Nursery Nightmare
Programmer: Alan Osborne
Company: Cable Software, 52 Limbury Road, Luton, Bedfordshire LU3 2PL. Tel: 0582 591 493
Hardware: CBM 64, cassette recorder and joystick.
Type of game: Arcade
Graphics: **
Sound: **
Playability: ***
Description: Catch the baby, pick up milk bottle and feed it.
Price: £7.50
CCI Rating: **

ARE YOU OUR MASTER GAMER?

At the Commodore Show, to be held at London's Novotel (previously the Cunard) from 7 June to 9 June, Commodore Computing International will be looking for the CCI Master Gamer – giving you a chance to prove just how good you are at playing computer games.

We will have a selection of games which have been chosen to test your skills as a games player to the full. There will be lots of prizes and an overall grand prize which will be announced in the June issue. (We want to encourage women in computing so there will be some special prizes). Entry forms will be available in the June issue of Commodore Computing International – we will be giving priority to those with entry forms so make sure you get your June issue of Commodore Computing International by placing an order with your newsagent now.

MANIC MINER

Miner Willy has stumbled on a fortune, but to get to it he has to travel down through twenty underground caverns. The game follows the infamous Kong arcade game format with disintegrating platforms, innumerable obstacles and nasties like poisonous pansies, slime and manic mining robots. Each player gets three lives.

Each cavern has a theme – Menagerie, Abandoned Vitamin Works, Attack of the Mutant Telephones, Amoebatrons Revenge until finally the Final Barrier is reached. The screen on which the game takes place is small in comparison to the screen surface and it seems that the game is a straight conversion from the Spectrum version – a pity. The collision detection of sprites was intensive and it was almost impossible to get past the first cavern because miner Willy kept exploding.

We were slightly disappointed by this game and although it contained some nice ideas and interesting sound effects, the 64 conversion was not quite good enough.

Title: Manic Miner
Programmer: Matthew Smith (conversion by Chris Lancaster)
Contact: Software Projects, Bear Brand Complex, Allerton Road, Woolton, Liverpool. Tel: 051 428 7990.
Hardware: CBM 64, cassette recorder and optional joystick
Type of game: Arcade
Graphics: ***
Sound: ***
Playability: ***
Description: Miner Willy must travel through 20 caverns avoiding nasties to reach the fortune.
Price: £7.95
CCI Rating: ***

CHINESE JUGGLER

The graphics in this game are clever and give the game much of its appeal. Using a joystick, the player manipulates the oriental man to collect plates and place them on poles.

The graphics are so accurate that the juggler must move around obstacles and has to be in exactly the right position before picking a plate up. The plates have to be respun regularly and in each level the frequency at which they stop spinning increases. There are five colours and each one has a numeric value, for instance white is worth more points than purple. Extra points are also awarded for juggling tricks.

Once all the plates are spinning on the eight poles, a jolly musical fanfare announces the juggler's success and he is ready for the next level. The music is excellent and adds to the game's attractions. Play is against the clock and bonus points are awarded for completing each level within the time frame. There are ten levels to complete.

The game is amusing and it is not difficult to attain a reasonable standard quickly. In fact it is perhaps too easy. We managed to get a score which almost outgrew the available space!

Title: Chinese Juggler.
Programmer: Hungarian author.
Company: Ocean Software Ltd, Ralli Building, Stanley Street, Manchester. Tel: 061 832 9143.
Hardware: CBM 64, cassette player and joystick.
Type of game: Arcade.
Graphics: *****
Sound: ****
Playability: *****
Description: Simultaneously balance eight spinning plates within a time limit.
Price: £6.90
CCI rating: ****

MR WIMPY

Mr Wimpy is based on the unlikely theme of making good hamburgers and is divided into two parts.

In the first part Mr Wimpy has to assemble the burger ingredients and to do so he has to cross the screen with a tray and collect the bread, ham and cheese. Manholes and burger thiefs have to be avoided. Once they have all been successfully collected, the burgers have to be made. In the kitchen, Mr Wimpy has to make four burgers by freeing the ingredients – two bun halves, cheese, lettuce and ham in order from the four levels so that they fall into a pan at the bottom.

Kitchen rebels – eggs, pickles, sausages chase him, but he can throw pepper to defend himself, but there are only three chances unless he picks up the bonus gems. ice-cream or coffee which give him an extra chance to shoot. The screen shows the current score, highest score, number of lives left (there are three per game) and the number of peppers left.

Joystick control is sensitive, the graphics are colourful and fun and the screen scrolling is smooth. A very good game.

Title: Mr Wimpy
Programmer: David Selwood
Company: Ocean Software Ltd, Ralli Building, Stanley Street, Manchester M3 5FD
Hardware: CBM 64, cassette recorder, joystick optional
Type of game: Arcade
Graphics: ****
Sound: **
Playability: ****
Description: Guide Mr Wimpy in his task to make the best hamburgers in town
Price: £6.90
CCI Rating: ****

BLACK HAWK

Conceived during the Falklands, the idea of this game is to guide the Black Hawk (the world's deadliest aircraft) across enemy territory to liberate a small group of islands. To get the most from this game you are advised to read the instruction leaflet very carefully. In theory, it is fairly complicated game with different weapons being made available to you as your score progresses. Unfortunately Black Hawk does not live up to expectations in practise.

Your plane is fitted with an on-board computer, with dual attack and defence screens. All this means is that the sprite changes.

The game suffers from an apparent lack of thought concerning the graphics. It's hard to take things seriously when tanks appear from out of the sea and when the scenes change so much that at one moment you are on the edge of water, but in the next instance it has gone. It is also irritating in the early stages of the game when each attack is broken up by the appearance of the introductory screen.

Title: Black Hawk
Programmer: Dean Lock
Company: Creative Sparks, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333
Hardware required: 64, cassette recorder, joystick
Type: Action/strategy
Graphics: **
Sound: **
Playability: **
Description: Aircraft mission to liberate small group of islands
Price: £7.95
CCI rating: **

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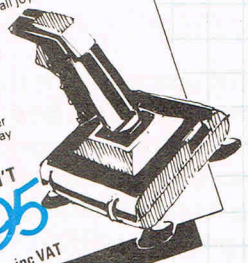

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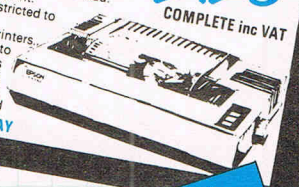

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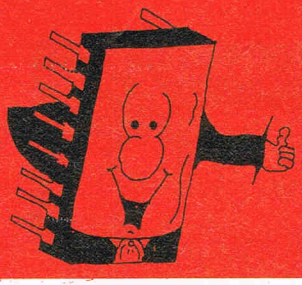

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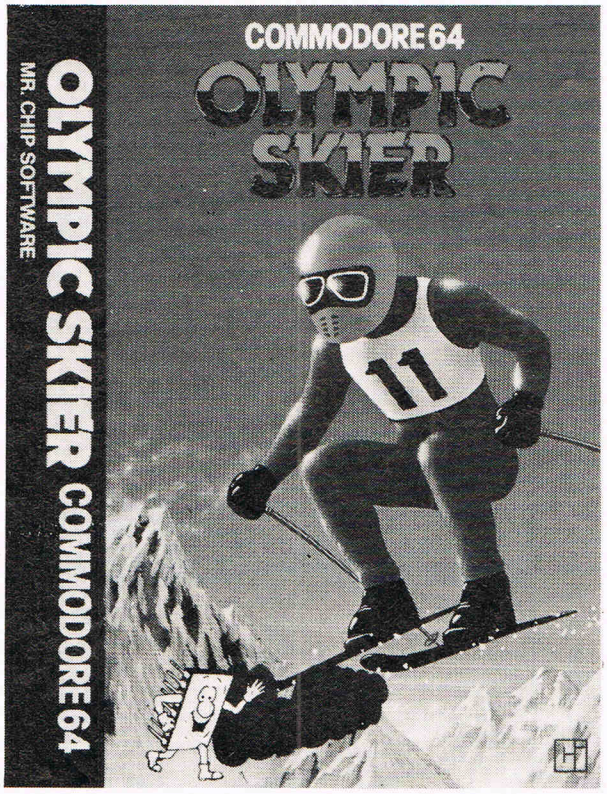

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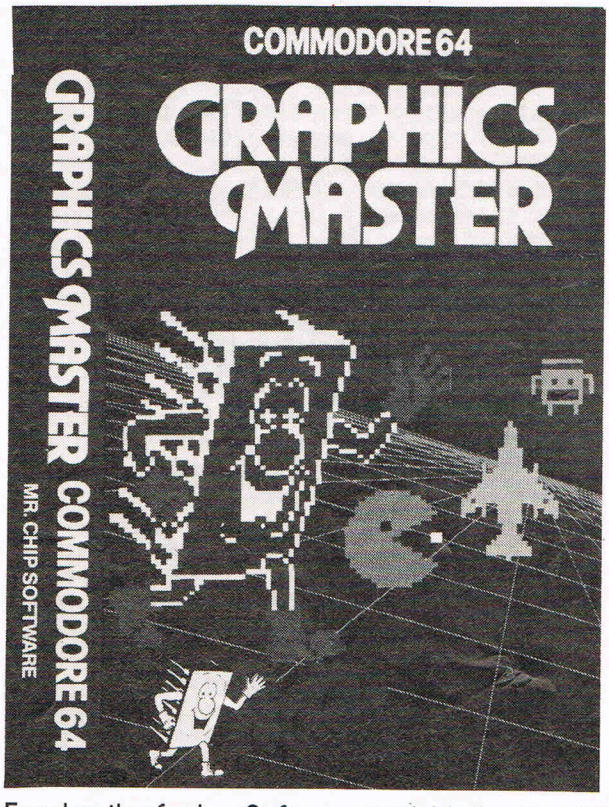

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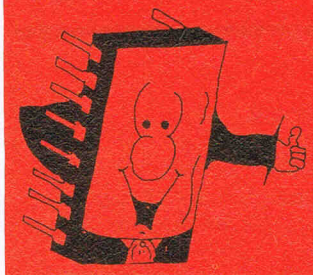

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AZTEC CHALLENGE

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 warriors 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: On disk £12.95 and on cassette £8.95
CCI Rating: *****

BOOGA-BOO (The Flea)

"Booga-Boo we love you" is the title to the games introduction and it's true! This game just oozes with cuteness – with its little hopping flea and the strange world it inhabits.

The scene is set in a cavern containing weird, vegetation clad rocks. The graphics are bright and excitingly different – a demo at the beginning shows them off. The sprites are so exact that when Booga-boo falls over, his legs go all crooked looking very realistic.

The object of the game is to move the flea from the bottom of the cavern to the top. Using the joystick and the strength meter running along the bottom of the screen, the player manipulates the flea so that it hops from toadstool to ledge up to the top avoiding the dragon and Venus flea trap. The screen scrolls left and right so that the best route to the top can be ascertained.

This game takes a bit of getting used to, but after a few tries, signs of improvement are obvious. The player only gets one life per game and every time the flea is eaten, the demo is shown. After the twentieth time it gets extremely tedious.

The graphics are vivid, the sounds very effective and the idea original, we loved the game and think most other people will too.

Title: Booga-Boo (the flea)
Programmer: Indescomp
Contact: Quicksilva Ltd, 13 Palmerstone Road, Southampton, SO1 1L1. Tel: 0703 20169.
Hardware: CBM 64, cassette recorder and joystick
Type of game: Arcade
Graphics: *****
Sound: ***
Playability: ****
Description: Manoeuvre Booga-boo from the bottom of the cavern to top avoiding the dragon and flea traps.
Price: £7.95
CCI Rating: *****

SLINKY

Slinky is a coiled metal spring and the player uses a joystick to move over the 54 cubes making up the playfield, changing the colour of each one as he steps onto them.

Friends of the wizard: Rusty rust cloud, Ralph raindrop, Marge magnet and Charlie the oilcan pass across the screen and can damage him. For example if the rust cloud pass over Slinky he turns brown.

The player gets five lives and 25,000 points to start with. These points can be gained or lost, for instance Slinky loses 100 points every time he moves, but if he becomes rusty the same move costs him 500 points.

There are 99 levels and a comprehensive manual explains the scoring system. The program makes good use of multi-coloured sprites and some of the demos are very amusing. Sound has also been utilised effectively and when Slinky completes one level, a musical fanfare announces the fact together with a waving flag. We don't know what happens when you complete the 99th level, but I don't think the game creators do either!

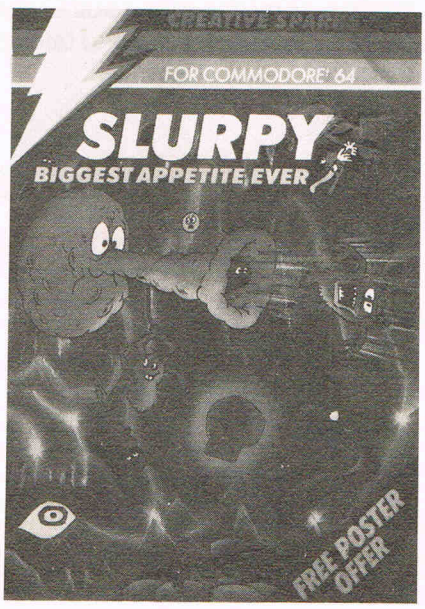
It is compulsive playing and there are a lot of little extras which give the game its overall attraction.

Title: Slinky
Programmer: Paul Norman
Company: Audiogenic Ltd, PO Box 88, Reading, Berks. Tel: 290 6044 or 0734 586334.
Hardware: CBM 64 or SX-64, disk drive or cassette recorder and joystick.
Type of game: Arcade
Graphics: ****
Sound: ***
Playability: ****
Description: Slinky the spring has to change the colour of the playfield and evade nasty creatures.
Price: On disk £12.95 and on cassette £8.95
CCI Rating: ****

SLURPY

Slurpy is a lovable little cave-dwelling creature, born with a large snout-like mouth and an insatiable appetite. He is constantly under attack from various enemies and your task is to help him out-manoeuvre them, using the joystick, and gobble them up. Once the little fiends are in line with the vortex in front of Slurpy's mouth they are automatically sucked in, but watch out if they turn red – that means they are poisonous and will kill Slurpy unless he spits them out quickly. Another danger to look out for is the earthquakes which happen if you take too long in slurping up all the glowbugs. These cause the cave roof to collapse onto Slurpy.

The graphics are simple, but effective and there's probably a lot more to them



than meets the eye. The sounds incorporated are also amusingly realistic – you can see (or hear) why they call him Slurpy!

Although it's a relatively simple game, for one or two players, Slurpy brings a definite smile to your face and is mildly addictive.

Title: Slurpy
Programmer:
Company: Creative Sparks, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel: 0252 543333
Hardware required: 64, cassette recorder, joystick
Type: Arcade
Graphics: ***
Sound: ****
Playability: ****
Description: Help Slurpy outmanoeuvre his enemies and eat them
Price: £7.95
CCI rating: ****

METAGALACTIC LLAMA BATTLE AT THE EDGE OF TIME

Based as the title suggests on the edge of time, an observation outpost is being attacked by Zzyaxian cyborg arachnid mutants. The only means of defence are metallamas endowed with a phenomenal spitting ability.

By using a joystick, the player controls the camels movements and can aim the spit at the spiders as they descend, from threads on a force field which crosses the screen and drop to the ground. On the ground they change into Weeviloids and destroy the camel on contact.

Strategy must be used – by aiming the spit at the force field and moving it up and down it can be directed onto the weeviloids, spiders and web threads. Points are awarded for shooting the creatures and a quota meter tells the player how far away the wave is. There are up to 99 levels of difficulty and 3 camels per game. The player's score and the highest score are displayed on the screen.

Good use is made of colour, graphics and sound and the game will appeal to most arcade game enthusiasts.

Title: Metagalactic llamas battle at the edge of time
Programmer: Jeff Minter
Company: Llamasoft, 49 Mount Pleasant, Tadley, Hants. Tel: 07356 4478
Hardware: Unexpanded VIC 20, cassette recorder, joystick
Type of game: Arcade
Graphics: ****
Sound: ****
Playability: ****
Description: Metallamas shoot spit at invading spiders and weeviloids
Price: £5.50
CCI Rating: ****

COSMONAUT

A spaceship has crashed and the Cosmonaut must free it from the tractor beam by negotiating four successive levels, switching the beam off and returning to the ship.

Lifts take the cosmonaut down to each level, but patrolling stormtroopers fire arrows and must be avoided or killed. The game ends when the player loses all of his five lives or reaches the spaceship after completing his mission.

The colour scheme in the game is rather dull, but if the graphics were more brightly coloured it would be more appealing. The joystick control was not always as sensitive as it could have been and one annoying feature of the game is that if the cosmonaut is killed on the first level with a trooper nearby the next life is lost immediately as it justs walks into him.

Points are awarded for events such as jumping on a stormtrooper or switching off a tractor beam and the players score is displayed alongside the highest score. The game is quite compelling and because there is a positive goal to be reached it would while away a few hours quite happily.

Title: Cosmonaut
Programmer: Clifford Ramshaw
Company: Melbourne House, Castle Yard House, Castle Yard, Richmond TW10 6TF. Tel: 01-940 6064.
Hardware: Unexpanded VIC 20, keyboard or joystick
Type of game: Arcade
Graphics: **
Sound: **
Playability: ***
Description: Negotiate four levels by killing or avoiding troopers and arrows to free the spaceship from a tractor beam.
Price: £5.95
CCI Rating: ***

DICKYS DIAMONDS

One of the most original games we have seen and the author is featured in this months Cult of the programmers.

In Dickys Diamonds a spider builds a web between two trees and attaches a jewel in the centre. An owl then appears and his aim is to go over every part of the web turning it black, end up above the diamond and catch it as it falls. Strategy is necessary because the spider also moves around the web turning it white again and will kill the owl if it catches up with him.

To vary the games levels there are a number of game options – nine speeds, seven types of starting web and a yes/no choice of whether to have an unlimited number of flights for the owl and a second spider. If the player chooses to have a limited number of flights the owl can only pass over part of the web he has already been over thirteen times.

The screen displays the jewel score, number of flights left, the current score and the highest score. The graphics are often complemented by sound, for instance when the owl flies he beats his wings and there is a flapping sound. Dickys Diamonds would make a good addition to a games collection because it is so different.

Title: Dickys Diamonds
Programmer: Brian O'Shaughnessy
Company: Romik Software Ltd, 272 Argyll Avenue, Slough, Berks. Tel: 75 71535.
Hardware: CBM 64, cassette recorder, joystick
Type of game: Arcade
Graphics: ***
Sound: ****
Playability: ****
Description: Guide the owl round the spiders web and collect the diamonds.
Price: £6.99
CCI Rating: ****

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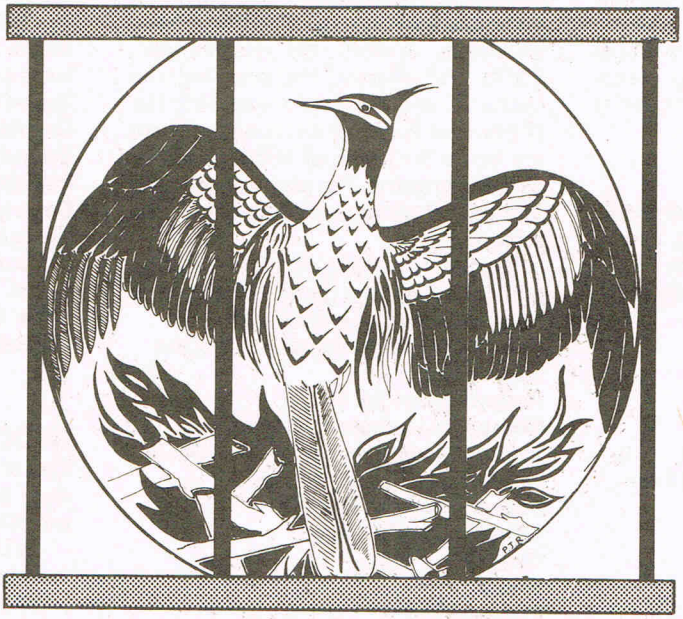

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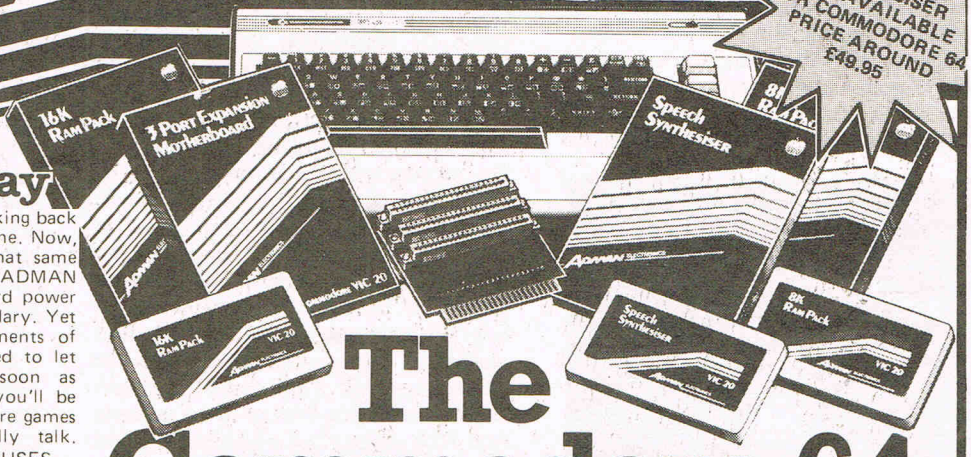

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THE WIZARD AND THE PRINCESS

A cross between an adventure and an arcade game, the story is that the wicked wizard has the princess captive in his castle. The game is divided into five parts and the player – the would be rescuer, must use arcade skills to negotiate each level and take the fair damsel away.

The keyboard is used for controlling the knight and in the first part he must find the castle. On completion of each level, pressing shift run/stop loads the next part and if one level proves too much for anyone it is possible to go straight onto the next one. At the end, the only way to get back to the beginning is to reload the whole game.

Once in the castle, a dragon has to be killed, a way through the labyrinth found and monsters slain. In the final part of the adventure, the player must do battle with a troll on a bridge while holding the princess.

The controls are sometimes annoyingly slow, but the idea of having a multi-part adventure game is a good one and this game will probably appeal to the younger generation.

Name: The Wizard and the Princess
Programmer: Clifford Ramshaw
Company: Melbourne House, Castle Yard House, Castle Yard, Richmond TW10 6TF. Tel: 940 6064.
Hardware: Unexpanded VIC 20, joystick, cassette recorder
Type of game: Arcade/adventure
Graphics: ****
Playability: ****
Description: Rescue the princess from the castle by negotiating five different game situations.
Price: £5.95
CCI Rating: ****

NEOCLYPS

The planet Neoclyps has been invaded by baddies. Radar towers have been set up and the aliens fly around in the sky terrorising the populace.

The player guides a spaceship with the joystick and must zap both aliens and the towers. The joystick control could be more sensitive. There are four levels to choose from and each game has a supply of 12 spaceships. The best way to destroy a radar is to shoot an alien first as this gives the ship a striped shield and enables the ship to pass through buildings for four seconds.

The graphics are good, but rather dull – the landscape would be more interesting if it was brightly coloured. The radar smokes when it has exploded – a nice touch. There are four quarks and the status board at the end of each game indicates the score, the region the player was in and the number of radars and aliens left. If you manage to clear the planet the player returns to even more aliens and towers.

Neoclyps is the sort of game that would fill a few spare hours very nicely.

Title: Neoclyps
Company: Personal Software Services, 452 Stoney Stanton Road, Coventry.
Tel: 0203 667556
Hardware: CBM 64, cassette recorder, joystick
Type of game: Arcade
Graphics ***
Sound: **
Playability: ***
Description: Destroy the alien spaceships and towers on the planet Neoclyps.
Price: £7.95
CCI Rating: ***

FORBIDDEN FOREST

The hunter armed with a bow and arrow is in the forest and must defend himself against a series of attacks. Spiders, bumble bees, frogs, dragons, skeletons and finally the demogorgon assail him. The fire button on the joystick controls the arrows, but it takes such a long time for the arrows to reload, that the hunter spends most of the time running away.

There are four levels ranging from innocent to crazy and the complicated scoring system is explained in the manual. The graphics are three-dimensional and quite effective, but occasionally ragged round the edges. There are four forest areas for the hunter to move into and the moon passing across the sky, representing time is a nice effect.

There are some useful controls, for instance the player can start the game from where he left off rather than going to the beginning again. Quite a good game for those who enjoy fighting off different types of attack to reach a goal.

Title: Forbidden Forest
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: Hunter fights off the forest creatures by shooting them with his bow and arrow.
Price: On disk £12.95 and on cassette £8.95.
CCI Rating: ***

MULTITRON

Multitron is an exciting game which inspires compulsive playing. The player is in command of a starfighter ship and must defend it from successive waves of space creatures by controlling the joystick or keyboard.

There are several levels, each one having to be completed before the player can move onto the next. There are seven types of creatures and each one has a slightly different way of approaching the attack, but they all drop bombs. The Meanies are the first assailants and worth ten points each, whereas the more aggressive Cosmic Phoenix is worth 75 points. An energy indicator on the screen shows the player how much power there is left in the laser cannon.

The final task in any level is steering the ship through a space corridor and if that is successful a bonus life is awarded. There are four to start with. There is no goal except to get onto the next level successfully. Good use is made of the graphics and the sound suits the game. A good game for the VIC if you like attack and evade tactics.

Title: Multitron
Programmer: T. Flanders
Contact: Sumlock Microware, Royal London House, 198 Deansgate, Manchester
M3 3NE. Tel: 061-834 4233.
Hardware: Unexpanded VIC 20, cassette recorder, keyboard or joystick
Type of game: Arcade
Graphics: ***
Sound: **
Playability: ****
Description: Defend a starship from seven types of space creature and steer a way through the space corridor.
Price: £7.95
CCI Rating: ****

All games reviews appearing in this magazine are personal opinions and serve only as a guide to new games on the market. Our star ratings for graphics, sound, playability and the CCI rating are as follows:

*** = Poor**
**** = Average**
***** = Good**
****** = Very good**
******* = Excellent**

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Games graphics

A preview of Romik's Graphics Editor and a look at Adman's speech synthesiser for the 64

All good games need graphics and in the early days a prospective programmer would have had to spend hours with graph paper and a calculator to get a picture. To make life easier, Romik are bringing out the Graphics Editor which is due for release in the next couple of months. The program is divided into three parts – the character editor, the sprite editor and the screen editor. Although each one is a separate program, they can be combined. For example a picture can be created by using the screen editor with programmable characters from the character editor.

The manual is detailed and explains in a clear and precise style exactly what command facilities there are in each system. All the commands are single characters except for the screen editor, so that the controls are kept to a minimum. In each section, the letter controls are clearly listed alongside the appropriate function in the program. The program had been kept as simple as possible and is extremely user friendly – anyone familiar with the 64 would have very little trouble with it.

One of the advantages of having everything done for you by Romik's graphics editor is that the time saved can be used for other things – experimenting with different characters and sprites for example. Display screens in each section are used for the creation of pictures. The graphics can be moved around, inverted, scrolled, their size altered and the border and background colours changed.

There are two screens in the character editor, one changes the characters and the other is a block display of all the characters edited in the other screen. Similarly the sprite editor has a blank screen on which to build the sprites and the side several different dimensional views show what they look like from all angles. The screen editor is used with the character editor and enables the user to experiment with a whole screenful of characters.

All three sections present a complete list of commands necessary to create some good professional looking pictures. These can be used in games and other programs. We found this program effective and simple to use. It will be invaluable to a 64 programmer.

Product:
Graphics Editor
Company:
Romik, 272 Argyll Avenue, Slough, Berks. Tel: 75 71535
Features:
Character Editor
Sprite Editor
Screen Editor
Applications:
Designing graphics for use in programs
Documentation:
Clear and detailed manual
Hardware:
CBM 64, monitor or television and cassette recorder
Price:
To be confirmed

Adman's speech synthesiser is one of the first to be released with the backing of several software companies and Voyager, Crystal and Bug-byte have already released compatible software. The package contains a motherboard which slots into the cartridge port and a cartridge which fits onto the back of that.

Attached to the cartridge is a lead which fits into the video port. It is built round a SP0256-AL2 speech processor chip which is preprogrammed to understand 64 allophones. (See our review of the VIC 20 version in March '84 issue for further information).

Product: Speech Synthesiser
Company:
Adman Electronics, Ripon Way, Ripon Road, Harrogate, North Yorkshire HG1 2AU. Tel: 0423 62642
Features:
Utilises Allophones in voice construction
Applications:
Used in educational programs
Adds speech to a number of games
Documentation:
Adequate manual with coded allophone tables
Hardware:
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by Andromeda Software

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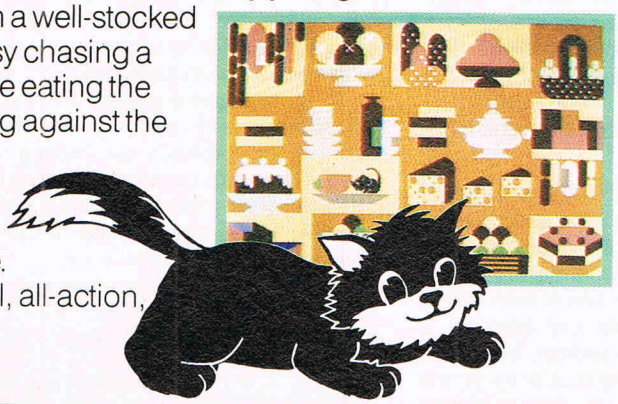
A fast, colourful, all-action, arcade-style game which is winning praise from reviewers.

'A marvellous, truly addictive game which also manages to be original, it has few peers.' ***Popular Computing Weekly***

'It's not possible to compare this game with anything I've seen before . . . Excellent.' ***Soft***

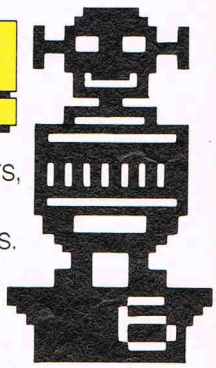
'Lovely graphics, and a fine entry into the market from Mirrorsoft.' ***Which Micro***



There's catchy music and a best-score record. Caesar the Cat is a challenge for high-scoring arcade addicts (has anyone reached a score of 10,000 yet?) as well as great fun for the novice.

Available on Cassette for the Commodore 64.

QUICK THINKING!



by Widgit Software

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Robot Tables challenges the young player to make a series of perfect robots. With a learning mode and a testing mode this game is a fun way for early learners, and more advanced children, to master their multiplication tables.

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The cult continues

A further look at the people behind the games

Trevor Hall – Bug-Byte

Programmer Trevor Hall compares the computer game market with the music industry. He says: "The games market is tending towards the pop industry. There's a market for good rock records and also one for kids rubbish. Kids are getting more discerning in their choice of games, but they are still accepting rubbish."

Trevor, now 24, is the author of Bug-Byte's Twin Kingdom Valley, a new version of which has just been released to tie in with the new Adman speech synthesizer for the 64. All words which appear on the screen during the game are now voiced.

Two years passed from the original conception of Twin Valley Kingdom to its completion.

"It was written in stages like a book," says Trevor. "I tend to shelve one thing and get on with writing something else. Usually I'm working on about two games at a time, and a game can take between six weeks to six months to write." Trevor then allows about two months for testing his games, usually letting his friends loose on them and improving them wherever possible.

Ideas come from experience and from keeping an eye on other games on the market. "I see what other people have done and then set out to do it ten times better and ten times faster," says Trevor. His experience in the world of computers began about five years ago with a degree in computer science. Trevor explains: "I got into computers because I was good at maths. At the time the only computer you could get was a PET. I became interested in micros because I could see a market there."

From there Trevor approached Bug-Byte who accepted and published his material.

Programming is now a full time job for Trevor, but he now sticks to 'normal' working hours. "A few years ago I was working until two in the morning, but there's no point in killing yourself," he says.

Trevor is looking towards more realism in computer games and is keen on the idea of more 3D games. "We need to get past the stage of these half-baked flying saucers," he comments.

At present Trevor is putting the finishing touches to his next release. It is to be a trading game with the player as the last trader in a planetary system, each planet having its own economy. It's a mixture of adventure and arcade action, but space warfare can be avoided by those who don't enjoy 'zap, pow' games by bribing the marauding pirates.

Philip Mitchell – Melbourne House

Philip Mitchell is the man responsible for Melbourne House's The Hobbit, probably one of the most sophisticated adventure games on the market. Philip and some friends from Melbourne University originally got together with the intention of producing a better adventure system. The Hobbit story line came later.

Philip recalls: "The initial design of the system took six to eight months and then another ten months was spent in writing the story line. It took a long time to get the story working on the computer as there were a few things we weren't sure about. We had days when we did little but talk about ideas which wasted some time."

At 23, Philip has been programming for nine years, going back to his school days. His initial experience with computers came from building his own micros as a hobby, despite the fact that he has had no technical education. Studying for a degree in computer science, programming became a natural extension of Philip's interest in the world of computers.

"It's been my experience that people who have a background of work on the machines are more at home programming in Assembly language," says Philip. "It gives you a feeling of what is going on inside the computer."

When faced with deadlines, it is not unusual for Philip to be working 14 or 15 hours a day, six days a week, but as a rule he prefers to work an average of 35 to 40 hours a week. "I find that if I'm tired I don't work too well," says Philip. "At times it is better to take the whole day off."

Philip Mitchell – Melbourne House

Philip's next big project is the follow up to The Hobbit, another adventure story, but "bigger and better". This time the story is to be based on the Sherlock Holmes characters. Philip explains: "It's not based on any particular Holmes story, but the characters within the stories. The player is Holmes and the game has got all the atmosphere of Conan Doyle's books."

Philip predicts that in the next few years the personal computer as we now know it will become extremely powerful and cheap enough for everyone to afford, offering potential for some really sophisticated games. "There are so many things I want to do in the games area that my time is booked up for the next ten years," says Philip, at the same time admitting that the computer market changes very quickly. He adds: "I take things as they come. In this industry ten years is a long time – it's impossible to predict the next six months."

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Brian O'Shaughnessy – Romik

After studying electronics, unemployment forced 26-year-old Brian O'Shaughnessy to move down to London in search of work. He became an engineer and learnt about micros inside and out, repairing them during working hours and playing with them at lunchtimes and after work. Brian began programming his own material in the evenings, first on the almost forgotten UK101 computer, followed by a PET, the VIC and then the 64. "In fact as a new computer appears I have to buy it," jokes Brian.

Romik's Dickys Diamonds was written by Brian and therein lies a tale. Dicky, the little owl character, was not originally intended to be an owl. Brian explains: "My original idea was to have a dragonfly in the game but the wings are too long! Once I had decided on the owl, I spent hours looking through animal encyclopaedias in search of the perfect shape."

Dicky is now Brian's trade mark and will probably appear somewhere in all his future games. Dicky even makes a brief appearance in Brian's Graphics Editor, designed to enable people to create their own graphics and save them for use in their own games. (The Graphics Editor will shortly be released by Romik and is reviewed elsewhere in this issue.)

Brian has set himself a target of writing six games a year. He feels his background knowledge of computers is invaluable in programming.

"I've never been on any programming courses, but I do know how a computer works. When working on a game, I decide what I want to do and then use the computer to its full capabilities," says Brian. He writes each section of the program separately and tests each part as he goes along. "A lot of people write games in a hurry," comments Brian. "It takes five times as long to sort it out and you have a program full of bugs that is no good to anybody. It's best to work out everything in your head before typing anything into the computer."

For many programmers, the excitement of playing computer games is lost once they know how they work. The same is true for Brian. "I play my games so much in testing them that by the time I'm half way through I'm sick of the sight of it. Three-quarters of the way through I start thinking about what I want to work on next."

Programming takes up a fair amount of Brian's time. For six days a week he works from 9am – 6.30pm and then from 8-11pm on three evenings. But Wednesdays are a day off and computers are then a forbidden subject. In addition to all this programming, Brian is still finding the time to build his own disk drive. It is far too expensive to consider marketing, but it is a great programming aid to Brian allowing him to assemble programs at a far greater speed.

Dean Lock – Creative Sparks

Dean Lock had never seen a micro before his temporary employment with Thorn EMI as a student preparing the story boards for games. "At college we had a main frame computer with punch cards," says Dean. "That's what I thought all computers were like."

Now Dean is in charge of all 64 games for Thorn EMI's new computer games label, Creative Sparks. After initially playing computer/video games in his lunch hour and after work, Dean now gets sick of the sight of his games by the time they are finished.

Thorn EMI give their programmers six to eight months for each game, which sounds quite a long time when you're working full time on it. Dean explains that the first three to four months are taken up with the nuts and bolts of programming the game and the rest of the time is taken in tuning the game to meet everybody's tastes – "you have to ferment a game like wine", says Dean. "A good game should be like a record. You can happily play it 30 times when you first buy it and then play it again at a later date."

The idea for Dean's latest game to be released on the Creative Sparks label, Black Hawk, germinated in the midst of the Falklands.

Dean's method of writing games sounds a bit long-winded – he uses three different machines – but it works for him. "I start off using the Atari for its editor/assembler," says Dean. "Then I download onto the VIC which I use as an RS232, and then from the VIC to the 64 for its excellent graphics."

Many programmers seem to spend their entire existence at the keyboards of their computers – not Dean. "Two years ago I was trying to prove myself as a programmer working for 12 hours a day," he says. "At 25 I'm a bit too long in the tooth for that. I've got to stay sane, so now I work as many hours as anyone else – about 37 hours a week."

Games are now played during work hours only.

Although, like most programmers, Dean does not claim to have made his fortune just yet he does receive a basic salary in addition to various bonuses – bonuses for the number of months in service in the company and bonuses for the number of his games sold. So it isn't an unlikely occurence to receive a £7000 bonus for the month. I wouldn't complain!

Looking to the future Dean says: "I'd like to become involved with video disc games. You can use real life footage with superimposed computer animation. That could lead to some really interesting adventure games."

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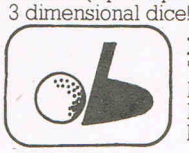

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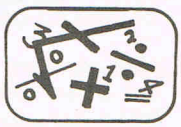

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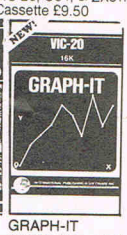

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Hobbit revealed

Bilbo Baggins is really up against it. After three months he's conquered 40 per cent of the game on his 64, then some guy by the name of Elkan (a Tolkien invention, if ever there was one – and there were, as we all know, a few!) comes up with a book that spoils all the fun.

At least that's what it looks like at first. A Guide to Playing The Hobbit. What could be better designed for spoiling the fun? Every time you get stuck you can turn to the book. Even worse, it might be possible to play your way all through the game with this book.

Fortunately Bilbo has nothing to worry about. The book isn't quite like that. For one thing you have to be pretty familiar with the game to understand the book. It doesn't give away everything – at least not all at once. David Elkan has given clues and hints here and there without spelling everything out. But if you're one of those who can't resist looking at the answers to the crossword before you've worked them out for yourself he's provided an obstacle.

In The Hobbit Help section of the book David Elkan has expanded on the Help given in the game. In case you're tempted to look too far ahead he's used a code that's very simple but which involves just enough work to stop you from going too far too soon.

The Hobbit Help section is the middle chapter of the book. The first is an introduction to the game, more or less an expansion of the mini-manual that comes with the game. The third and final chapter is A Tourist's Guide to Wilderland. It's a guide to most of the game's locations and solutions to the problems encountered in each location. This is the part of the book that might have really bugged Bilbo. It gives you the answers and could make the thing too easy.

Luckily for Bilbo the game comes to it's own rescue. Part of the magic of The Hobbit is its unpredictability. Eventually, of course, you'll get the whole thing sussed out. After all, it is finite! But there are enough alternatives and enough changes from game to game to make it fun even with a book like A Guide to Playing The Hobbit.

Since Melbourne House publish the book and also publish the game you can rest assured that it doesn't spoil the game. Otherwise their sales of both the book and game would dwindle. But wait! Perhaps there those who know not The Hobbit – neither the original book by JRR Tolkien or the computer game.

Tolkien was a master of his art and The Hobbit is an excellent tale. It serves as a wonderful introduction to The Lord of the Rings – a trilogy that some thought was one of the best pieces of fiction written in English.

It's one of those classic tales of good versus evil, a fantasy in which strange creatures such as dwarves and elves inhabit Middle Earth.

It's a marvellous book and The Hobbit is a superb game. Probably the best adventure game in the UK. How you feel about A Guide to Playing The Hobbit depends very much on how you feel about the game. If you have enjoyed the game and feel you have got everything out of it that there is to get out of it then you'll probably find the book very interesting. A couple of Hobbit addicts in the office who have been playing the game on and off for a couple of months were astounded to find screens they'd never seen. If you've become completely frustrated by the game and can't get out of the Elvenkings' dungeons then this book will be just like a golden key –

One final word about the price of this paperback (£3.95). OUCH!

FREE! 50 COPIES OF THE HOBBIT.

L	T	B	M	T	I	B	B	O	H
O	O	J	R	O	O	B	L	I	B
A	L	R	M	L	B	I	B	L	O
D	K	E	I	K	B	T	O	K	L
W	I	L	D	E	R	L	A	N	D
A	E	K	D	I	L	O	R	D	E
R	N	A	L	N	A	R	T	H	L
V	V	P	E	A	R	T	H	W	V
E	L	V	E	N	K	I	N	G	E
S	G	N	I	R	I	N	N	G	S

We're giving away a copy of The Hobbit to the first 50 correct entries to a simple competition. You won't need to have played the game before but some familiarity with the book might do you some good.

Failing that, use the review on this page as a reference. In the wordsquare below there are 10 words relating to The Hobbit. They all appear in the review on this page. All you have to do is to send us a list of the ten words on the form on this page. Please remember to fill in your name and address. And remember, the words relate to The Hobbit and appear in the review. It's also worth remembering that you can only play The Hobbit on the 64.

The ten words in the wordsquare are:

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Address:

I bought my copy of Commodore Computing International at:

What's in a name?

In the first issue of Commodore Games we define the many and varied games categories

Amusement arcades have been with us for many years now, their contents changing from the one-armed bandits and mechanical 'shove-halfpenny' games to the more recent Space Invaders and suchlike. The cost of playing these games has also changed dramatically from the old one-penny to the new 20 pence, but that has never affected their popularity.

Just a few years ago, people had the opportunity to play electronic games in the comfort of their own home with the appearance of TV games – a relatively cheap little 'box' which was attached to the television. Many were content to while away the hours knocking a small square from one end of the screen to the other with a rectangular shape – this was TV tennis.

Technology moves fast and now, with the emergence of sophisticated computer games, it is hard to believe that anyone could have found enjoyment in those slow repetitive games.

The earliest computer games available were computer versions of the popular arcade games – the obligatory Space Invaders and Pac-Man. Now games players are spoilt for choice with a growing list of games falling into numerous categories: arcade, adventure, arcade/adventure, simulation, sport, action/strategy, educational and even semi-educational!

The list is steadily expanding as software houses come up with ideas for original categories to boost sales of their games. How do you define which category a game belongs to? Is there any real difference between simulation and sport, or arcade and action/strategy? In this first issue of Commodore Games we will try to define these categories.

Arcade

Arcade games have been around for the longest period of time and still account for the largest share of the software market. Most people define arcade games as a 'zap! pow!' game, something like Space Invaders – basically to shoot anything on the screen before it kills you. However the arcade category is rather more general than that, covering any game where the player has to move an object around the screen, such as in maze games like Pac-Man.

Arcade games test your reflexes.

Action/strategy

A new breed of game is apparently emerging under the category action/strategy. However we can see no difference between this new category and arcade games. Being marketed under this category is Creative Sparks' Black Hawk, in which your task is to guide your fighter-plane across enemy territory to liberate a small group of islands.

Adventure

Adventure games vary from the simple adventure to a really sophisticated game. This category can be further divided into three smaller categories: text adventures, graphics adventures, and a cross between the two.

Text adventures, as the name implies, consist purely of screen text as in Romik's Sword of Hrakel adventure. The computer describes your surroundings and asks you what you want to do. Whether you want to move north, east or west, or even up and down. Also what to do when confronted with an object, be it a golden key or a rabid wolf.

Graphics adventures are those where you are dependent on the graphics to play the game. For example Krystals of Zong from PSS, where you have to guide your man around the maze picking up the keys that will enable him to get to the treasure. However some may define this game as an arcade adventure! Confused? Read on.

Then, of course, there are adventure games which combine both text and graphics. Melbourne House's The Hobbit is a good example of this, illustrating your every move.

On the whole, adventure games are designed to test your powers of logic rather than your reflexes.

Arcade/adventures

This category includes those games which combine adventure with an element of arcade action. These require both logic and good reflexes.

Unfortunately if you are not very good at adventures you may never reach the arcade stage. Likewise, if adventures are your speciality, you may be killed before you can continue your adventure.

Bug-Byte will soon be launching a trading game where you are the last trader in a planetary system. Arcade action comes in the form of marauding pirates, but this can be avoided by bribery!

Sports

It is sometimes hard to differentiate between the sports and the simulation category. Falling into the sports category are games such as the computerised table football game from Bubble Bus. Using the joystick and fire button you determine which handle you wish to move and in which direction. A more sophisticated football game comes from Commodore themselves, with the player controlling an eleven-strong team complete with cheering crowds and even the presentation of a cup.

Football is just one of the sports with a computerised equivalent.

Simulation

The only difference between this category and sports programs is that in a simulation program you take on a role. The best example is probably found in flight simulation programs where you become a pilot taking off and landing your plane.

Anger Productions have released what they are terming business simulation programs. In their flight simulator you are required not only to pilot the plane, but also to plan a route taking into account factors such as fuel. A simulation/adventure?!

Education

Educational programs are fairly self-explanatory, basically they teach you how to do something. Usually aimed at the very young, there are numerous educational programs on the market which teach the player how to read, write, spell and count, combining learning with a games element.

What's in a game?

In this section, we are going to take a look at how a game is made up. To demonstrate this we have a game called MOONLANDER for the VIC-20 (any expansion). We will look at this program very carefully and explain what the separate routines do.

Description

The first thing to look at is what the game is supposed to do. In this example, it is a simple simulation game where you control the thrust from your ship's engines in an effort to make a successful landing. The thrust values are from 0 (no thrust) to 9 (maximum thrust) where a value of 5 will keep constant speed.

You must land with a speed of 15 or less km/h (units).

Display

The display must then be worked out.

In Moonlander, the ship is displayed in the middle of the screen and on the left is a box containing all of the values (parameters) required to land.

The parameters are for fuel left, height from ground, speed, and time.

The Program

Now for a routine by routine explanation of the game. A less detailed description appears in the REMs that do not need to be typed in.

```
10 REM MOONLANDER
20 REM ***********************************
30 REM
39 REM
40 REM RED SCREEN AND INSTRUCTIONS
41 REM
50 POKE36879,42:GOSUB1090
59 REM
60 REM WHITE SCREEN FOR GAME
61 REM
70 POKE36879,25:POKE36869,240
80 PRINT"■";
90 I4=I5
100 GOSUB730
110 PRINT"■"
119 REM
120 REM SET UP PARAMETERS
121 REM
130 TH=0:T=0
140 X0=52800
150 V0=-176:F=1:S=1
160 GOSUB450
170 GOSUB1010
180 AT=TI:AG=TI
189 REM
190 REM INPUT FUEL USAGE
191 REM
200 GETRR$:IFRR$<>""THENR=VAL(RR$)
210 IF(TI-AT)>30THENAT=TI:GOTO240
220 GOTO210
```

50		Set the screen colour and gosub to display instructions.
70	-180	Produce display and set up initial parameters.
200	-220	Main loop for input and also a time lag.

```
229 REM
230 REM CALCULATE NEW VALUES
231 REM
240 T=T+R
250 TH=TH+1
260 A=5.4*(1-0.2*R)
270 X=V0+0.5*A:X0=X0+X
280 IFX0>0THEN300
290 V=X-X0:F=0:X0=0
300 D=V0*V0-2*X*A
310 IFD>0THEN330
320 D=-D:S=-1
330 V0=SQR(D)*S*SGN(X)
340 S=1
350 IFV0>0THENPRINT"@";
359 REM
360 REM DISPLAY LANDING PARAMETERS
361 REM
370 PRINT"■■■■■";MID$(STR$(V0),2,5)"■";
380 PRINTLEFT$(STR$(X0)+9$(0),7)
390 PRINT"■■"
400 PRINT"■";2500-T"■■   ■■"TAB(8);TH
410 GOSUB660:IFF=0THENGOSUB790:GOTO800
420 IFT>2500THENR=0:GOTO250
430 GOTO200
439 REM
440 REM INITIALISE STRINGS FOR SHIP
441 REM
450 9$="■■■■■■■"
460 A$(0)="      "
470 9$(1)="■  ■  "
480 9$(2)="■ ■■ ■■ "
490 9$(3)="■ ■ ■ ■ "
500 9$(4)="■■USA■■"
510 9$(5)="■/■■■\"
520 A$(6)=A$(0)
530 PRINT"■■■"TAB(15);
540 FORI=0TO6
550 PRINTA$(I)+A$;
560 NEXT
569 REM
570 REM PRINT DISPLAY AROUND PARAMETERS
571 REM
580 PRINT"■■ ____________"
590 PRINT" ■SPEED HEIGHT■ ":GOSUB620
600 PRINT" ■FUEL   TIME ■ ":GOSUB620
610 RETURN
620 FORI=1TO2:PRINT" ■"TAB(13)"■ ":NEXT
630 PRINT" ■___________■ ":RETURN
640 REM IF KEY GREATER THAN 0 PRESSED,
650 REM DISPLAY 'BURN'
660 PRINTTAB(15);:IFR=0THENPOKE36878,0:RETURN
670 POKE36877,150:POKE36874,200:POKE36878,R
680 FORI=1TOR:PRINT"■/■■■■■";:NEXT
690 FORI=RTO10:PRINT"  ■■■■";:NEXT
700 PRINT"■■■■■■■■■■■";:FORI=1TO10
710 PRINT"   ■■■■";:NEXT:RETURN
719 REM
720 REM PRINT 14 RANDOM '.' ON SCREEN
721 REM
730 PRINT"■"
```

240 -350 Calculate new parameters for landing.

370 -430 Rest of main program loop. Display Landing parameters and thrust if needed.

450 -560 Initialise strings used to display ship and display it.

580 -630 Display box around area for landing parameters.

660 -710 Display thrust from bottom of ship.

730 -770 Display random stars.

```
740 FORI1=1TO14
750 PRINTTAB(20*RND(1));"."
760 NEXTI1
770 RETURN
779 REM
780 REM DISPLAY SURFACE
781 REM
790 H=4.5:H$(1)="_":H$(2)="_":H$(3)="_"
800 H$(4)="_":H$(5)="_":H$(6)="_"
810 H$(7)="_":H$(8)="_"
820 PRINT"■■■
```

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Games for the 64

This month we have two programs for the 64. The first is a short game called Q*BERT written by N Cooper. The other game is a maze game which creates a random maze and then allows you to move through the maze using the keys 'F' for forward, 'R' to turn right, 'L' to turn left.

Q*BERT

Written by N Cooper, this game is a 64 version of the arcade game of the same name. The movement is obtained by the keys:
'T' up & left
'V' down & left
'U' up & right
'N' down & right

Or by the joystick in port 2 using the diagonals.

The object of the game is to jump onto the non-coloured squares. When all the squares have been coloured, the pyramid will be re-drawn and your task will re-start.

Beware of the white ball which will cause loss of a life if it hits you, and don't jump off the edge of the pyramid unless onto one of the floating disks which will lift you up and drop you safely onto the top square.

Start the game by pressing any key.

```
10 REM ***** Q*BERT BY N.R.C. *****
20 DIMP(72):HI=0:C=1
30 SC=0:LI=5:POKE53280,6:POKE53281,14
40 PRINT"■■■■■■■■■■■■":PRINT"■■■■■■■■■■■■■■■■■■Q*BERT!!":PRINT"■■■"
50 PRINT"■■■■■■■■■■■■■■BY ■N.COOPER":WAIT198,1:PRINT"■"
60 V=53248:RESTORE:T=0:POKEV+21,15
70 FORI=1TO72:READP(I):NEXT
80 DATA2,2,2,2,2,2,2,2,2,2,0,2,2,2,2,2,2,2
90 DATA0,0,2,2,2,2,3,0,0,0,3,2,2,2,2,0,0,0
100 DATA0,2,2,2,0,0,0,0,0,2,2,2,0,0,0,0,0,0,2,0,0,0,0,0,0,0,2,2,2,2,2,2,2,2
110 PRINT"■■■■■■■■■■■■■■■■■■
```

```
290 POKE2041,14:POKEV+40,3:POKE2042,14:POKEV+41,3
300 POKE2043,15:POKEV+42,15
310 X=164:Y=140:X1=0:Y1=0:A=44:UL=0:UR=0:DL=0:DR=0:BX=164:BY=86
320 POKEV+2,127:POKEV+3,115:POKEV+4,200:POKEV+5,115
330 X=X+X1:Y=Y+Y1:POKEV,X:POKEV+1,Y:X1=0:Y1=0:PRINT"■SCORE"SC"          HI"HI
340 ONP(A)+1GOSUB530,460,600,640
350 H=PEEK(V+30):POKEV+6,BX:POKEV+7,BY:BX=BX+9*SGN(RND(1)-.5):BY=BY+15
360 IFBY>194THENBX=164:BY=86:POKEV+6,BX:POKEV+7,BY
370 IFH=9THENGOSUB600
380 GOSUB750:IFK=64THENFORI=0TO200:NEXT:GOTO350
390 X1=8*(K=22ORK=31)-8*(K=30ORK=39):Y1=16*(K=22ORK=30)-16*(K=31ORK=39)
400 GOSUB410:GOTO330
410 S=(INT(A/8))/2:IFS=INT(S)THENUL=-9:UR=-8:DL=7:DR=8:GOTO430
420 UL=-8:UR=-7:DL=8:DR=9
430 J=(K=30)+2*(K=39)+3*(K=31)+4*(K=22):J=ABS(J)
440 ONJGOTO450,470,490,510
450 A=A+UR:SC=SC+100
460 RETURN
470 A=A+DR:SC=SC+100
480 RETURN
490 A=A+DL:SC=SC+100
500 RETURN
510 A=A+UL:SC=SC+100
520 RETURN
530 N=INT(X/8)+40*INT(Y/8):POKE55134+N,C
540 POKE55135+N,C:POKE55174+N,C:POKE55175+N,C
550 P(A)=1:T=T+1:SC=SC+100
560 IFT=28THENFORI=0TO16STEP.1:POKE53280,I:NEXT:POKE53280,6:GOTO580
570 RETURN
580 POKEV+21,0:SC=SC+1000:C=C+1:GOTO60
590 RETURN
600 FORI=YTO250:POKEV+1,I:NEXT:X=164:Y=140:X1=0:Y1=0:A=44:K=0
610 POKEV,X:POKEV+1,Y:BX=X:BY=86:POKEV+6,BX:POKEV+7,BY:H=PEEK(V+30)
620 LI=LI-1:IFLI<1THENGOTO700
630 RETURN
640 IFA=30THENPOKEV+21,PEEK(V+21)AND251:GOTO660
650 POKEV+21,PEEK(V+21)AND253
660 P(A)=2:0=1:J=0:IF164-X<0THENQ=-1
670 FORI=XTO164STEPQ:J=J-1.5:POKEV,I:POKEV+1,Y+J:NEXTI
680 POKEV,164:POKEV+1,76:A=12:X=164:Y=76:X1=0:Y1=0
690 RETURN
700 POKEV+21,0:PRINT"■■■■■■■■■■■■":PRINT"          YOUR SCORE WAS";SC
710 IFSC>HITHENPRINT"■■■■■■■■YOU HAVE THE HIGH SCORE!":HI=SC
720 POKE198,0:PRINT"■■■HI-SCORE :";HI
730 PRINT"■■■■■■■■■■■■■■■■■■ANOTHER GO":INPUTAN$:IFLEFT$(AN$,1)="Y"THENZ=0:GOTO30
740 PRINT"■":END
750 K=PEEK(197):IFK<>64THENRETURN
760 ZZ=PEEK(56320)
770 IF(ZZAND5)=0THENK=22:RETURN
780 IF(ZZAND9)=0THENK=30:RETURN
790 IF(ZZAND6)=0THENK=31:RETURN
800 IF(ZZAND10)=0THENK=39:RETURN
810 K=64:RETURN
READY.
```

MAZE

In this game, the object is to move from one side of the maze to the other. It is fully REMed so that it could be used in your own games. The movement is obtained by using the keys:

'F' forward one location
'R' rotate 90% to the right
'L' rotate 90% to the left

The maze is totally random and the view of the maze is given using the 64s characters to produce a 3D view.

You start on one side of the maze and move to the other. You are facing in the correct direction to start, but will need to remember which direction you are facing otherwise you will get lost.

```
10 POKE53280,3:POKE53281,3
20 PRINT"■   ____________________________ "
30 PRINT"   |                          ◢| "
40 PRINT"   | 3 DIMENSIONAL MAZE      ◢ | "
50 PRINT"   |                        ◢  | "
60 PRINT"   |____     DISPLAY      ◢   | "
70 PRINT"   |   ◣                ◢     | "
80 PRINT"   |   | \  ROUTINE    ◢      | "
90 PRINT"   |   | \            ◢       | "
100 PRINT"   |   |  | WITH    |        | "
110 PRINT"   |   |  |__      __|        | "
120 PRINT"   |   |  | ◣    ◢ |        | "
130 PRINT"   |   |  | DEMO | |        | "
140 PRINT"   |   |  | |    | |        | "
150 PRINT"   |   |  | MAZE | |        | "
160 PRINT"   |   |  | ◣    ◢ |        | "
170 PRINT"   |   |  ┌──      ──┐        | "
180 PRINT"   |   |  | USE KEYS|        | "
190 PRINT"   |   |  ◢          \        | "
200 PRINT"   |   | ◢ F=FORWARD \       | "
210 PRINT"   |   ◣              \      | "
220 PRINT"   ┌────     R=RIGHT     \    | "
230 PRINT"   |                      \  | "
240 PRINT"   |        L=LEFT        \ | "
250 PRINT"   |                       ◣| "
260 PRINT"   ____________________________ ■";
270 WI=10
280 HE=10
290 REM
300 REM
310 REM CREATE RANDOM MAZE
320 REM
330 REM
340 DIMV%(HE,WI),W%(HE,WI),L%(2),P1%(2,5),P2%(2,3)
350 A=RND(0)
360 REM
370 REM PUT A SOLID WALL AROUND MAZE
380 REM
390 FORI=0TOWI
400 W%(0,I)=1:W%(HE,I)=1
410 NEXT
420 FORI=0TOHE
430 W%(I,0)=1:W%(I,WI)=1
440 NEXT
450 X=INT(RND(1)*(HE-1)+1):SX=X
460 Y=1
470 C=1
480 REM
490 REM FIND POSSIBLE DIRECTIONS
500 REM
510 W%(X,Y)=1:J=0
520 IFW%(X-1,Y)<>0THEN540
530 J=J+1:JU(J)=1
540 IFW%(X+1,Y)<>0THEN560
550 J=J+1:JU(J)=2
```

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```
560 IFW%(X,Y-1)<>0THEN580
570 J=J+1:JU(J)=3
580 IFW%(X,Y+1)<>0THEN600
590 J=J+1:JU(J)=4
600 IFJ=0THEN730
610 REM
620 REM CHOOSE ONE DIRECTION AT RANDOM
630 REM
640 ONJU(INT(RND(1)*J)+1)GOSUB2550,2570,2590,2610
650 REM
660 REM DO ANOTHER
670 REM
680 C=C+1:GOTO510
690 REM
700 REM THERE WAS NO EXIT, CHECK FOR
710 REM MAZE NEARLY FULL (95%)
720 REM
730 IFC>.90*((HE-1)*(WI-1))THEN840
740 REM
750 REM FIND START POINT FOR NEW BRANCH
760 REM
770 X=INT(RND(1)*(HE-1))+1
780 Y=INT(RND(1)*(WI-1))+1
790 IFW%(X,Y)<>0THEN510
800 GOTO770
810 REM
820 REM.FIND EXIT POINT
830 REM
840 X=INT(RND(1)*(HE-1))+1:FX=X
850 IFW%(X,WI-1)=0THEN840
860 V%(X,WI)=2:V%(X,WI-1)=V%(X,WI-1)+8
870 X=SX:Y=1:CD=54272
880 FORI=2TO0STEP-1:READL%(I):NEXT
890 FORI=2TO0STEP-1:FORJ=0TO5:READP1%(I,J):NEXT:NEXT
900 FORI=2TO0STEP-1:FORJ=0TO3:READP2%(I,J):NEXT:NEXT
910 REM
920 REM
930 REM START MOVING THROUGH
940 REM
950 REM
960 DIR=3
970 PRINT"□":GOSUB1080:  REM DISPLAY VIEW
980 GETA$:IFA$=""THEN980
990 IFA$="R"THENDIR=(DIR+1)AND3:GOTO970
1000 IFA$="L"THENDIR=(DIR-1)AND3:GOTO970
1010 IFA$<>"F"THEN980
1020 IFX+X1=0ORX+X1>HETHEN980
1030 IFY+Y1=0ORY+Y1>WITHEN980
1040 IF(V%(X,Y)AND(2↑DIR))=0THEN980
1050 X=X+X1:Y=Y+Y1:IFX=FXANDY=WITHENEND
1060 GOTO970
1070 REM
1080 REM DISPLAY VIEW
1090 REM
1100 FORI=1TO23
1110 POKE1026+I*40,103:POKE55298+I*40,0
1120 POKE1026+I*40+24,101:POKE55298+I*40+24,0
1130 NEXT
1140 X2=0:Y2=0:FORZ=2TO0STEP-1
1150 D=DIR:GOSUB1830:X2=X2+X1:Y2=Y2+Y1
1160 IFX+X2=0ORX+X2>HETHENRETURN
1170 IFY+Y2=0ORY+Y2>WITHENRETURN
1180 IF(V%(X,Y)AND(2↑D))=0THENRETURN
1190 REM
1200 REM CHECK RIGHT
1210 REM
1220 D=(DIR+1)AND3
1230 IF(V%(X+X2,Y+Y2)AND(2↑D))=0THEN1300
1240 REM
```

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```
1250 REM EXIT TO RIGHT
1260 REM
1270 L=Z+1:P1=P1%(Z,0):P2=P2%(Z,0):GOSUB1910
1280 GOTO1370
1290 REM
1300 REM NO EXIT TO RIGHT
1310 REM
1320 IFRI=1ORZ=2THEN1340
1330 L=L%(Z+1):P1=P1%(Z+1,3):GOSUB2380
1340 L=Z+1:P1=P1%(Z,0):P2=P2%(Z,0):GOSUB1980
1350 L=L%(Z):P1=P1%(Z,3):GOSUB2190
1360 REM
1370 REM CHECK LEFT
1380 REM
1390 D=(DIR-1)AND3
1400 IF(V%(X+X2,Y+Y2)AND(2↑D))=0THEN1470
1410 REM
1420 REM EXIT TO LEFT
1430 REM
1440 L=Z+1:P1=P1%(Z,1):P2=P2%(Z,1):GOSUB2050
1450 GOTO1540
1460 REM
1470 REM NO EXIT TO LEFT
1480 REM
1490 IFLE=1ORZ=2THEN1510
1500 L=L%(Z+1):P1=P1%(Z+1,4):GOSUB2380
1510 L=Z+1:P1=P1%(Z,2):P2=P2%(Z,2):GOSUB2120
1520 L=L%(Z):P1=P1%(Z,4):GOSUB2250
1530 REM
1540 REM CHECK IN FRONT
1550 REM
1560 D=DIR
1570 IF(V%(X+X2,Y+Y2)AND(2↑D))=0THEN1630
1580 IFRI=0THEN1600
1590 L=L%(Z):P1=P1%(Z,3):GOSUB2190
1600 IFLE=0THEN1690
1610 L=L%(Z):P1=P1%(Z,4):GOSUB2250
1620 GOTO1690
1630 L=L%(Z):P1=P1%(Z,5):P2=P2%(Z,3):GOSUB2310
1640 IFRI=1THEN1660
1650 L=L%(Z):P1=P1%(Z,3):GOSUB2190
1660 IFLE=1THEN1680
1670 L=L%(Z):P1=P1%(Z,4):GOSUB2250
1680 Z=-10
1690 NEXTZ
1700 IFZ=-11THENRETURN
1710 IFLE=0THENL=L%(0):P1=P1%(0,4):GOSUB2380
1720 IFRI=0THENL=L%(0):P1=P1%(0,3):GOSUB2380
1730 POKE1436,77:POKECD+1436,6
1740 POKE1440,78:POKECD+1440,6
1750 POKE1596,78:POKECD+1596,6
1760 POKE1600,77:POKECD+1600,6
1770 RETURN
1780 REM
1790 REM DETERMINE X AND Y INCREMENTS
1800 REM TO MAZE DEPENDANT UPON
1810 REM DIRECTION D
1820 REM
1830 IFD=0THENX1=1:Y1=0
1840 IFD=1THENX1=0:Y1=-1
1850 IFD=2THENX1=-1:Y1=0
1860 IFD=3THENX1=0:Y1=1
1870 RETURN
1880 REM
1890 REM PLOT EXIT TO RIGHT
1900 REM
1910 FORI=0TOL
1920 POKEI+P1,100:POKECD+I+P1,6
1930 POKEI+P2,99:POKECD+I+P2,6
```

```
1940 NEXT:RI=1:RETURN
1950 REM
1960 REM PLOT NO EXIT TO RIGHT
1970 REM
1980 FORI=0TOL
1990 POKEP1-39*I,78:POKECD+P1-39*I,6
2000 POKEP2+41*I,77:POKECD+P2+I*41,6
2010 NEXT:RI=0:RETURN
2020 REM
2030 REM PLOT EXIT TO LEFT
2040 REM
2050 FORI=LTO0STEP-1
2060 POKEI+P1,100:POKECD+I+P1,6
2070 POKEI+P2,99:POKECD+I+P2,6
2080 NEXT:LE=1:RETURN
2090 REM
2100 REM PLOT NO EXIT TO LEFT
2110 REM
2120 FORI=0TOL
2130 POKEP2-39*I,78:POKECD+P2-39*I,6
2140 POKEP1+41*I,77:POKECD+P1+I*41,6
2150 NEXT:LE=0:RETURN
2160 REM
2170 REM PLOT RIGHT HAND UPRIGHT
2180 REM
2190 FORI=0TOL
2200 POKEI*40+P1,101:POKECD+I*40+P1,6
2210 NEXT:RETURN
2220 REM
2230 REM PLOT LEFT HAND UPRIGHT
2240 REM
2250 FORI=0TOL
2260 POKEI*40+P1,103:POKECD+I*40+P1,6
2270 NEXT:RETURN
2280 REM
2290 REM PLOT BLANK WALL HORIZONTALS
2300 REM
2310 FORI=0TOL
2320 POKEI+P1,100:POKECD+I+P1,6
2330 POKEI+P2,99:POKECD+I+P2,6
2340 NEXT:RETURN
2350 REM
2360 REM BLANK UPRIGHT
2370 REM
2380 FORI=0TOL
2390 POKEI*40+P1,32
2400 NEXT:RETURN
2410 REM
2420 REM DATA FOR UPRIGHT AND HORIZONTAL
2430 REM LENGTHS
2440 REM
2450 DATA14,8,4
2460 REM
2470 REM DATA FOR START POSITIONS
2480 REM
2490 DATA1206,1187,1067,1246,1230,1191
2500 DATA1323,1311,1231,1363,1353,1314
2510 DATA1401,1394,1354,1441,1435,1396
2520 DATA1846,1827,1947,1831
2530 DATA1723,1711,1791,1714
2540 DATA1641,1634,1674,1636
2550 V%(X,Y)=V%(X,Y)+4:X=X-1:V%(X,Y)=V%(X,Y)+1
2560 RETURN
2570 V%(X,Y)=V%(X,Y)+1:X=X+1:V%(X,Y)=V%(X,Y)+4
2580 RETURN
2590 V%(X,Y)=V%(X,Y)+2:Y=Y-1:V%(X,Y)=V%(X,Y)+8
2600 RETURN
2610 V%(X,Y)=V%(X,Y)+8:Y=Y+1:V%(X,Y)=V%(X,Y)+2
2620 RETURN
```

64 adventures

This is a game by Toby Hughes, 13 years old from Reigate. It's a sort of adventure game which involves the Transmat – a machine similar to the one used by Captain Kirk and his crew on the Starship Enterprise. Remember Kirk's phrase "Beat me up, Scottie,"?

```
0 B%(7)=-1
1 DATA25,6,24,5,3,3,3,4,5,6,25,6,24,5,3,3,3,64,3,3,5,4,4,5,3,3,5,4,5,6
2 DATA15,6,24,5,3,3,3,4,5,6,25,6,24,5,3,3,3,94,0
3 POKE 53280,1:POKE 53281,1:PRINT"■":GOSUB 10299
5 PRINT"■"
10 PRINTTAB(16)"■TRANSMAT"
11 PRINTTAB(16)"━━━━━━━":PRINT"■"
15 PRINT"YOU MUST RESCUE YOUR THREE "
20 PRINT"FRIENDS BY TRANSMATTING    "
25 PRINT"FROM PLANET TO PLANET AND  "
30 PRINT"FIND YOUR SPACESHIP..... "
40 PRINT"'T'=TRANSMAT"
45 PRINT"'H'=HELP"
50 PRINT"'I'=INVENTORY"
55 PRINT"'N','S','E','W'=DIRECTIONS"
56 GOSUB 20000
60 PRINT"GOOD LUCK"
100 REM SET POSITION
110 P=100:N=0:S=0:E=0:W=0
120 DIM OB%(9),OB$(9),SI$(9)
130 FOR I=1 TO 9 :READ OB%(I),OB$(I),SI$(I)
135 NEXT
140 DATA 99,LAZER,A PHOTON LAZER IS ON THE GROUND
145 DATA 80,EXPLOSIVES,THERE ARE EXPLOSIVES LYING HERE
150 DATA 87,GOLD,THERE IS SOME GOLD NEAR YOUR FEET
155 DATA 78,SCARF,A SCARF IS NEARBY
160 DATA 65,ZORA,ZORA IS STANDING NEARBY
165 DATA 43,SCREWDRIVER,YOUR SONIC SCREWDRIVER IS HERE
170 DATA 60,VENAN,VENAN IS HERE
180 DATA 7,JEWEL,A LARGE SHINY JEWEL IS ON THE GROUND
190 DATA 4,BERIX,BERIX IS SITTING HERE
200 DA%(1)=0:DA%(2)=0
210 FOR K=1 TO 3:CY%(K)=0:NEXT
220 SD%=0:FOR I=1 TO 3:YE%(I)=0:NEXT
230 MO%=0:SW%=0:MA%=0:P2=100
240 P=P2:IF P>90 THEN ON P-90 GOSUB 0,0,0,0,0,0,6186,6189,6192,6195:GOTO 340
250 IF P>80 THEN ON P-80 GOSUB 0,0,0,0,0,0,6174,6177,6180,6183:GOTO 340
260 IF P>70 THEN ON P-70 GOSUB 0,0,0,0,0,0,6162,6165,6168,6171:GOTO 340
270 IF P>60 THEN ON P-60 GOSUB 6147,6150,6153,6156,6159,0,0,0,0,0:GOTO 340
280 IFP>50THENONP-50GOSUB6120,6123,6126,6129,6132,0,6135,6138,6141,6144:GOTO 340
290 IFP>40THENONP-40GOSUB6093,6096,6099,6102,6105,0,6108,6111,6114,6117:GOTO340
300 IFP>30THENONP-30GOSUB0,0,0,0,0,0,6081,6084,6087,6090:GOTO340
310 IFP>20THENONP-20GOSUB6054,6057,6060,6063,6066,0,6069,6072,6075,6078:GOTO340
320 IFP>10THENONP-10GOSUB6028,6031,6034,6037,6040,0,6042,6045,6048,6051:GOTO340
330 IFP>0THENONPGOSUB6001,6004,6007,6010,6013,0,6016,6019,6022,6025
340 IF P=88 AND DA%(1)<>1THEN 6500
350 IF P=77 AND DA%(2)<>1THEN 6500
360 IF P=62 AND CY%(1)<>1THEN 7000
```

```
370 IF P=41 AND CY%(2)<>1THEN 7000
380 IF P=45 AND CY%(3)<>1THEN 7000
390 IF P=48 AND SD%<>1THEN 7500
400 IF P=27 AND YE%(1)<>1THEN 8000
410 IF P=29 AND YE%(2)<>1THEN 8000
420 IF P=9  AND YE%(3)<>1THEN 8000
430 IF P=14 AND MO%<>1THEN 8500
440 IF P=11 AND SW%<>1THEN 9000
450 IF P=1  AND MA%<>1THEN 9500
460 FOR I=1 TO 9:IF OB%(I)=P THEN PRINT SI$(I)
465 NEXT
470 PRINT"YOU CAN GO :";
480 IF N>0 THEN PRINT" NORTH";
490 IF E>0 THEN PRINT" EAST";
500 IF S>0 THEN PRINT" SOUTH";
510 IF W>0 THEN PRINT" WEST";
520 IF P=77 OR P=45 OR P=57 THEN PRINT" TRANSMAT":PRINT"■"
530 PRINT CHR$(13)
540 INPUT"■WHAT SHALL I DO NOW ■";I$
545 PRINT"■"
550 REM CHECK COMMAND
560 IF I$="N" OR I$="E" OR I$="S" OR I$="W" THEN 10100
570 IF I$="I" THEN 2000
580 IF I$="H" THEN 2100
590 IF I$="T" THEN 850
600 FOR I=1 TO LEN(I$)
610 IF MID$(I$,I,1)=" "THEN 640
620 NEXT
630 PRINT"PLEASE CAN YOU USE TWO WORDS":GOTO 540
640 FOR SP=1 TO LEN(I$)
650 IF MID$(I$,SP,1)=" " THEN 670
660 NEXT
670 VE$=LEFT$(I$,SP-1)
680 NO$=RIGHT$(I$,(LEN(I$)-SP))
690 IF VE$="GET"OR VE$="GRAB"OR VE$="TAKE"OR VE$="CARRY"THEN 3000
700 IF VE$="DROP"OR VE$="LOSE"OR VE$="LEAVE" THEN 3100
720 IF VE$="KILL" THEN 900
730 IF VE$="SWIM"OR VE$="FLOAT" THEN 1000
790 PRINT"I DON'T KNOW HOW TO :";VE$:GOTO 540
795 IFP=45ORP=57ORP=77THENPRINT"I CANNOT GO THAT WAY":GOTO 240
800 IF I$="N" AND N>0 THEN P2=P-10:GOTO 240
810 IF I$="E" AND E>0 THEN P2=P+1:GOTO 240
820 IF I$="S" AND S>0 THEN P2=P+10:GOTO 240
830 IF I$="W" AND W>0 THENP2=P-1:GOTO 240
840 PRINT"SORRY -YOU CAN'T GO THAT WAY!":GOTO 540
850 IF P=77 OR P=45 OR P=57 THEN 860
855 PRINT"THERE IS NO TRANSMAT CAPSULE HERE":GOTO 540
860 PRINT"YOU STEP INTO THE CAPSULE"
870 PRINT"AND DE-MATERIALISE"
880 IF P=77 THEN P2=61:GOTO 240
890 IF P=45 THEN P2=10:GOTO 240
895 IF P=57 THEN P2=25:GOTO 240
900 GOTO 1060
1000 IF P=11 THEN 1610
1010 IF VE$="SWIM"AND P=39ORP=40ORP=48ORP=49ORP=50 THEN 1020
1015 PRINT"I CANNOT SEE ANY WATER!":GOTO 540
1020 IF NO$= "NORTH"ORNO$= "SOUTH"ORNO$= "EAST"OR NO$= "WEST"THEN 1050
1025 PRINT"PLEASE STATE DIRECTION - IN A FULL WORD":GOTO 540
1050 GOTO 800
1060 IF NO$="ROBOT" THEN 1068
1061 IF NO$="FOREX" THEN 1072
1062 IF NO$="DRAGON" THEN 1076
```

```
1063 IF NO$="BEAST" THEN 1080
1064 IF NO$="MONSTER" THEN 1084
1065 IF NO$="SHADOW" THEN 1090
1066 IFNO$="ZORA"ORNO$="VENAN"ORNO$="BERIX"THENPRINT"NO I WON'T":GOTO 240
1067 PRINT"I CANNOT DO THAT":GOTO 240
1068 IFP<>88ANDP<>77THEN PRINT"I CAN'T SEE A ROBOT HERE":GOTO 240
1069 IF OB%(2)=-1 THEN 1071
1070 PRINT"YOU CAN'T YOU ARE DEAD!":END
1071 PRINT"OK-YOU BLEW IT UP":GOTO 1500
1072 IFP<>62ANDP<>41ANDP<>45THENPRINT"I CAN'T SEE A FOREX HERE":GOTO 240
1073 IF OB%(3)=-1 THEN 1075
1074 PRINT"YOU CAN'T.YOU ARE DEAD!":END
1075 PRINT"OK.THE GOLD STOPPED HIS BREATHING":GOTO 1500
1076 IF P<>48 THEN PRINT"I CAN'T SEE A DRAGON HERE":GOTO240
1077 IF OB%(1)=-1 THEN 1079
1078 PRINT"YOU CAN'T.YOU ARE DEAD!":END
1079 PRINT"OK.YOU BLASTED IT WITH THE PHOTON LAZER.":GOTO 1500
1080 IFP<>27ANDP<>29ANDP<>9 THENPRINT"I CAN'T SEE A BEAST HERE.":GOTO 240
1081 IF OB%(6)=-1 THEN 1083
1082 PRINT"YOU CAN'T.YOU ARE DEAD.":END
1083 PRINT"OK.YOU BLOCKED THE SIGNALS TO IT WITH THE SONIC SCREWDRIVER":GOTO 150
0
1084 IFP<>14 THENPRINT"I CAN'T SEE THE MONSTER HERE!":GOTO 240
1085 IF OB%(1)=-1 THEN 1087
1086 PRINT"YOU CAN'T.YOU ARE DEAD!":END
1087 PRINT"OK.YOU BLASTED IT TO BITS WITH THE LAZER":GOTO 1500
1088 IFP=1 THEN 1090
1089 PRINT"THE SHADOW IS NOT HERE!":GOTO 240
1090 IFOB%(9)=-1THENPRINT"BERIX KNOCKS HIM OUT.":X=0:MA%=1 :GOTO 1092
1091 PRINT"SORRY-YOU ARE DEAD!":END
1092 PRINT"YOU HAVE YOUR SPACESHIP BACK!"
1093 PRINT"YOU HAVE:"
1094 IF OB%(9)=-1 THEN PRINTOB$(9):X=X+1
1095 IF OB%(7)=-1 THEN PRINTOB$(7):X=X+1
1096 IF OB%(5)=-1 THEN PRINTOB$(5):X=X+1
1097 IF X=3 THEN 1110
1098 IF OB%(9)<>-1 THEN PRINT"YOU DON'T HAVE THE BERIX"
1099 IF OB%(7)<>-1 THEN PRINT"YOU DON'T HAVE VENAN."
1100 IF OB%(5)<>-1 THEN PRINT"YOU DON'T HAVE ZORA"
1101 PRINT"YOU HAVE FAILED!":END
1110 PRINT"YOU HAVE WON! CONGRATULATIONS!"
1111 END
1500 IF P=88 THEN DA%(1)=1
1510 IF P=77 THEN DA%(2)=1
1520 IF P=62 THEN CY%(1)=1
1530 IF P=41 THEN CY%(2)=1
1540 IF P=45 THEN CY%(3)=1
1550 IF P=48 THEN SD%   =1
1560 IF P=27 THEN YE%(1)=1
1570 IF P=29 THEN YE%(2)=1
1580 IF P= 9 THEN YE%(3)=1
1590 IF P=14 THEN MO%   =1
1600 GOTO 240
1610 IF OB%(8)=-1 THEN PRINT"OK THE ANTIGRAVITY JEWEL KEPT YOU AFLOAT":GOTO1620
1615 PRINT"SORRY-YOU ARE DEAD!!!":END
1620 SW%=1:GOTO 240
2000 PRINT"YOUR INVENTORY IS:":IV=0
2010 FOR I=1TO 4
2020 IF OB%(I)=-1 THEN PRINTOB$(I):IV=IV+1
2030 NEXT
2040 IF OB%(6)=-1 THEN PRINTOB$(6):IV=IV+1
2050 IF OB%(8)=-1 THEN PRINTOB$(8):IV=IV+1
```

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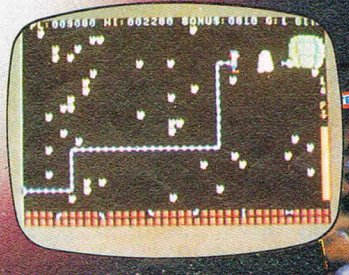

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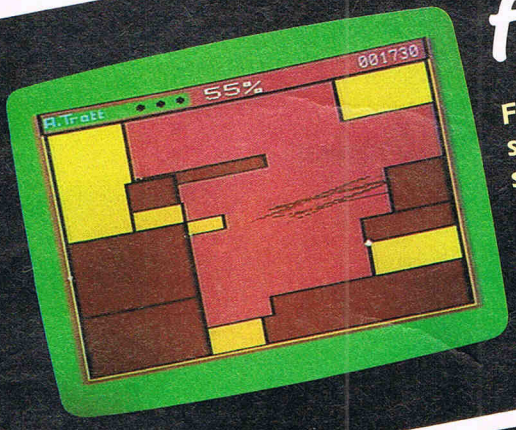
```
2060 IF IV=0 THEN PRINT"NOTHING"
2070 PRINT"COMPANIONS:":IX=0
2080 IF OB%(5)=-1 THEN PRINTOB$(5):IX=IX+1
2090 IF OB%(7)=-1 THEN PRINTOB$(7):IX=IX+1
2091 IF OB%(9)=-1 THEN PRINTOB$(9):IX=IX+1
2092 IF IX=0 THEN PRINT"NOBODY"
2093 GOTO 540
2100 IFP=100THENPRINT"TRY GOING NORTH-PRESS 'N'!":GOTO 240
2110 IFP=88ANDDA%(1)<>1THENPRINT"TRY KILLING IT.":GOTO 240
2115 IFP=77ANDDA%(2)<>1THENPRINT"TRY KILLING IT.":GOTO 240
2120 IFP=62ANDCY%(1)<>1THENPRINT"KILL IT .":GOTO 240
2125 IFP=41ANDCY%(2)<>1THENPRINT"KILL IT .":GOTO 240
2126 IFP=45ANDCY%(3)<>1THENPRINT"KILL IT .":GOTO 240
2130 IFP=48ANDSD%<>1THENPRINT"WATCH-OUT FOR HIS BREATH":GOTO 240
2135 IFP=27ANDYE%(1)<>1THENPRINT"ISN'T HE BEASTLY.":GOTO 240
2136 IFP=29ANDYE%(2)<>1THENPRINT"ISN'T HE BEASTLY.":GOTO 240
2137 IFP= 9ANDYE%(3)<>1THENPRINT"ISN'T HE BEASTLY.":GOTO 240
2140 IFP=14ANDMO%<>1THENPRINT"KILL IT.":GOTO240
2150 IFP=11ANDSW%<>1THENPRINT"TRY NOT TO SINK BUT SWIM!":GOTO 240
2160 IFP=1ANDMA%<>1THENPRINT"TURN ON THE LIGHT.":GOTO 240
2180 PRINT"YOU'RE DOING FINE":GOTO 240
3000 K=0:FOR I=1 TO 9
3010 IF OB$(I)=NO$ THEN 3020
3015 K=K+1:NEXT
3016 IF K=9 THEN PRINT"I DON'T UNDERSTAND ";NO$:GOTO 240
3020 IF OB%(I)=-1 THEN PRINT"YOU HAVE GOT IT.":GOTO 540
3030 IF OB%(I)<>P THEN PRINT"IT ISN'T HERE.":GOTO 540
3040 PRINT"OK":OB%(I)=-1
3050 GOTO 540
3100 K=0:FOR I=1 TO 9
3110 IF OB$(I)=NO$ THEN 3120
3115 K=K+1:NEXT
3116 IF K=9THENPRINT"I DON'T UNDERSTAND ";NO$:GOTO 240
3120 IF OB%(I)<>-1 THEN PRINT"YOU HAVEN'T GOT IT.":GOTO 540
3130 PRINT"OK":OB%(I)=P
3140 GOTO 540
6000 REM LOCATIONS
6001 REM LOCATION 1
6002 PRINT"YOU HAVE FOUND YOUR SPACESHIP"
6003 N=0:S=0:E=0:W=0:RETURN
6004 REM LOCATION 2
6005 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6006 N=0:S=12:E=3:W=0:RETURN
6007 REM LOCATION 3
6008 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6009 N=0:S=13:E=4:W=2:RETURN
6010 REM LOCATION 4
6011 PRINT"YOU ARE INSIDE A SMALL WOODEN HUT"
6012 N=0:S=14:E=0:W=3:RETURN
6013 REM LOCATION 5
6014 PRINT"YOU ARE IN THE REMAINS OF A CITY"
6015 N=0:S=15:E=0:W=4:RETURN
6016 REM LOCATION 7
6017 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6018 N=0:S=17:E=0:W=0:RETURN
6019 REM LOCATION 8
6020 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6021 N=0:S=0:E=0:W=7:RETURN
6022 REM LOCATION 9
6023 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6024 N=0:S=0:E=0:W=8:RETURN
6025 REM LOCATION 10
```

SUPERSOFT

the name to remember



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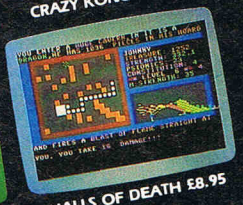

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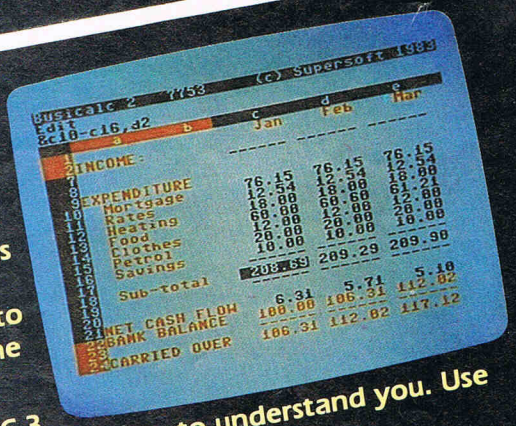
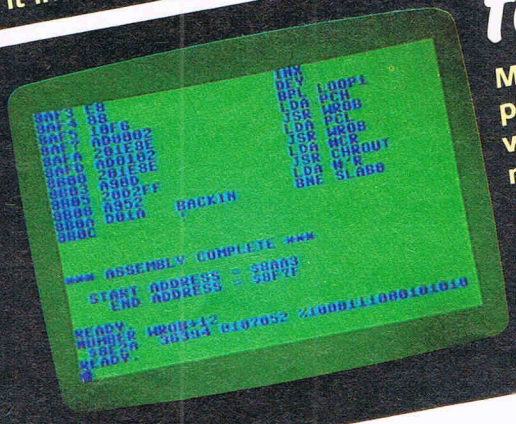


Whether you choose BUSICALC 1, BUSICALC 2, or BUSICALC 3 you'll get a program you can understand – and one that almost seems to understand you. Use it in the home, use it for teaching, use it at work – it'll save you time and money.

for programmers



MIKRO is a full 6502/6510 ASSEMBLER with the power that professional programmers need, yet so simple to use that we recommend it to beginners! The MIKRO cartridge has many other facilities including editing commands and a machine language monitor, all for £57.50.

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```
6026 PRINT"YOU HAVE TRANSMATTED TO A FLAT PLAIN"
6027 N=0:S=20:E=0:W=9:RETURN
6028 REM LOCATION 11
6029 PRINT"YOU ARE ON A PLAIN"
6030 N=1:S=21:E=12:W=0:RETURN
6031 REM LOCATION 12
6032 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6033 N=2:S=22:E=13:W=12:RETURN
6034 REM LOCATION 13
6035 PRINT"YOU ARE IN THE REMAINS OF A CITY"
6036 N=3:S=23:E=0:W=0:RETURN
6037 REM LOCATION 14
6038 PRINT"YOU ARE IN A MASS OF DENSE UNDERGROWTH"
6039 N=4:S=24:E=15:W=0  :RETURN
6040 REM LOCATION 15
6041 PRINT"YOU ARE IN THE REMAINS OF A CITY":N=5:S=0:E=0:W=14:RETURN
6042 REM LOCATION 17
6043 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6044 N=0:S=27:E=18:W=0:RETURN
6045 REM LOCATION 18
6046 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6047 N=0:S=28:E=0:W=17:RETURN
6048 REM LOCATION 19
6049 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6050 N=9:S=29:E=20:W=18:RETURN
6051 REM LOCATION 20
6052 PRINT"YOU ARE ON A LARGE PLAIN"
6053 N=0:S=30:W=19:E=0:RETURN
6054 REM LOCATION 21
6055 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6056 N=11:S=0:E=22:W=0:RETURN
6057 REM LOCATION 22
6058 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6059 N=12:S=0:E=0:W=21:RETURN
6060 REM LOCATION 23
6061 PRINT"YOU ARE IN THE REMAINS OF A CITY"
6062 N=13:S=0:E=24:W=0:RETURN
6063 REM LOCATION 24
6064 PRINT"YOU ARE IN THE REMAINS OF A CITY"
6065 N=14:S=0:E=0:W=23:RETURN
6066 REM LOCATION 25
6067 PRINT"YOU HAVE TRANSMATTED TO A FOREST"
6068 N=15:S=0:E=0:W=24:RETURN
6069 REM LOCATION 27
6070 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6071 N=0:S=37:E=28:W=0:RETURN
6072 REM LOCATION 28
6073 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6074 N=18:S=38:E=0:W=27:RETURN
6075 REM LOCATION 29
6076 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6077 N=0:S=39:E=30:W=0:RETURN
6078 REM LOCATION 30
6079 PRINT"YOU ARE ON A WIDE OPEN PLAIN"
6080 N=20:S=40:E=0:W=29:RETURN
6081 REM LOCATION 37
6082 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6083 N=0:S=47:E=38:W=0:RETURN
6084 REM LOCATION 38
6085 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6086 N=28:S=0:E=39:W=37:RETURN
6087 REM LOCATION 39
```

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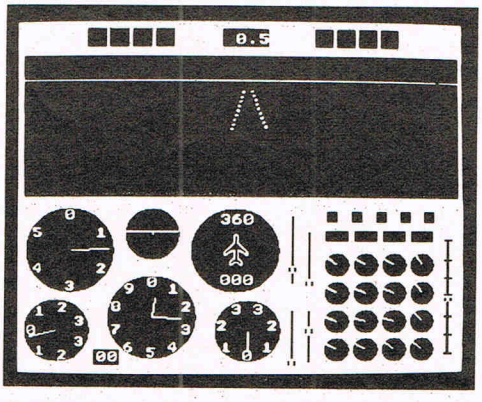
747 Flight Simulator



Much-praised for its accuracy and realism, the DACC 747 Flight Simulator is unrivalled and unbeatable. Professional Jumbo-jet pilots say the flight-deck layout is instantly recognisable as that of the 747, the world's most impressive airliner. With attention given to every detail DACC have combined 17 years computer experience with an in-depth knowledge of aircraft to produce the ultimate simulation on a home-computer. There are 21 real dials including full four-engine instrumentation. Many other indicators and warning lights are provided together with sound and the precise 3-D view of the runway seen through the cockpit window. Machine-code and high resolution graphics make the 747 Flight Simulator a thrilling experience not to be missed.
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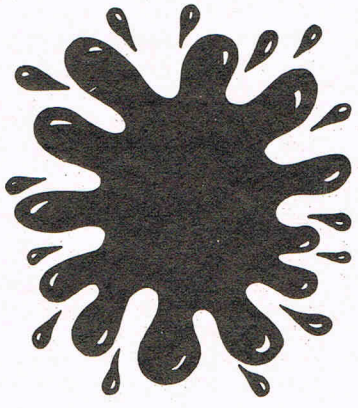

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```
6088 PRINT"YOU HAVE FALLEN INTO A LAKE"
6089 N=29:S=49:E=40:W=38:RETURN
6090 REM LOCATION 40
6091 PRINT"YOU HAVE FALLEN INTO A LAKE"
6092 N=0:S=50:E=0:W=0:RETURN
6093 REM LOCATION 41
6094 PRINT"YOU ARE IN A METALLIC ROOM"
6095 N=0:S=51:E=0:W=0:RETURN
6096 REM LOCATION 42
6097 PRINT"YOU ARE IN A LONG PASSAGE"
6098 N=0:S=0:E=43:W=41:RETURN
6099 REM LOCATION 43
6100 PRINT"YOU ARE IN A LONG PASSAGE"
6101 N=0:S=53:E=42:W=44:RETURN
6102 REM LOCATION 44
6103 PRINT"YOU ARE IN A METALLIC ROOM"
6104 N=0:S=0:E=0:W=43:RETURN
6105 REM LOCATION 45
6106 PRINT"YOU ARE IN THE TRANSMAT ROOM"
6107 N=0:S=0:E=0:W=0:RETURN
6108 REM LOCATION 47
6109 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6110 N=0:S=0:E=48:W=0:RETURN
6111 REM LOCATION 48
6112 PRINT"YOU HAVE FALLEN INTO A LAKE"
6113 N=0:S=58:E=49:W=0:RETURN
6114 REM LOCATION 49
6115 PRINT"YOU HAVE FALLEN INTO A LAKE"
6116 N=39:S=59:E=50:W=0:RETURN
6117 REM LOCATION 50
6118 PRINT"YOU HAVE FALLEN INTO A LAKE"
6119 N=0:S=0:E=0:W=49:RETURN
6120 REM LOCATION 51
6121 PRINT"YOU ARE IN A METALIC ROOM"
6122 N=41:S=0:E=52:W=0:RETURN
6123 REM LOCATION 52
6124 PRINT"YOU ARE IN A LONG PASSAGE"
6125 N=0:S=62:E=53:W=0:RETURN
6126 REM LOCATION 53
6127 PRINT"YOU ARE IN A METALIC ROOM"
6128 N=43:S=0:E=54:W=52:RETURN
6129 REM LOCATION 54
6130 PRINT"YOU ARE IN A LONG PASSAGE"
6131 N=44:S=0:E=55:W=53:RETURN
6132 REM LOCATION 55
6133 PRINT"YOU ARE IN A LONG PASSAGE"
6134 N=45:S=0:E=0 :W=0:RETURN
6135 REM LOCATION 57
6136 PRINT"YOU HAVE FOUND THE TRANSMAT ROOM"
6137 N=0:S=0:E=0:W=0:RETURN
6138 REM LOCATION 58
6139 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6140 N=48:S=0:E=0:W=57:RETURN
6141 REM LOCATION 59
6142 PRINT"YOU ARE IN A DARK GLOOMY FOREST"
6143 N=49:S=0:E=60:W=0:RETURN
6144 REM LOCATION 60
6145 PRINT"YOU ARE IN A DARK GLOOMY CAVE"
6146 N=0:S=0:E=0:W=59:RETURN
6147 REM LOCATION 61
```

```
6148 PRINT"YOU HAVE TRANSMATTED TO A METALIC ROOM"
6149 N=51:S=0:E=62:W=0:RETURN
6150 REM LOCATION 62
6151 PRINT"YOU ARE IN A LONG PASSAGE"
6152 N=52:S=0:E=63:W=0:RETURN
6153 REM LOCATION 63
6154 PRINT"YOU ARE IN A LONG PASSAGE"
6155 N=53:S=0:E=64:W=0:RETURN
6156 REM LOCATION 64
6157 PRINT"YOU ARE IN A METALIC ROOM"
6158 N=0:S=0:E=65:W=63:RETURN
6159 REM LOCATION 65
6160 PRINT"YOU ARE IN THE JAIL"
6161 N=55:S=0:E=0:W=0:RETURN
6162 REM LOCATION 77
6163 PRINT"YOU HAVE FOUND THE TRANSMAT ROOM"
6164 N=0:S=0:E=0:W=0:RETURN
6165 REM LOCATION 78
6166 PRINT"YOU ARE IN A METALIC ROOM"
6167 N=0:S=0:E=79:W=0:RETURN
6168 REM LOCATION 79
6169 PRINT"YOU ARE IN A LONG PASSAGE"
6170 N=0:S=89:E=80:W=78:RETURN
6171 REM LOCATION 80
6172 PRINT"YOU ARE IN A METALIC ROOM"
6173 N=0:S=0:E=0:W=79:RETURN
6174 REM LOCATION 87
6175 PRINT"YOU ARE IN A LONG PASSAGE"
6176 N=77:S=97:E=0:W=0:RETURN
6177 REM LOCATION 88
6178 PRINT"YOU ARE IN THE CONTROL ROOM"
6179 N=0:S=98:E=89:W=87:RETURN
6180 REM LOCATION 89
6181 PRINT"YOU ARE IN A METALIC ROOM"
6182 N=79:S=99:E=0:W=88:RETURN
6183 REM LOCATION 90
6184 PRINT"YOU ARE IN A LONG PASSAGE"
6185 N=80:S=0:E=0:W=89:RETURN
6186 REM LOCATION 97
6187 PRINT"YOU ARE IN A METALIC ROOM"
6188 N=87:S=0:E=98:W=0:RETURN
6189 REM LOCATION 98
6190 PRINT"YOU ARE IN A LONG PASSAGE"
6191 N=88:S=0:E=99:W=97:RETURN
6192 REM LOCATION 99
6193 PRINT"YOU ARE IN A LONG PASSAGE"
6194 N=0:S=0:E=0:W=98:RETURN
6195 REM LOCATION 100
6196 PRINT"YOU ARE IN A METALIC ROOM"
6197 N=90:S=0:E=0:W=0:RETURN
6500 PRINT"A ROBOT IS COMING TOWARDS YOU"
6510 PRINT"IT SCREAMS'INTRUDER'"
6520 PRINT"EXTERMINATE! EXTERMINATE!'"
6530 GOTO 10000
7000 PRINT"A HUGE METAL FIGURE IS BEARING DOWN ON YOU."
7010 PRINT"IT IS A FOREX!"
7020 PRINT"IT RAISES ITS WEAPON!"
7030 GOTO 10000
7500 PRINT"A DRAGON COMES OUT OF THE LAKE."
7510 PRINT"IT BREATHES FIRE AT YOU"
7520 PRINT"BUT MISSES!"
```

```
7530 GOTO 10000
8000 PRINT"A GREAT LUMBERING SHAPE JUMPS OUT ON YOU."
8010 PRINT"IT IS A ENORMOUS BEAST!"
8020 PRINT"ITS CLAWS REACH FOR YOUR THROAT."
8030 GOTO 10000
8500 PRINT"AN ENORMOUS MONSTER IS IN FRONT OF YOU."
8510 PRINT"IT HAS SEEN YOU!"
8520 GOTO 10000
9000 PRINT"YOU ARE SINKING INTO THE GROUND!"
9010 PRINT"YOU ARE IN A SWAMP!"
9020 PRINT"YOU ARE UP TO YOUR KNEES,YOUR SHOULDERS."
9030 GOTO 10000
9500 PRINT"YOU HEAR A SNEER AND THE SHADOW APPEARS."
9510 PRINT"HE RAISES HIS WEAPON "
9520 PRINT"AND WARNS YOU NOT TO TAKE ANOTHER STEP."
9530 GOTO 10000
10000 PRINT
10010 PRINT"YOU CANNOT MOVE UNTIL YOU HAVE DEFEATED IT......."
10020 PRINT"OR BEEN DEFEATED!!"
10030 GOTO 540
10100 IF P=88 AND DA%(1)=0 THEN 10200
10101 IF P=77 AND DA%(2)=0 THEN 10200
10102 IF P=62 AND CY%(1)=0 THEN 10200
10103 IF P=41 AND CY%(2)=0 THEN 10200
10104 IF P=45 AND CY%(3)=0 THEN 10200
10105 IF P=48 AND SD%   =0 THEN 10200
10106 IF P=27 AND YE%(1)=0 THEN 10200
10107 IF P=29 AND YE%(2)=0 THEN 10200
10108 IF P= 9 AND YE%(3)=0 THEN 10200
10109 IF P=14 AND MO%   =0 THEN 10200
10110 IF P=1  AND MA%   =0 THEN 10200
10111 GOTO 795
10200 IF I$="N"ORI$="S"ORI$="E"ORI$="W"THEN PRINT"YOU CAN'T DO THAT...YET!!"
10210 GOTO 540
10299 PRINTTAB(8)"PLEASE TURN UP THE VOLUME":FOR K=1TO1000:NEXTK
10300 PRINT"■":PRINTTAB(16)"TRANSMAT"
10365 PRINTTAB(12)"BY TOBY HUGHES"
10366 PRINTTAB(12)"DECEMBER  1983"
10367 POKE54295,0:POKE54296,15
10370 RESTORE
10380 W=54272
10390 POKEW+6,0:POKEW+5,45
10400 POKEW+3,99:PP=2500
10410 READWW:IFWW=0THENPOKE54276,0:RETURN
10420 RR=INT(WW/10):OO=(WW-10*RR)*PP
10430 POKE54273,OO/256:POKE54272,OOAND255
10440 POKE54276,0:POKE54276,65:FORNN=1TO70*(RR+1):NEXTNN
10450 GOTO 10410
20000 PRINT"OTHER THAN THESE YOU MUST USE TWO WORDS."
20010 PRINT"THE NAMES OF YOUR COMPANIONS ARE:" .
20020 PRINT"ZORA,VENAN,BERIX."
20030 PRINT"TREAT THEM AS OBJECTS-GET ZORA"
20040 PRINT"TO KILL AN ENEMY JUST TYPE KILL....."
20050 PRINT"AND IF YOU HAVE THE CORRECT OBJECT THEN"
20060 PRINT"YOU WILL KILL IT."
20070 PRINT"PRESS'FUNCTION 1' TO CONTINUE."
20080 GET A$:IF A$="" THEN 20080
20090 IF A$="■" THEN RETURN
20100 GOTO 20080
READY.
```

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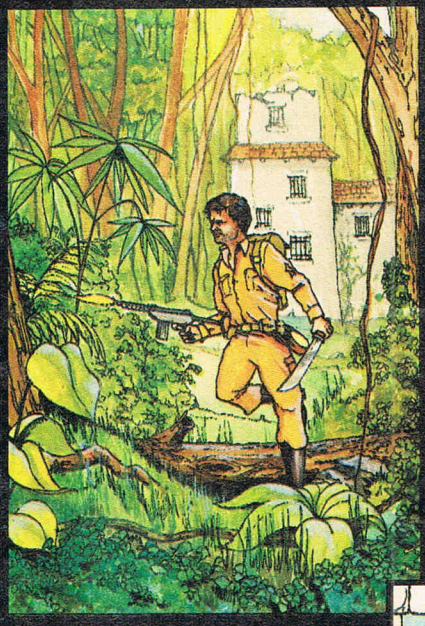

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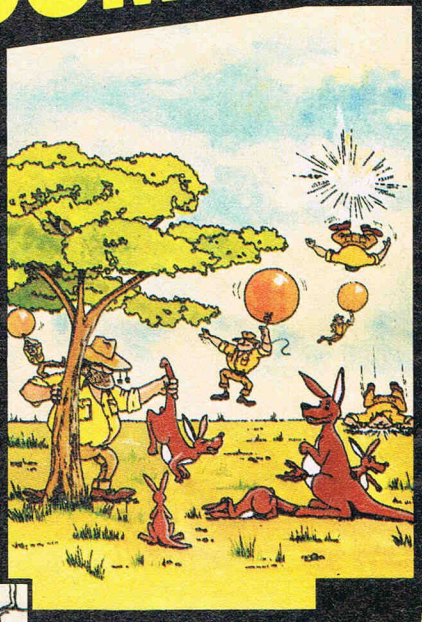

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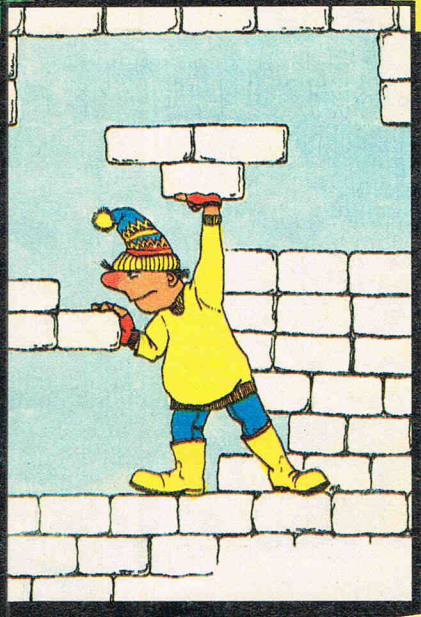

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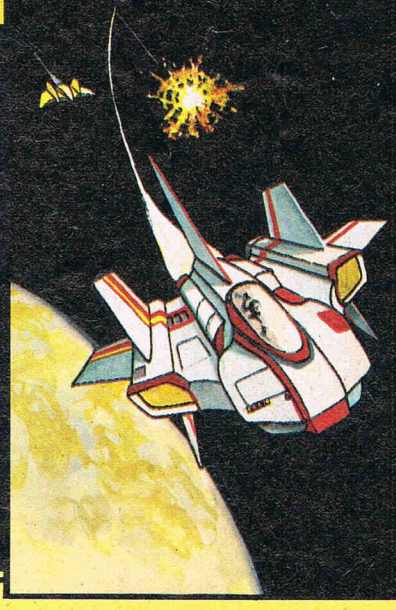

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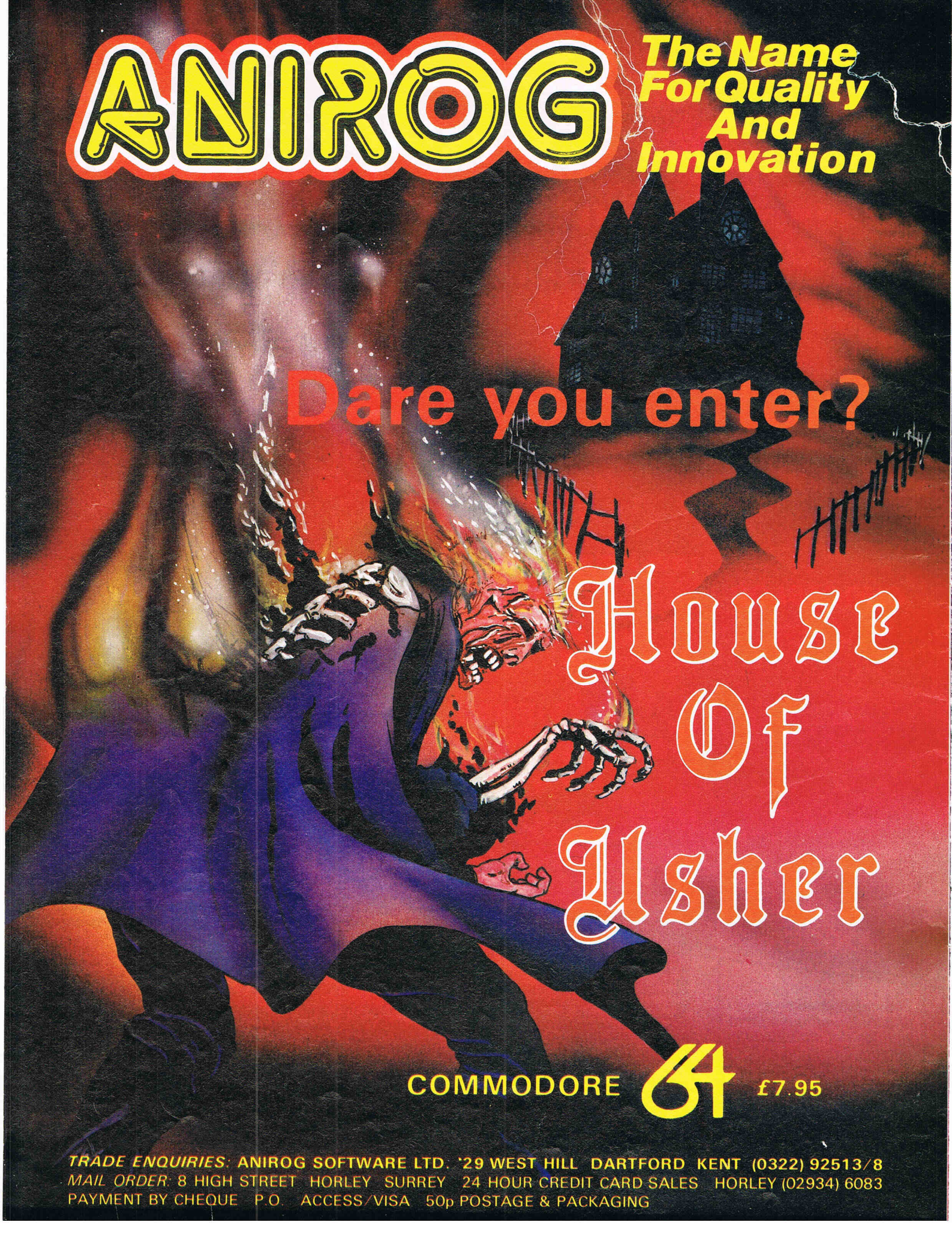

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