

COMMODORE

Games

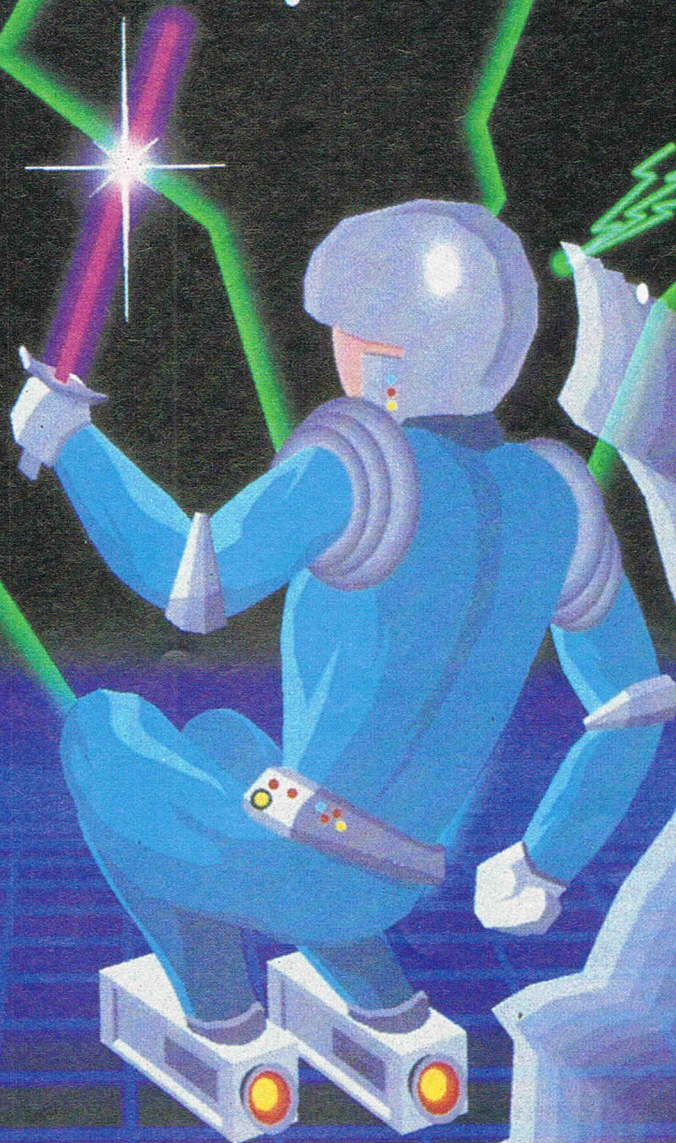
SEPTEMBER 1984

**Cult of the
Programmer**

**Win loads of
software
in our Top 10
competition**

Reviews

**Joystick
extravaganza**



'DEFEND' OR DIE!

IN ALLIGATA'S AMAZING OUTER SPACE SPECTACULAR...

GUARDIAN

COMMODORE 64

ELECTRON

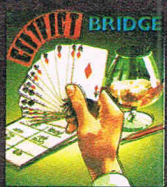


STAR REVIEW
 "The BEST version of the arcade hit. Far far superior to anything currently available including the official Atari-soft version."
 Computer Games & Systems' Retailer

Once again Alligata's reputation for fast machine code action and high resolution graphics has combined to create a classic battle spectacular.

Guardian. Programming perfection, enthralling, fast screen scrolling action that will test skill and reflexes to breaking point in a desperate defensive mission against the invading landers. If successful in capturing humanoid from your planet surface and returning them to native outer space, the landers will mutate to take up a direct and deadly pursuit upon your space fighter. But things aren't quite that easy - the flying pods, swarms, alien bombers and deadly baiters are just as dangerous. We know you don't like to be beaten but we're sure you'll eventually go under.

Loco. Skilfully manoeuvre the six track railway dodging aerial bombardment from planes and airships, avoiding fatal collision with oncoming handcars aided only by your lethal smoke and steam and a unique split screen feature giving immediate action viewing with a master plan image of impending danger. **Son of Bagger.** Not many sequels live up to reputation, but in this drama of one, long continuous screen action the antics of Slippery Sid will keep you enthralled for days on end. **Contract Bridge.** Improve your technique with this sophisticated program where the computer bids and plays the other three hands in a full rubber plus scoring. **Aztec Tomb Part II.** If you solved the mystery of the South American jungle in part one, the sequel might be just within your grasp. **Bagger.** Platform programming at its best, 30 nerve racking screens featuring Roger the Dodger and his cat burglar exploits. **Rocket Roger.** Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way.



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Evil Dead hit by gremlins

There were red faces all round at a lavish press reception held at the London Dungeons to mark the launch of Palace Software's much publicised 64-game, The Evil Dead. The game wasn't ready.

As programmer Richard Leinfellner was putting the finishing touches to the game, he was unaware of the fact that his disk drive had crashed, destroying many hours of hard work. Could it be that the ancient spirits of the undead were unwilling to be raised again?

Curiouser still, when we eventually laid our hands on a copy of the game we encountered problems with our 64's power supply which prevented us from playing it!

For those of you still willing to tackle the Evil Dead, the 64 version costs £6.99.

Contact: Palace Software, 275 Pentonville Road, London N1. Tel: 01-278 0751.

Joined forces

AI Products is a joint company formed by Mastertronic and Galactic Software with two objectives: to ensure a continuing source of software and to add a range of competitively priced educational and business software to the existing games. Both companies are still functioning as separate organisations.

Games Creator, a program design system for the 64, devised by Galactic was used to develop most of their software. It removes much of the time consuming repetition involved in programming and graphics can be designed using a joystick.

Mirrorsoft are selling this program for £12.95 on cassette in the UK and the rest of Europe, while Galactic and AI Products

The Olympics have finished, but the race is on for the best Olympic-based game and as they flood into the office the competition for the golden game will be fierce.

Daley Thompson's Decathlon at £7.90, by Ocean Software, features the ten Decathlon events and Daley himself pronounced the game "fit".

Activision's version of the Decathlon costs £9.99 and includes helpful tips by David Crane, the famous athlete.

Micro Olympics from Database costs £5.95 and involves the player in the main eleven field and track events.

Besides these sporty programs Storm Software have brought out two programs

Oh Borzak!!!

Borzak . . . The Amazing Bug-Eyed Beastie from Betelgeuse and Time Zone, recently launched by Channel 8 Software, are available on cassette at £6.95

have the right to market it in Japan and the USA. Mastertronic will be selling a VIC 20 version.

Contacts: Galactic Software. Tel: 04605 5161. Mastertronic. Tel: 01 935 4944. Mirrorsoft. Tel: 01 822 3082.

Down in price

Price cuts on many of Audiogenic's older games have been announced. Motor Mania and Renaissance for the 64 and Bonzo for the VIC 20. have been reduced from £8.95 to £5.95 while Grandmaster's price has been halved from £17.95 to £8.95 on cassette and £12.95 on disk.

Audiogenic also plan to release two new graphic adventure games for the 64 at the end of the month. In Magic Stone, the action takes

Olympic mania

filled with facts and figures on the Olympics. The first one details all the medal winners since the Athens Olympics in 1896 and the second enables you to record all the details of the medallists in the Los Angeles Olympics and match them against winners in the previous two Olympic games.

Finally, Olympic Skier from Mr Chip, at £5.99, provides the thrills and spills of the Slalom, Ski-Jump and Downhill events.

Contacts: Ocean Software. Tel: 061 832 6633. Activision. Tel: 01 486 7588. Database Publications. Tel: 061 456 8383. Storm Software. Tel: 0935 813528. Mr Chip. Tel: 0492 79026.

each. Both deal with alien life forms — mutated, inebriated and otherwise.

Channel 8 are also marketing American educational Software following a reciprocal agreement with Comm* Data, based in the USA. Toddler Tutor, Primary Maths, Maths Tutor and Gotcha Maths are aimed at varying age ranges and utilise colourful graphics, sound and amusing game ideas.

Contact: Channel 8 Software Ltd, 51 Fishergate, Preston, Lancashire. Tel: 0772 53057.

place in a haunted mansion and the idea is to transform a lump of lead into gold with the help of the magic stone, a magic word and a book.

Time Traveller occupies three time dimensions — the past, present and future. The player has to pass into the past and future via a spaceship, collect vital information and finally assemble a magic hourglass in the present.

Contact: Audiogenic, PO Box 88, Reading, Berks. Tel: 0734 586334.

Space race

Legend have finally announced the follow-up to Valhalla — The Great Space Race, described by Legend as "a spectacular futuristic romp".

There are numerous space games on sale, but this one incorporates a number of special features — technical effects created by Movisoft 2, 3D graphics and facial animation on characters.

There are two phases in the game. The pre-race section sees the player attempting to amass the best space equipment and then participating in the "anything goes" race against time, natural obstacles and competitors.

By early October, when the game is due for release, Legend will have spent £¼ million on its development. This is believed to be the largest amount ever spent on a single game. The price of the game has yet to be announced.

Contact: Legend, PO Box 435, London E4. Tel: 01 524 8324.

Ad Infinitum

Mr Chip have set a mid-September launch date for their latest title, Ad Infinitum. Available on cassette, it will cost about £7 and includes Turbo loader.

The same resembles Space Invaders, but incorporates additional features — 256 alien waves assault the player and it is possible to progress through all these levels recording the number of lives lost rather than actually losing them.

Contact: Mr Chip, Dept CC, 9 Caroline Road, Llandudno, Gwynedd. Tel: 0492 79026.

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A female touch

Continuing our look at programmers, Sue Pearce discovers (shock, horror!) that female programmers do actually exist!

Darran Eter — Artic Games

"Programming is something which I have just picked up over the years," says Darran Eter, who recently joined Artic Games' in-house team of programmers.

An interest in electronics led quite naturally to Darran becoming a computer hobbyist. From his original ZX81 computer, he moved on to the Dragon 32, then a Spectrum and Darran is now working on the 64. "It's a great machine," comments Darran. "The graphics are good, but I must admit that the 6502 leaves something to be desired."

Darran has been working on 64 games for Artic for a few months now, but is keeping any information about them firmly under wraps for the time being. All he would reveal was that they are new arcade games.

Never one to be stuck for new ideas, Darran is fortunate in that ideas just spring to mind in his everyday activities. "I could be doing something such as watching the television when I come up with a new idea," he says.

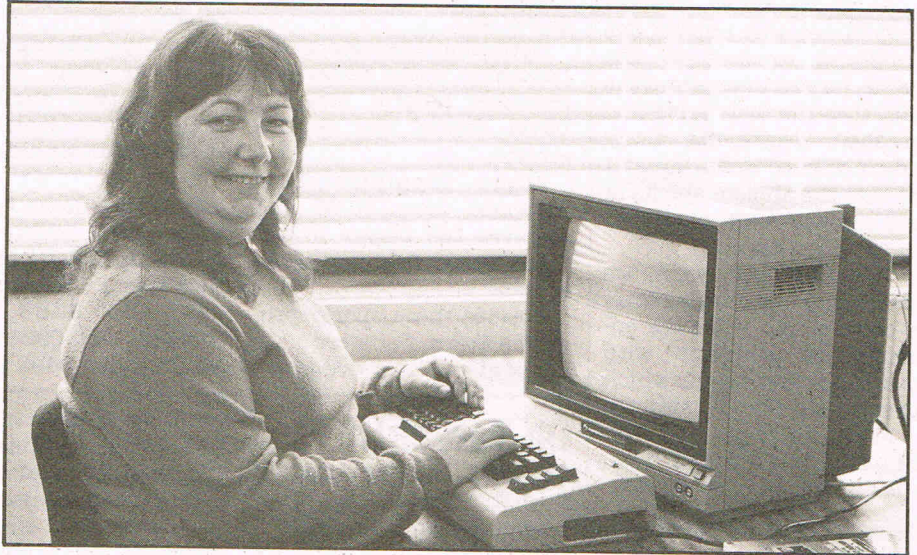
A self-confessed addict of arcade games, Darran enjoys playing other peoples games as long as they are good. And Darran's definition of a good game: "It has to be original and exciting to play. Normally I prefer arcade games, but occasionally I find an adventure that I enjoy playing."

Working methodically, Darran tends to write everything down, working through the sections of a game. "I never go straight to the keyboard," he says.

In the course of talking to various programmers, one fact which is emerging is that many programmers are gradually settling down to a relatively normal working hours in comparison to the early days when the majority remained glued to their keyboards for up to 20 hours a day!

Darran usually finds himself working a 9-5pm day, although there are occasions when it is essential to work longer hours to complete a project. "I've got a computer at home as well," says Darran. "But if I do use the computer at home, I always stop at about midnight — by that time I'm fed up."

Commercial programming is Darran's next ambition. He comments: "I would imagine that it is a lot harder to write a commercial program than a game. It's far more mathematical, but I've got that sort of brain."



Jean Frost — Addictive Games

Being a woman programmer in what is still considered to be a male-dominated market can have its drawbacks as Jean Frost has discovered. One of the few female programmers employed by a software house, Jean explains: "It's certainly a conversation stopper. People think it's strange and assume that I must be really clever and therefore not worth talking to."

Jean also finds it hard to live down the 'super-being' image she has encountered. It is not uncommon for her to receive phone calls from people asking if she is really a woman. "Once somebody rang up and asked for Jean pronounced as the Frenchman's name," recalls Jean.

Apart from those who seem unable to conceive that women are every bit as capable of programming, Jean finds that it's an enjoyable way to make a living.

It all started when Jean became disabled through arthritis five years ago and was forced to give up her job as an accounts clerk. A Government Rehabilitation Centre suggested computer programming and arranged a course for Jean.

Following her first computing job writing commercial software for Kalamazoo, Jean became self-employed writing computer books such as her Instant Arcade Games book published by Pan Books.

"I decided that I didn't like being self-employed," says Jean. "I saw an advert for a programmer with Addictive Games and got the job six months ago."

Jean wrote the 64 conversion for Addictive Games' Football Manager. "The graphic capabilities of the 64 enabled me to redesign all the graphics from scratch," comments Jean. "It took me five months to write and I'm now sick of playing it."

Watching other people playing her games is another matter. "It's marvellous to watch other people enjoying a game that I have written," says Jean. "I get quite big-headed!"

Most of Jean's ideas for games come when she is ill, but fortunately she doesn't have to be bedridden to come up with them. Jean explains: "When I get stuck in bed my mind begins to turn in on itself. I have the time to think through new ideas."

"I never go straight onto the keyboard with a new game," continues Jean. "I tried it but found you make a lot of mistakes. It's much better to put it down on paper and think it all through properly." Jean is currently working on another book, Artificial Intelligence, which looks at how to give your computer a personality.

Let's hope we see more women like Jean making a name for themselves in the computer world.

Bill Barna — Ocean Software

When Bill Barna decided to learn about micro processors it was a choice between a ZX80 or a bread board and bits of wire! Bill explains: "My background is in electronics, and when I wanted to learn about processors the ZX80 was the cheapest way to find out how it worked rather than making something myself. The other advantage being that it showed what was happening on the screen."

What he learnt fascinated him and Bill soon moved over from electronics, teaching himself how to program. An advertisement led to Bill joining the Ocean team of programmers.

Originally employed to program on the Dragon, Bill moved on to program on the 64 when a vacancy arose. "The 64 is a superb machine," he says. "It's got a lot of nice features which make it a programmers machine."

Arcade games stimulate ideas for new games. Bill says: "We tend to develop ideas. If we like the story line or particular effects of a game, we will put that idea to use."

Bill was part of the team of three who put together new Ocean release, Daley Thompson's Decathlon. This game features no less than 10 events. Bill programmed the running events and hurdles. "Some events involved similar techniques so it was logical that one person worked on those events," says Bill. "For example, javelin and discus require the same angles."

Each event is really a game in itself, so a great deal of planning was essential before



the game took shape. "We started with a basic working model illustrating the structure of the game which we built up until the final model," comments Bill. "We had to use a lot of flow charts because the programs got pretty involved. A lot was done on paper but you always have to go back to the computer

to see if an idea works."

"Decathlon was hard," he continues. "There isn't enough room in the computer to feature all the sprite data. To get over this problem the program is constantly flipping data in and out, moving 4K chunks about to where it can be read by the VIC chip."

Richard Leinfellner — Palace Software

Palace has recently entered the computer software market with the launch of the game version of its successful film, Evil Dead. Richard Leinfellner is the man who programmed the 64-version of Evil Dead.

"When we watched the film we saw immediate potential in the characters and events for a computer game," says Richard. "We are keeping to the same storyline, but obviously not to every scene in the film."

Richard's connection with Palace began when he started working at the Video Palace on Saturdays while studying for a degree in Physics and Electronics. He then worked there full-time as a sales assistant before the formation of Palace Software which he joined as a programmer.

Professionally, Richard has been involved in computers for a year, but it all began as a hobby when he was 14. "I built a kit computer — the Microtown 65, which I learnt 6502 code on," he says.

The next step was a BBC model which, Richard says, he never liked. He was then



introduced to the 64 'by force! Richard recalls: "It was becoming the best-selling machine, but I hated it at first. However once I

started getting into Hex and the structure I started liking it. Now I think it's the best around!"

Evil Dead is the first commercial game Richard has written, although he used to program for his own pleasure.

"I'm one of the messiest people I know," confides Richard. "I have bits of paper scattered all over the office with Sprite routines and things on. At certain points of a game I will scribble things down on flow charts. For example, with Evil Dead there are a lot of intelligent routines which I put down on flow charts — characters in the game that try to find you."

Richard has his days mapped out. Mornings are set aside for covering new grounds and afternoons for sorting out any bugs or problems. "By about 5pm my brain switches off," says Richard, who usually sticks to a 9-5pm working day apart from when the pressure is on to get a project finished.

He continues: "I find that when I go home it's better to switch off completely. I might play a flight simulator game or watch video. By the time I get back to work the next day I can start with a completely fresh mind."

Win the Top 10 games

What game will be at the top of the Commodore charts next month? That's what we want you to tell us.

We are giving away the 10 most popular Commodore games to the winner of this month's competition.

Your task is to predict the top 10 games in the order they will appear in next month's Top 20 chart. The sender of the first correct entry to reach us will win the top ten best-selling games. Ten runners-up will also receive a copy of the number one game.

So get your crystal ball out now and start predicting. We'll be publishing the competition results in next month's issue, so put pen to paper now.

The closing date for entries is 20 September 1984. The Editor's decision is final.

I predict the Top 10 will be:

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Name: _____

Address: _____

Fifty Hobbit winners

Entries arrived by the sackload following our Hobbit competition in the May issue of Commodore Games. (In fact they are still trickling in, so please — no more!)

The aim of the competition was to find the 10 words relating to The Hobbit in our wordsquare. It was a simple competition, but we had some amazing answers such as evade, art and load!

The correct answers were: Bilbo, Dwarves, Elvenking, Elves, Hobbit, Lord, Middle-Earth, Rings, Tolkien and Wilderland.

Fifty copies of The Hobbit from Melbourne House are on their way to our winners. The first 50 correct entries to arrive at CCI were from: Mrs M Ives of Hepworth, Norfolk; Mr Mascal of Thornbury, Bristol; J Sladen of Spondon, Derby; E Shaw of Ripley, Derby; Mr I C Carr of Aston, Birmingham; Mr T Benjamin of Hainault, Ilford; D Mealing of Witham, Essex; Mr R Morris of Harcourt, Leicester; Mr S Quance of Hull, N Humbershire; Mr T Bright of Newmarket, Suffolk; Mr R Whipp of

Fifty free copies of The Hobbit are winging their way to the lucky winners of our recent wordsquare competition. Read on to see if you are among our winners

Burnley, Lancs; Mr J Moore of Brentwood, Essex; Mr A Smith of Redcar, Cleveland; Mr A Worth of Coven, Newton; Mr S Willett of Bulkington, Warwickshire; P Richmond-Swift of Portsmouth, Hants; Mr N Jones of Barnsley, S Yorkshire; Mr S Archer of Huntingdon, Cambs; S M Green of Tyldesley, Manchester; Mr D Venton of Wimborne, Dorset; C Patel of London; Mr P Steele-Seed of Warrington, Cheshire; Mr D Green of Doncaster, S Yorkshire; Mr A Hodgson of Bingley, W Yorkshire; Miss L Gibson of Withern, Lincs; Mr

T Hunter of Whitby, N Yorkshire; Ms S Pizzie of Brentwood, Essex; S Walton of Beckenham, Kent; B Hobbs of Warminster, Wilts; M Harrison of Haxby, York; Mr M Taylor of Ilford, Essex; H Sabharwal of Onchan, Isle of Man; Mr I Ingram of Newark, Notts; Miss D Light of Chelmsley Wood, Birmingham; Mr J Simons of Fleckney, Leicester; P Littlewood of Retford, Notts; Mr W Bolt of St Judes, Plymouth; R Palmer of Stafford; J Rosalki of London; Mrs F Hales of Godalming, Surrey; Mr I Prout of Oldham, Lancs; Mr G Owen of Wimborne, Dorset; Mr J E Cross of Shrewsbury, Shropshire; Mr P Serbert of Pannal, N Yorkshire; P Middleton of Co. Durham; R Back of Poole, Dorset; Mr R Mason of Bury St Edmonds, Suffolk; Mr D Dodge of Atherston; A Goillau of Camborne, Cornwall; Mr M Younger of Stockport, Cheshire.

Congratulations to all our winners. If you weren't lucky this time, have a go at this month's Top 10 competition.

Don't get scrambled

Catching eggs is just one of your tasks in this month's selection of action packed games for the 64 and VIC 20

TALES OF THE ARABIAN NIGHTS

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

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

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

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

Title: Tales of the Arabian Nights

Programmer: Ian Gray

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



Hardware: 64, cassette recorder, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Description: Rescue princess Anitra in this Arabian adventure

Price: £7 (cassette) and £9 (disk)

CCI Rating: ****

BURNIN' RUBBER

Fast, exciting and marvellous fun. Burnin' Rubber is compulsive playing and was popular in the games competition we held at the Commodore Show.

You are in control of a jumping pink racing car and command a bird's-eye view of the 'Four Seasons Death race'. The idea is to score lots of points by knocking fellow competitors into the side, landing on them and of course completing each of the 32 rounds in seasonal order — Spring, Summer, Autumn and Winter.

Fellow demon drivers are also out to win, so the indestructible pink tanks, maniac pirates and other colourful cars are dangerous opposition. As the game progresses, the obstacles gain in frequency and difficulty. First it's just nasty oil patches and water jumps, but in later rounds the track starts to resemble the grand national with hurdles and tricky dead ends.

Jolly musical tunes, sensitive car control and its theme give Burnin' Rubber irresistible

appeal and provides more than its money's worth in entertainment value.

It's worth noting that Bumping Buggies from Bubble Bus has exactly the same theme — both companies got hold of the program and altered it to suit themselves!

Title: Burnin' Rubber

Programmer: Belgian author (Tequila Sunrise Ltd)

Company: Audiogenic Ltd, PO Box 88, Reading, Berks. Tel: 0734 586334

Hardware: 64, cassette recorder and joystick optional

Type of game: Arcade

Graphics: ****

Sound: ***

Playability: ****

Description: Employ aggressive tactics and win the race

Price: £6.95

CCI Rating: ****

THE PIT

Your spacecraft has landed on an alien planet which has an interior filled with rare jewels and gems.

Luckily you are equipped with a powerful drill and a laser gun and with these you have to drill down to the depths of the cavern and return to the spaceship carrying at least one of the larger gems. To make your task even more exciting, you have to return to your ship before a surface tank destroys the mountain.

Some passages running through the rocks already exist, but unfortunately they contain patrolling robots which kill you on contact. Otherwise you have to drill your own passage through the rock, reach the jewels and take care that boulders embedded in the rock don't fall on you.

Once in the large Gem cavern, lethal missiles drop from the roof and you have to grab a stone and get out otherwise it's curtains. Once all the loot has been collected

your final obstacle is to negotiate a force field and a nasty monster swimming in slime.

The Pit is based on the popular American arcade game, Centuri and is a good adaptation for the 64 with colourful bright graphics and interesting sound effects. It is an appealing exciting game.

Title: The Pit

Programmer: Bill Huberich

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

Hardware: 64, cassette recorder, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Fast Loader: Turbo

Description: Drill down into the pit and grab all the jewels

Price: £27.95 (cartridge) £9.95 (cassette)

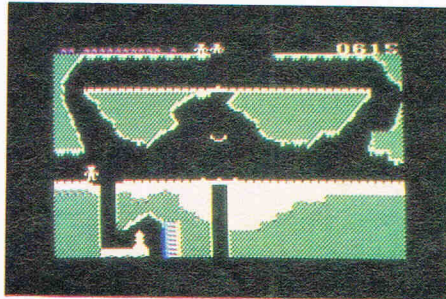
CCI rating: ****

PHAROAH'S CURSE

Beneath the Sahara desert 43 centuries ago, a wicked Pharaoh constructed a death tomb and cunningly hid 16 of his treasures within it.

Gold, art pieces, jewel encrusted scarabs – everything was placed inside the various passages and chambers and to guard them he placed curses, traps, winged avengers, an indestructible Pharaoh and the dreaded Mummie wanderers, inside.

You, the intrepid explorer have discovered the entrance and now have the ominous task



of collecting all items of treasure. It's not easy, the traps set in the chamber floors are unpredictable and everything that moves is dangerous and needs to be shot.

As you travel through the chambers, finding a treasure will give you an extra life and the keys strewn around are needed to open the cavern doors. Ropes can be used to pull yourself out of sticky situations and every so often a crown and arrow will appear. The former grants an extra life and the arrow takes one away.

There are four levels altogether, but each level has to be completed before moving up because completing a level is the only way to discover the password.

Pharaohs Curse makes excellent use of the VIC 20's capabilities and both the graphics and sound contribute to the game. It is compulsive playing and all VIC 20 owners will be thrilled to discover what their machine can really do.

Title: Pharaohs Curse

Programmer: Alick Dziabcczenko

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

Hardware: VIC 20 with 16K, cassette recorder and joystick essential

Type of game: Arcade/Adventure

Graphics: ****

Sound: ****

Playability: *****

Fast Loader: Turbo

Description: Travel through the chambers and collect 16 treasures

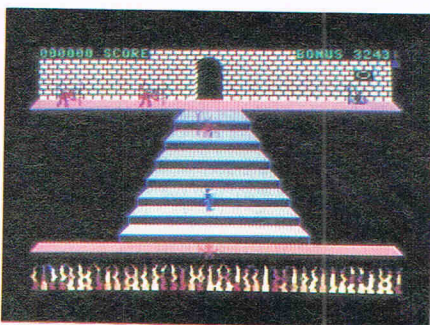
Price: £19.95 (cartridge), £9.95 (cassette)

CCI Rating: ****

MR MEPHISTO

The depths of hell are never pleasant at the best of times, but you're at the very bottom and somehow you have to climb the stairway to heaven without falling into the flickering flames or falling prey to ghouls, devils and other unusual nasties.

Typically I never actually made it to heaven, but the first few stair levels were not easy. The man you are controlling responds with extreme sensitivity to the joystick so one false move and he falls off the narrow walkways into the flames. An epic poem, the Lament of Hugo Twol (!) provides vital clues to the game, so read it carefully. The basic aim is to climb the stairs, open doors and avoid trouble.



The graphics in the game are excellent – red, yellow and black devils creep around or emerge from the floor very realistically. The main nasty demon is a red cloaked figure emitting jets of flame! The sounds are good and skill and speed levels can be changed to suit all abilities. It is fitted with Overdrive, a fast loading mechanism.

Mr Mephisto is original, works very well and is worth adding to your arcade collection.

Title: Mr Mephisto

Programmer: Dave Lucas

Company: Euro-Byte Ltd, Churchmill House, Ockford Road, Godalming, Surrey GU7 1QY

Hardware: 64, cassette recorder, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Description: Climb the stairway to Heaven

Price: £

CCI Rating: ****

SHEEP IN SPACE

Another game from Minter starring the ungalat'e's. This time it's a metagalactic sheep which flies around zapping Bonics (yes, white dog biscuits) at everything in sight.

The planets are under attack by the energy-draining hostiles which, if you're not quick enough eventually build up an amazing charge of energy on Planet Buster. As you flit through the planet various aliens whizz by and every so often you find yourself in mid space between planets with even more aggressive space persons.

Occasionally all the aliens disappear, but don't despair, pressing the space bar activates the time warp and you find some.

The sheep also has a stomach which starts off bloated and gradually goes through various stages of hunger – repleted, adequate and peckish. Replenishing it is a feat in itself as you try to land on the planet avoiding the trees.

Yellow Llamas are introduced at every opportunity although they don't do much

and the sheep actually resemble white woodlice while flying through the air, only looking like proper sheep when they uncurl their legs to land. 'Got you Sheeppoid' appears when all your lives are lost.

It's a good game – original ideas, excellent graphics, fast action and sensitive control of the sheep. Should suit most people.

Title: Sheep in Space

Programmer: Jeff Minter

Company: Llama Software, 49 Mount Pleasant, Tadley. Tel: 07356 4478

Hardware: 64 cassette recorder, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ***

Playability: ****

Fast Loader: Turbo

Description: Zap bonics and stop destruction of your Power stations

Price: £7.50

CCI Rating: ****

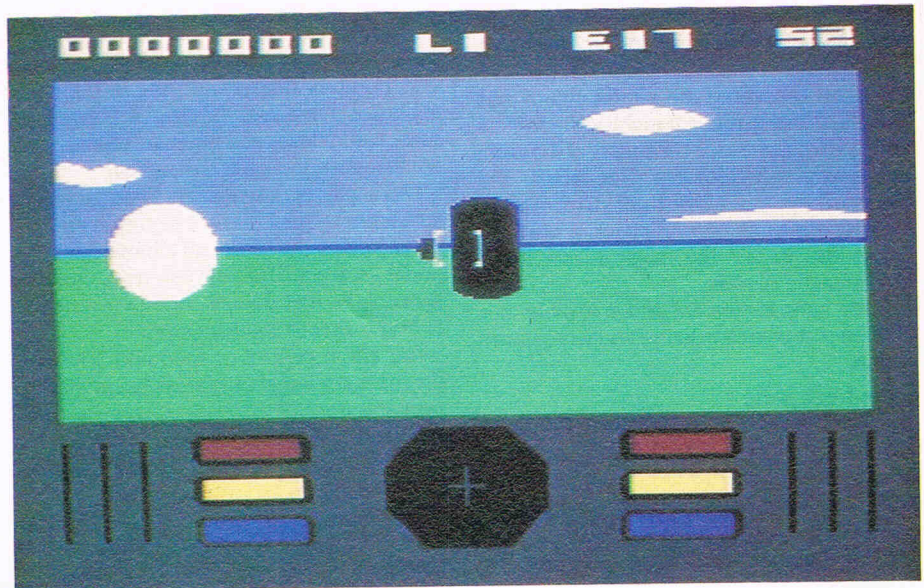
ENCOUNTER

Mysterious obelisks cover an alien planet's surface and you, the commander of a probe ship, swoop down to get a closer look. But you find yourself locked in deadly combat with cunning flying saucers and missiles.

The graphics create a superbly realistic colourful 3D effect and the accompanying sounds are excellent. You are looking out of the front window of the ship and an instrument panel combining a scanner screen and three indicator warning lights warn you when adversaries are approaching and if a shot has been fired.

Both the missiles and saucers (recognised by the sounds they make) are intelligent and their pattern of movement gets more complicated as the game progresses. The graphics are so good that any shots fired by either you or the enemies grow in size as they approach you or recede into the distance and in fact these obelisks can be used for protection as any shots hitting them will rebound.

There are eight levels altogether and some very clever tactics will be needed to complete them all. Each level has a certain number of enemies that have to be destroyed and if you manage to hit them all, a door appears and your ship enters a corridor full of objects which if not avoided will destroy you. Different landscapes and two



new enemy saucer attack strategies characterise the other levels. In total there are seventeen different enemy styles.

Believe me this game will take up hours of your time and will be a smash hit for the 64.

Title: Encounter

Programmer: Paul Woakes

Company: Novagen Software, Hi-Tech Distribution, 212 Broad Street, Birmingham 15

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

Graphics: *****

Sound: *****

Playability: *****

Fast Loader: Novaload

Description: Destroy the enemies on a superb 3D battle field

Price: £9.95 (cassette) \$12.95 (disk)

CCI Rating: *****

BIZY BEEZZZZ

Teddy gets lost on the way to the Bears Picnic and is getting very hungry. Luckily there are honey pots lying around on platforms (pretend they are the woods!) and he has to eat the contents of every single one.

The bees buzzing round these honey jars are particularly possessive and any contact with Teddy proves to be lethal, so make sure you have a strategy before you start guiding Teddy round the woods. The platforms are connected by lifts and ladders and there are a lot of gaps which need to be negotiated. When making a jump, time it carefully because the slightest miscalculation results in instant death.

The control of Teddy is fairly sensitive and the game is quite fun to play, but its best feature is the excellent rendition of Teddy Bears picnic.

Title: Bizy Beezzzz

Programmer: J. Baugley

Company: Solar Software, 51 Meadowcroft, Radcliffe, Manchester. Tel: 061 724 8622

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: ***

Sound: *****

Playability: ***

Fast Loader: None

Description: Gobble as much honey as you can

Price: £5.95

CCI Rating: ***

ICE HUNTER

Ice Hunter is based on the exploits of Thorak, the legendary Prince of Ice and this game centres on his adventures in a multi level cave (alternative phrase for several platforms!).

Each of the five cave levels contain blocks of ice and Thorak's aim is to collect all the blocks, float them down river to his igloo for storage and return to collect more from the five other caves.

To travel from level to level Thorak can slide up and down icicle poles, but he must be careful of thin ice patches. Once Thorak has passed over one, the ice breaks and falling through is fatal. However these holes do have their uses because the blocks can be dropped through.

Rampant arctic animals complicate matters — sea lions, dragons, birds chase Thorak round the cave and he can either drop blocks onto their heads, avoid them or scoff a power pill which paralyses them all. As the game progresses these animals get more numerous and aggressive and the levels start to move around. To do well, fast reflexes, tactical movement and a little luck is needed.

Ice Hunter made its debut at the

Commodore show in June and was a great success in our games competition.

Title: Ice Hunter

Programmer: Belgium author Tequila Sunrise

Company: Anirog Software, 29 West Hill, Dartford, Kent. Tel: 0322 92518

Hardware: 64, cassette recorder or diskdrive, joystick optional

Type of game: Arcade

Graphics: *****

Sound: ***

Playability: ****

Fast Loader: Turbo

Description: Collect enough ice blocks, deal with weird arctic animals and build an igloo

Price: £6.95 (cassette), £9.95 (disk)

CCI Rating: ****

TURTLE JUMP

Ekim, the giant ant, has undergone intensive training in treasure recovery and is now in the Caribbean Islands putting his lessons into practise.

These islands are beyond the reach of pirates and the only way Ekim can approach them is to hitch a lift — anything solid will do — logs and turtles for instance. The turtles have slippery backs and move erratically, so Ekim loses a lot of energy travelling.

Fruit lying around the magic islands will replenish this energy. An energy bar across the screen indicates how much power Ekim has left.

Ekim's task is to jump into the treasure chest whilst it's open, grab lots of loot and jump out before it slams shut. Once enough treasure has been recovered the pirates return and collect it. The game is fraught with dangers and Ekim must be especially wary of the crocodiles which periodically glide across the screen. They cause all the turtles to dive and if he happens to be on one's back, a precious life is lost. In fact the magic islands keep disappearing as well.

Turtle Jump is pleasant and enjoyable, but not the sort of arcade game you write home about.

Title: Turtle Jump

Programmer: M. Charville and R. Dagskold

Company: Romik, 272 Argyll Avenue, Slough, Berks. Tel: 75 71535

Hardware: 64, cassette recorder and joystick essential

Type of game: Arcade

Graphics: ***

Sound: ***

Playability: ***

Description: Steer Ekim across the slippery purple turtles and collect the treasure

Price: £6.99

CCI Rating: ***

STAR TROOPER

Not much to say about this one except that you've all seen it before!

The Star Trooper clad in a smart white suit carrying a jet pack on his back has the amazing task of destroying aliens as fast as they can come. Every so often he will run out of fuel, so an eye must be kept on the fuel meter at the bottom of the screen.

In total there are 24 different types of aliens and the aim is to defeat three of these enemy waves, avoid the meteor clusters and pass on to the next sector. Between each sector it is necessary to dock and refuel. There are six levels in all.

The graphics and sound were reasonable, the controls of the spaceman were good but the firing control wasn't really fast or spectacular enough for a game in which shooting is the only attraction. The program also has a Pavlodas fast loading mechanism.

Title: Star Trooper

Programmer: Clifford Ramshaw

Company: Melbourne House, Castle Yard House, Castle Yard, Richmond, TW10 6TF. Tel: 01 940 6064

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: ***

Sound: ***

Playability: ***

Description: Destroy the aliens

Price: £5.95

CCI Rating: ***

LOCO

As you chug through the delightful countryside, bomb-bearing aeroplanes, air ships and explosive handcarts destroy the peaceful calm. Fast reflexes plus other arcade skills will be necessary to evade destruction.

Two angles of the game are featured on the split screen — the side view of the locomotive puffing along the track and a bird's-eye view (radar scanner) of the six-track railway showing its fuel dumps and any oncoming airborne aircraft and handcarts.

You are in control of Loco and your two defenses are lethal smoke puffs and missiles from the front of the engine. There is a fuel limit and the aim is to destroy everything which could prove lethal and top up your fuel from the dumps by switching tracks.

Each time you pass through a station, a guard presents you with a flag and after five

flags, the next level is attained. There are two skill levels — fast and slow and although the game looks easy, it isn't!

The sound and graphic effects are excellent. Loco is original and has enough lasting interest to occupy a few free hours.

Title: Loco

Programmer: Tony Crowther

Company: Alligata Software, 1 Orange Street, Sheffield S1 4DW. Tel: 0742 755005

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: *****

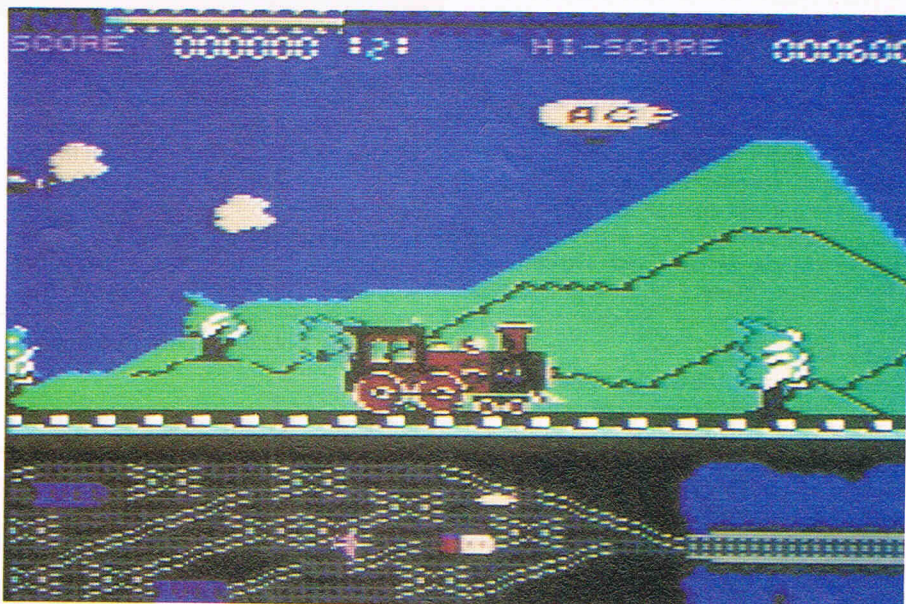
Sound: *****

Playability: *****

Description: Guide your locomotive and zap everything in sight

Price: £7.95

CCI Rating: *****



CAVELON

Clad in a red tunic decorated with a white cross, the brave knight sets out on a quest. Guinivere has been locked up in a castle by the Black Wizzard and you are in charge of the rescue operation.

Six levels of increasing complexity and difficulty challenge you and the aim on each one is to gather all the pieces of the door, signalling your elevation to the next floor. Knights and archers follow you around with arrows and balls which have to be dodged.

Points are awarded for picking up shields, other assorted mediaeval equipment and most important the Excaliburs which render all your assailants harmless for a few seconds. Save these for the final level when you encounter the wizard.

The graphics and sound are well done and control of the knight is fairly sensitive.

Cavelon uses the fast loading Pavlodas and is a fairly gentle game which doesn't require awesomely fast reflexes and split second timing.

Title: Cavelon

Programmer: John Hutchinson

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

Hardware: 64, cassette recorder, joystick essential

Type of game: Arcade adventure

Graphics: *****

Sound: *****

Playability: *****

Description: Do battle with the evil knights and rescue Guinivere

Price: £6.90

CCI Rating: *****

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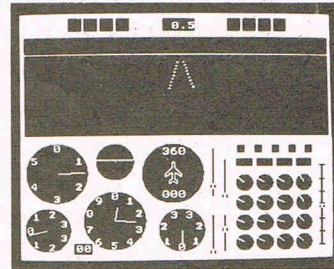
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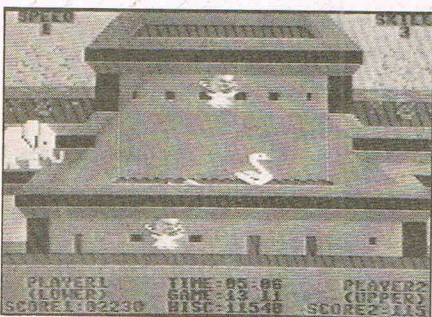
TRADE ENQUIRIES: DYNAVISION PRODUCTIONS, PO BOX 96, LUTON, LU3 2JP. TEL: (0582) 595222

BATH TIME

Take two angels, one large elephant, one fish, one white swan, a boy with a bucket and one bath tub, mix them together, add a smattering of music and background with fountains and you've got yourself Bath Time, an original game concept from PSS.

It is difficult to see what lasting arcade attraction plugging and unplugging a bath has, but it seems to work! You choose whether you want to control the angel letting water into the bath or the one unplugging it and of course the speed and skill levels.

The aim is to keep the water level steady. Too high and the swan swims away, too low



and the fish suffocates. To add masses of excitement to the game, an elephant trots along and drinks half the tub at a suck or a boy empties twenty gallons into the bath. There is nothing violent in the game at all and it is, as PSS suggest, a funny family game.

Title: Bath Time

Programmer: Canadian author

Company: PSS, 452 Stoney Stanton Road, Coventry CV6 5DG. Tel: 0203 81346

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Description: Maintain the bath's water level with your angel

Price: £7.95

CCI Rating: ****

SWOOP

This was originally a BBC game but the 64 version is a great improvement. Based on the arcade games Galaxians and Space Invaders, Swoop is entertaining and great fun to play.

You control a ground based laser cannon and are under attack from three species of birdmen — blue hawks, green merlins and red condors. They appear in formation and can attack either row by row or by swooping down individually.

The birdmen appear in successive waves and the levels get progressively more diffi-

cult. The red condors are extremely nasty and very fast while the blue hawks are a bit slower. In addition to their airborne tactics, these flying fiends drop eggs which, if not annihilated, lie on the ground for five seconds and destroy anything which comes into contact.

The graphics are particularly interesting. In the background there are falling stars and if a bird is hit, it explodes and falls a short distance (rather like a firework in the sky). If your laser base gets zapped, the pieces fly all over the screen. The sounds are also good and accompany the game well.

There are four skill levels and although Swoop would get zero points for originality, a lot of care has gone towards making it exciting and fast.

Title: Swoop

Programmer: David Elliott

Company: Micro Power Ltd, Sheepscar House, 15 Sheepscar Street South, Leeds LS7 1AD. Tel: 0532 458800

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Fast Loader: Power Load

Description: Destroy the red, green and blue birdmen before they get you

Price: £6.95

CCI Rating: ****

GYRUSS

Three billion miles from Earth and two time warps from Neptune, you suddenly get homesick! It's a long dangerous trip home, but you are equipped with five spaceships, as many lives and a very strong defensive system.

Each warp is a stage in the trip back to Earth and after Neptune, there are four other planets — Uranus, Saturn, Jupiter, Mars with three warps between each one to travel to before Earth can be finally reached.

Space currents pull the ship into a circular orbit and as it races round the centre point, enemy Spaceships, Satellites and run away meteors materialise suddenly on the screen destroying you on contact or shooting out space bombs.

Altogether there are four different enemy formation and two types of satellite. If one of the satellites is shot, your ship is awarded double-fire power which effectively increases its point scoring capacity.

It is also possible to score lots of points at the Chance Stage. Four different enemy plane formations appear and if you can hit all

forty ships, an extra ten thousand is added to your score.

Bach's Tocatta and Fugue in D minor (music) creates an exciting electric atmosphere and the ship reacts sensitively and accurately to joystick control. The game comes in cartridge form and will keep you entertained for hours.

Title: GyruSS

Programmer: Licenced from Konami Industry
Company: Parker Software, Palitoy, Owen Street, Coalville, Leicester.

Hardware: 64, joystick essential

Type of game: Arcade

Graphics: ****

Sound: ****

Playability: ****

Description: Negotiate all the obstacles and travel from Neptune to Earth

Price: £24.95 (cartridge)

CCI Rating: ****

CHUCKIE EGG

Like many others, Chuckie Egg is a platform game, but unlike some it does have a lot of charm.

The action is based in a farmyard where Hen House Harry must rush around collecting the dozen eggs and corn strewn around on each screen. His task is not easy because rather aggressive pink, green and orange ducklings wander about the screen. Their movement is fixed, so are quite easy to avoid, but on the north level his troubles multiply because mother duck waddles onto the scene and follows him everywhere.

There are six levels of difficulty ranging from 'those who prefer adventures' to 'suicidal maniacs' and the speed at which Hen House Harry races around the yard in the sixth level is incredibly fast and very funny to watch.

Hen House Harry can jump across gaps in platforms, up steps and down to lower levels. The screens change and their complexity increases, for example lifts appear on the third level.

Chuckie Egg is quite entertaining and worth playing.

Title: Chuckie Egg

Programmer: S. Townsend and M. Webb

Company: A&F Software, Unit 8, Canal Side Industrial Estate, Woodbine Street East, Rochdale, Lancashire. Tel: 0706 341111

Hardware: 64, cassette recorder, joystick optional

Type of game: Arcade

Graphics: ***

Sound: ***

Playability: ****

Fast Loader: Jet Load

Description: Collect 12 eggs from each screen

Price: £7.90

CCI Rating: ***

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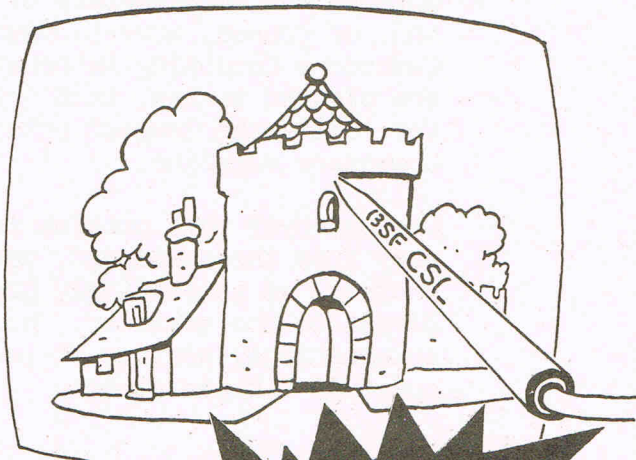
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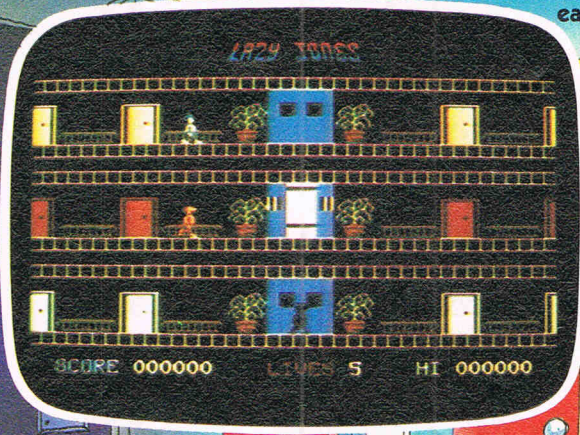
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LAZY JONES

A new games concept for the CBM 64

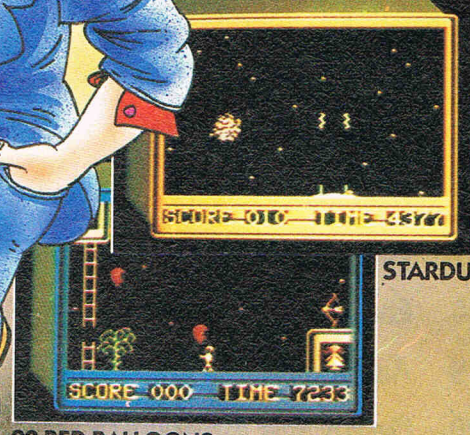
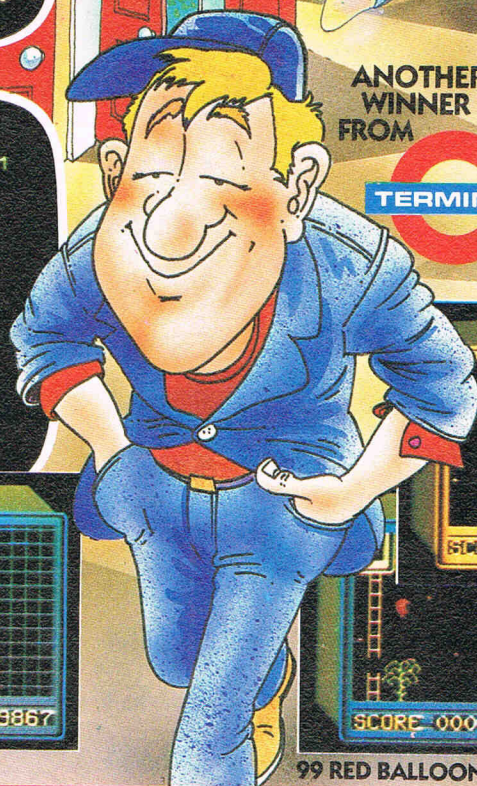
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Terminal Software, Derby House, Derby Street, Bury BL9 0NW, England. Tel. 061-761-4321

Joystick jamboree

Thinking about investing in a joystick? Sally Wood examines the pros and cons of a number of joysticks, acquiring a stiff wrist in the process

Most of the best fast action and arcade games require a joystick and for 64 and VIC 20 owners that can create some confusion because there are literally dozens to choose from.

Besides the usual switch type of joystick with the base, fire button(s) and stick, there are track balls, pressure sensitive joypads, mercury and even a remote-controlled joystick which is due to arrive in England very soon.

Everyone's idea of a perfect joystick differs. Some like long, chunky sticks which lend themselves to rough treatment and heavy handedness while others have a light touch and prefer a small sensitive stick requiring only a gentle push.

We looked at a selection of 64 and VIC 20 compatible joysticks and played them with two games which we thought would best test their qualities – Exterminator from Bubble Bus, a typical megazap game which requires exact rapid fire and a lot of straightforward evasive movement and to test the fine movement qualities of the joysticks we used Killer Watt from Alligata. In this game, minute changes in speed and direction are essential – even moving a millimetre too far can mean instant death on the cavern walls.

As we tested the joysticks it became obvious that each one had its own definite style. Although they all have the same function, the variety in size, sensitivity and response were incredible. The prices also tended to vary enormously.

The qualities we looked for included the sticks sensitivity – whether it moved spaceships or laser bases accurately, how quickly, and whether you were left with severe wrist strain after a particularly long game of Exterminator. Other factors we thought important were whether it was suitable for both left and right handers, the number of fire buttons, their positioning, the speed of firing response, whether the joystick was equally usable held on a desk top and in your hand and its overall strength and ease of use. As we have said there is more to a joystick than meets the eye!



Our list is not intended to be a comprehensive survey – but should give you some idea

of what is available. A list at the end summarises our findings.

ATARI

We start with the Atari joystick. One of the best with a sturdy base and a short stick which only needs a nudge to react immediately (although we did have trouble moving in a diagonal direction). It had an excellent rapid firing capability, but left handers may find it

difficult to use as there is only one button on the left hand side. We can testify for this joystick's strength as we have been using it for four years and it still works well. Excellent value for money at £6.99.



COMMODORE

Commodore's own joystick was not one of the best models we tested. It had a cheap plastic appearance and the control and firing capacity were distinctly mediocre. Small enough for the hand, but too flimsy for desk top use.

PRO ACE COMPETITION

The Pro Ace Competition joystick seemed to be fairly solid with two fire buttons in strategic positions. The stick was slightly stiff at first. Because of its size it will probably suit people who really like to feel the handle move. It worked fairly well with both games.

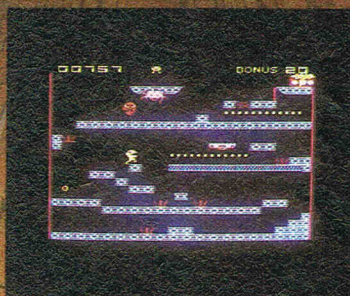
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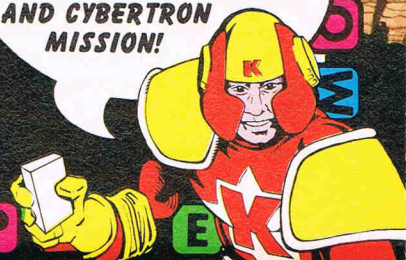
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Starfighter

STARFIGHTER

The Starfighter, which claims to be the ultimate joystick – whatever that means!, has also lasted us a year of aggressive games playing and is still going strong! Both the fire button and the stubby stick responded sensitively, but again it may not suit a left hander. Equally comfortable and useable on the desk or in the hand, the Starfighter will satisfy both aggressive game playing and a lighter, more manipulative technique. Quite good value at £12.95.

WICO RED BALL & STRAIGHT STICK

Wico, like Kempston, have a number of similar models in their range. The Red Ball featured a globular red ball on top of a stick whilst the Straight Stick has a much more conservative handle. For £5 extra (£22.95) the Straight Stick is available with a three way grip. Both seem to be tough, comfortable to use and worked on all aspects of the two games.



Competition Pro 1000

COMPETITION PRO 1000

The Competition Pro 1000, the 3000's little sister, had exactly the same base but less fire buttons. The narrow, much shorter stick was sensitive, accurate and did not leave you exhausted after a hard game. Despite the rubber feet on the base it can only really be operated in the hand and the fire button is big enough to be used by both right and left handers.

TRAK-BALL

From the Trak-Ball, one of the more unusual controllers, we had a rather patchy response. It worked perfectly with Exterminator which only required straightforward movement, but in Killer Watt and games where changes in speed and direction are necessary it just wouldn't work. Both sturdy and strong, it is probably more suited to desktop rather than hand held use.



Delta 35c

DELTA 35C

The newest joystick, the Delta 35c was also one of the best. It has a little stick, three small fire buttons and resembles a television remote control unit. The manufacturers recommend that it be used while you are comfortably sat in your favourite armchair and in fact it's really very relaxing to use. Not recommended for heavy handed people as the stick only needs to be pushed around gently to elicit accurate quick response. The fire buttons were all conveniently placed, worked well and it was a real pleasure to use. Very good value at £10.



Competition Pro 5000

COMPETITION PRO 5000

A rather funny looking joystick, the Competition Pro 5000 featured a short stick with a bulbous control knob and two huge fire buttons on the base. It fitted comfortably in the hand and coped with both games. Its rapid firing action had a particularly good response.



Competition Pro 3000

COMPETITION PRO 3000

The Competition Pro 3000 from Kempston was one of the few joysticks with three fire buttons. Two of them were placed on the huge chunky handle with finger grips, but unfortunately they were not as responsive as the button on the base! The stick started to creak after a while, but it didn't make any difference to its relatively sensitive and quick response. It would suit people who like a lot of leverage from their joysticks, but we felt exhausted after a few games of Killer Watt because so much pushing and pulling was involved. Pulling back the handle often resulted in the fire button getting pressed because the button is so awkwardly placed. The base was too light for it to be used on a desk top successfully.

JOY-SENSOR

The Joy-Sensor looks the most professional of the lot, but unfortunately our high expectations were not met. Its rapid fire facility was good, but the controlling anything with the circular touch sensitive pad proved to be hard work. We had to concentrate harder on pressing the right area on the pad than on the game.

QUICK SHOT 1

The Quick Shot 1 joystick distinguished itself by sporting suckers on its feet and these worked quite well. The handle was long and nice to hold and it had a fire button on both the handle and on the top left hand side. Fairly good response with both games.

After looking at so many joysticks, you'd think that we would know the secrets of the perfect joystick, but unfortunately there is no such thing. Every model had its own particular feel and our advice to anyone thinking of investing is to consider our comments, so into every shop you can think of and persuade the shop assistant to let you play a selection of games. Really test the joysticks well before breaking your piggy bank. Happy Hunting!

Product Survey

COMPANY CONTACTS

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

Commodore Business Machines, 675 Ajax Avenue, Slough,
Berks. Tel: 0753 74111.

Consumer Electronics, Failsworth, Manchester M35 0HS. Tel:
061 682 2339.

Kempston Micro Electronics, 180a Bedford Road, Kempston,
Bedford. Tel: 0234 852997.

Voltmace Ltd, Park Drive, Baldock, Herts. Tel: 0462 894410.

Vulcan Electronics, 200 Brent Street, Hendon, London NW4. Tel:
01 203 6366.

Silica Shop, 1-4 The Mews, Hatherley Road, Sidcup, Kent. Tel: 01
309 1111.

Sumlock Electronics Services, 198 Deansgate, Manchester M33
NE. Tel: 061 834 4233.

Model:	Atari	Starfighter	Competition Pro 3000
Sensitivity:	4	4	3
Strength:	5	5	4
Ease of use:	5	5	4
Number of fire buttons:	one	one	three
Length of cable:	117cm	150cm	150cm
Supplier:	Atari International	Consumer Electronics	Kempston
Price:	£6.99	£12.95	£12.75
Warranty:	12 months	12 months	12 months
Model:	Competition Pro 1000	Pro-Ace Competition	Competition Pro 5000
Sensitivity:	4	4	5
Strength:	3	3	4
Ease of use:	4	4	5
Number of fire buttons:	one	two	two
Length of cable:	150cm	150cm	150cm
Supplier:	Kempston	Sumlock Electronic Services	Kempston
Price:	£10.99	£12.95	£13.50
Warranty:	12 months	2 years	12 months
Model:	Commodore	Trak-Ball	Joy Sensor
Sensitivity:	3	4	4
Strength:	2	4	4
Ease of use:	3	4	2
Number of fire buttons:	one	one	one
Length of cable:	120cms	90cms	180cms
Supplier:	Commodore	Atari	Consumer Electronics
Price:	£7.50	£39.99	£29.95
Warranty:	12 months	12 months	12 months
Model:	Delta 35c	Wico Red Ball	Wico Straight Stick
Sensitivity:	5	4	4
Strength:	4	4	3
Ease of use:	5	4	4
Number of fire buttons:	three	two	two
Length of cable:	126cm	150cm	150cm
Supplier:	Voltmace	Silica Shop	Silica Shop
Price:	£10	£19.95	£17.95
Warranty:		12 months	12 months
Model:	Quick Shot 1		
Sensitivity:	4		
Strength:	4		
Ease of use:	4		
Number of fire buttons:	two		
Length of cable:	120cms		
Supplier:	Vulcan Electronics		
Price:	£9.95		
Warranty:	3 months		

DETAILS

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

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REVIEWS

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

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

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

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

"Snowball... As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denizens... this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers." - *Which Micro?, Feb 84*

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

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Get scrabbled

Fancy a game of Scrabble? L Keighley sent us this program written for the PET 40 column computer, which can be converted to run on the 64.

This program is a computer version of the popular game SCRABBLE. The rules are exactly the same as the board game except for one addition. Because the computer controls the letters they have to be displayed on the screen, and of course can be seen by all players.

The letters are randomly distributed and

seem to give out harder combinations than picking out of a bag.

The program is for a 40 column PET but it will work on the 64 with two changes:

line 210 P=1348

line 340 POKE53281,6:PRINT"[CLS]":POKE 53280,1

```

10 DIMN$(4),S$(4),L$(4),A$(27),A1$(27),A2$(27),
P1(8,15),L1$(15),L2$(15)
11 DIML3$(15),L4$(15),L5$(15),P9(15,15)
12 FORX=(104)E$(X)="N":NEXTX
200 REM SCRABBLE
300 REM AUTHOR - L KEIGHLEY
400 REM 90 GREEN BARN WAY
500 REM BLACKROD
600 REM BOLTON
700 REM BL6 STA
800 PRINT"#####"
900 PRINT"##### SCRABBLE"
1000 PRINT"#####"
1100 X=FRE(0):X=31743-X
1200 PRINT"#####CORE REQUIRED ";X
1300 FORX=1TO27:NEXTX
1400 DATA 9,1,B,2,3,C,2,3,D,4,2
1500 DATA 12,1,F,2,4,G,1,3,2,H,2,4
1600 DATA 9,1,I,1,6,K,1,5,L,4,1,4
1700 DATA 2,3,N,6,1,O,8,1,P,2,3
1800 DATA 1,10,R,6,1,S,4,1,T,6,1
1900 DATA 4,1,V,2,4,W,5,4,X,1,6
2000 DATA 2,4,Z,1,10,1,2,6
2100 FORX=1TO27
2200 READA$(X),A1$(X),A2$(X)
2300 NEXTX
2400 P=338892
2500 DATA 35,46,46,102,46,46,46,35,46,46,46,102,46,46,35
2600 DATA 45,42,46,46,46,90,46,46,46,90,46,46,46,42,46
2700 DATA 46,46,42,46,46,102,46,102,46,46,46,42,46,46
2800 DATA 102,46,46,42,46,46,102,46,46,46,42,46,46,102
2900 DATA 46,46,42,46,46,46,46,46,46,42,46,46,46,46,102
3000 DATA 46,90,46,46,90,46,46,46,90,46,46,90,46,46
3100 DATA 46,46,102,46,46,46,102,46,102,46,46,46,102,46,46
3200 DATA 35,46,46,102,46,46,46,42,46,46,46,102,46,46,35
3300 FORX=1TO6:FORX1=1TO15
3400 READP1(X,X1)
3500 NEXTX1:NEXTX
3600 GOSUB9500
3700 PRINT"|"
3800 PRINT"SCORES:-";TAB(25);"TIME"
3900 PRINT"#####TAB(13);"111111" LETTERS:-"
4000 PRINT"123456789012345"
4100 PRINT"|"
4200 FORX=1TO15
4300 X#="":IFX<10THENX#=" "
4400 PRINTX#;X;"|";TAB(19);"|"

```

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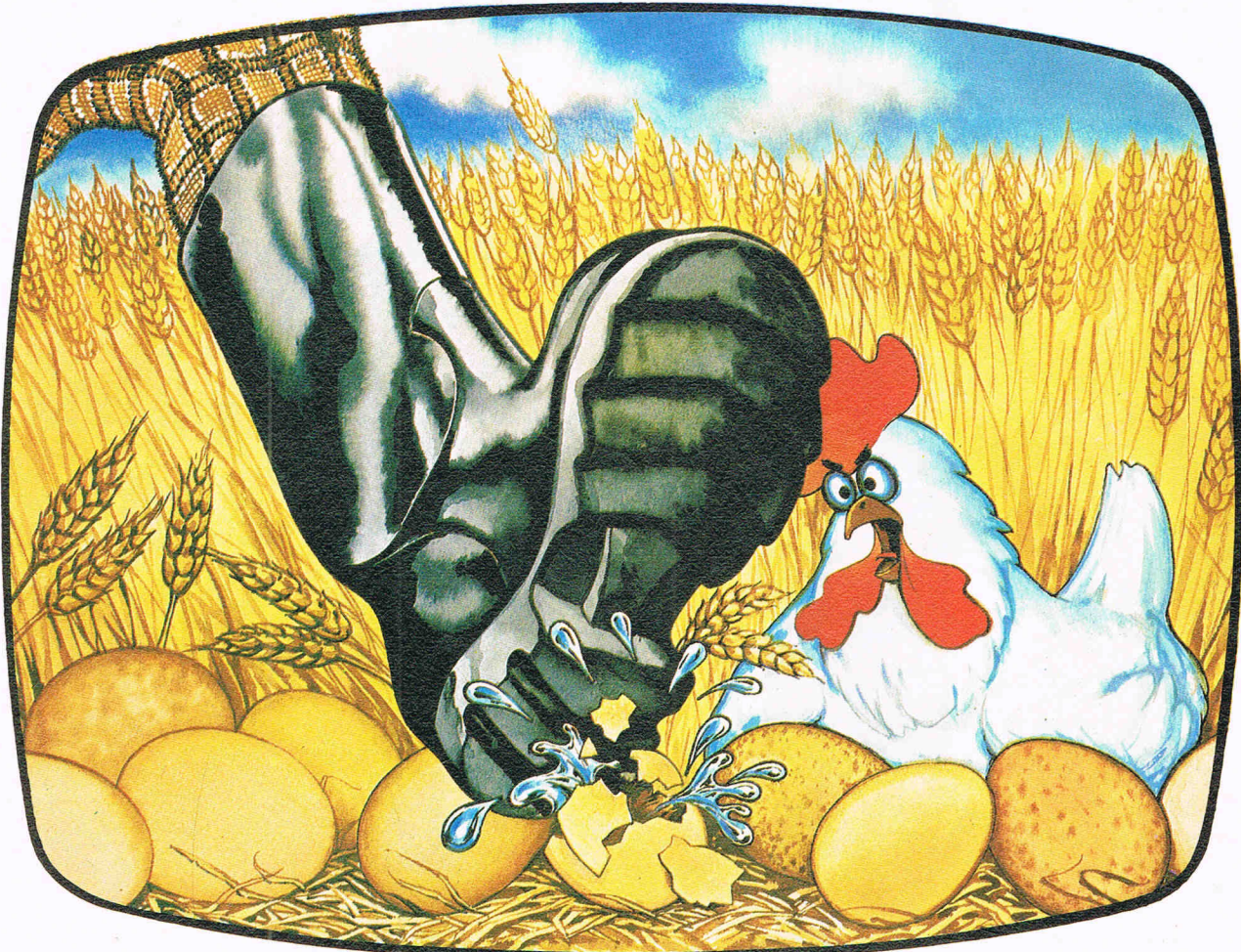
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Listings

```
1400 IFD#="A"ANDL1+C-1>15THEN4110
1410 IFD#="D"ANDL1+L-1>15THEN4120
1420 GOTO1440
1430 PRINT"TTTT":GOTO1310
1440 IFQ1#="N"THEN1500
1441 X1=0:W4#=L$(M)
1442 X1=X1+1
1443 IFX1>L1THEN1500
1444 X2=0
1445 X2=X2+1
1450 IFX2>LEN(W4#)THEN4130
1451 IFMID$(W4#,X1,1)<>MID$(W4#,X2,1)THEN1449
1452 X#=""
1453 IFX2=1THEN1459
1454 X#=LEFT$(W4#,X2-1)
1455 IFX2=LEN(W4#)THEN1463
1456 X#=X#+RIGHT$(W4#,(LEN(W4#)-X2))
1457 W4#=X#
1458 GOTO1443
1500 FORX=1TO15:L1%(X)=1:L4%(X)=1:NEXT
1501 W1=1:F#="N":W9=0
1502 FORX=1TO15:L5%(X)=1:NEXTX
1510 IFD#="A"THEN1640
1520 S=P+C-1+(L-1)*40:X7=0
1530 FORX=1TO15
1531 X7=X7+1:IFX7>LEN(W#)THENX=15:GOTO1620
1540 X1=PEEK(S+(X-1)*40)
1541 IFX1>128ANDX1<1THEN1631
1542 IFX1>128THEN4140
1543 IFX1=35THENW1=W1*3:L5%(X)=3
1544 IFX1=42THENW1=W1*2:L5%(X)=2
1545 IFX1=90THENL1%(X)=3
1546 IFX1=102THENL1%(X)=2
1550 NEXTX
1560 GOTO1680
1591 F#="Y"
1592 X#=LEFT$(W#,X-1):L4%(X)=0
1593 X#=X#+CHR$(X1-64)+RIGHT$(W#,L1-X+1)
1594 W#=X#:L1=L1+1:W9=W9+1
1595 GOTO1620
1640 S=P+C-1+(L-1)*40:X7=0
1650 FORX=1TO15
1651 X7=X7+1:IFX7>LEN(W#)THENX=15:GOTO1620
1660 X1=PEEK(S+X-1)
1670 GOTO1545
1680 FORX=1TO15:L2%(X)=1:L3%(X)=1:NEXTX
1690 IFD#="A"THEN1660
1691 FORX=1TO1
1692 X1=S+(X-1)*40+1:X2=S+(X-1)*40-1
1693 X3=PEEK(X2):X4=PEEK(X1)
1694 IFX3<128ANDX4>128ANDL4%(X)=1THENL3%(X)=2
1695 IFX3>128ANDX4<128ANDL4%(X)=0THENL2%(X)=0
1696 IFX3<128ORX4>128THENF#="Y"
1697 IFX3<128ANDX4<128ANDL4%(X)<>0THENL3%(X)=2
1698 IFX3<128ANDX4>128ANDL4%(X)<>0THENL3%(X)=2
1699 NEXTX
1700 X1=S-40
1710 X2=PEEK(X1)
1720 IFX2<128THEN1780
1730 W#=W#+(CHR$(X2-64)):F#="Y"
1740 X1=X1-40
1750 X2=PEEK(X1)
1760 IFX2<128THEN1780
1770 GOTO1730
1780 X1=S+(L1*40)
1790 X2=PEEK(X1)
1791 IFX2<128THEN2011
1800 W#=W#+(CHR$(X2-64))
1820 X1=X1+40
1830 X2=PEEK(X1)
1840 IFX2<128THEN2020
1850 GOTO1800
1860 FORX=1TO1
1861 X1=S+X-1+40:X2=S+X-1-40
1862 X3=PEEK(X2):X4=PEEK(X1)
1863 IFX3>128ANDX4>128ANDL4%(X)=1THENL3%(X)=2
```

Listings

```

10064 IFX3>128ANDX4>128ANDL4%(X)=0THENL2%(X)=0
10065 IFX3>128ORX4>128THENF#="Y"
10066 IFX3>128ANDX4<128ANDL4%(X)00THENL3%(X)=2
10067 IFX3<128ANDX4>128ANDL4%(X)00THENL3%(X)=2
10068 NEXTX
10069 X1=S-1
10070 X2=PEEK(X1)
10080 IFX2<128THEN1940
10090 W#=W#+(CHR$(X2-64)):F#="Y"
10099 X1=X1-1
10100 X2=PEEK(X1)
10200 IFX2<128THEN1940
10300 GOTO1890
10400 X1=S+1
10500 X2=PEEK(X1)
10600 IFX2<128THEN2011
10700 W#=W#+(CHR$(X2-64))
10800 X1=X1+1
10900 X2=PEEK(X1)
20000 IFX2<128THEN2020
20100 GOTO1970
20011 IFF#="Y"THEN2020
20012 IFS%(1)=0THEN2020
20013 GOTO4150
20020 S1%=0;W7=0;FORX=1TOLEN(W#)
20030 X#=MID$(W#,X,1)
20040 GOSUB9000
20050 S1%=S1%+((W2*L1%(X))*W1)
20055 IFL3%(X)=2THENS1%=S1%+((W2*L1%(X))*L5%(X))
20060 NEXTX
20080 IFF#="A"THEN2280
20090 FORX=1TOL1
2100 X1=S+((X-1)*40)
2110 X1=X1+1
2120 X2=PEEK(X1)
2130 IFX2<128THEN2180
2140 X#=CHR$(X2-64)
2150 GOSUB9000
2160 S1%=S1%+(((W2*L2%(X))*L4%(X))*L5%(X))
2170 GOTO2110
2180 X1=S+((X-1)*40)
2190 X1=X1-1
2200 X2=PEEK(X1)
2210 IFX2<128THEN2250
2220 X#=CHR$(X2-64)
2230 GOSUB9000
2240 S1%=S1%+(((W2*L2%(X))*L4%(X))*L5%(X))
2250 GOTO2190
2260 NEXTX
2270 GOTO2460
2280 FORX=1TOL1
2300 X1=S+X-1
2310 X1=X1+40
2320 X2=PEEK(X1)
2330 IFX2<128THEN2370
2340 X#=CHR$(X2-64)
2350 GOSUB9000
2360 S1%=S1%+(((W2*L2%(X))*L4%(X))*L5%(X))
2370 GOTO2330
2380 X1=S+X-1
2390 X1=X1-40
2400 X2=PEEK(X1)
2410 IFX2<128THEN2450
2420 X#=CHR$(X2-64)
2430 GOSUB9000
2440 S1%=S1%+(((W2*L2%(X))*L4%(X))*L5%(X))
2450 GOTO2380
2460 NEXTX
2466 IFL1-W9=7THENS1%=S1%+50
2470 FORX=1TOL1
2480 X2=ASC(MID$(W#,X,1))+64
2490 IFF#="A"THEN2520
2495 A2(X)=PEEK(S+((X-1)*40)):A1(X)=S+((X-1)*40)
2500 POKES+(X-1)*40,X2
2510 GOTO2530
2520 A2(X)=PEEK(S+X-1):A1(X)=S+X-1
2530 POKES+X-1,X2

```

```

0000 NEXTX
0010 PRINT "0";TAB(21);"SCORE = ";S1%
0020 PRINTTAB(21);"OK? (Y/N)"
0030 GETX#;IFX#="" THEN2560
0040 IFX#="Y" THENPRINT;GOTO2630
0050 IFX#<>"N" THEN2560
0060 PRINTTAB(21)"RETRY"
0070 FORX=1TOL1
0080 POKEA1(X),A2(X)
0090 NEXTX
0100 PRINT "TTTTTTTT";GOTO1310
0110 IFQ1#="" THEN2940
0120 W3#="" :X=0
0130 X=X+1
0140
0150 X1=INT(RND(0)*27)
0160 IFA1X(X1)=0 THENX2=0;GOTO2700
0170 W3#=W3#+A$(X1)
0180 A1X(X1)=A1X(X1)-1
0190 IFX<W3 THEN2641
0200 IFF#="S" THENRETURN
0210 GOTO2800
0220 X1=X1+1
0230 IFX1>27 THEN2740
0240 IFA1X(X1)=0 THEN2700
0250 GOTO2660
0260 IFX2=1 THEN2760
0270 X1=0;X2=1;GOTO2700
0280 IFX>1 THEN2790
0290 PRINTTAB(21);"NO LETS"
0300 GOTO2830
0310 PRINTTAB(21);"ONLY ";W3#;" LEFT";GOTO2830
0320 PRINTTAB(21);"NEW LETS = ";W3#
0330 FORX=1TOL1-W3;X#=""
0340 FORX1=1TO7
0350 IFMID$(W9#,X,1)=MID$(L$(M),X1,1) THEN2910
0360 X#=X#+MID$(L$(M),X1,1)
0370 NEXTX1
0380 L$(M)=X#
0390 NEXTX
0400 GOTO2930
0410 X#=X#+MID$(L$(M),X1+1,7-X1)
0420 GOTO2860
0430 L$(M)=L$(M)+W3#
0440 S$(M)=S$(M)+S1%
0450 FORX=1TO15;FORX1=1TO15
0460 P$(X,X1)=PEEK(P+(X*40)-40+X1-1)
0470 NEXTX1;NEXTX
0480 PRINT "TTTTTTTTTTTT"
0490 FORX=1TO16
0500 PRINTTAB(21);" "
0510 NEXTX
0520 NEXTM;E#=""
0530 FORX=1TOP2
0540 IFE$(X)="N" THENE#="Y"
0550 NEXTX
0560 IFE#="Y" THEN1000
0570 PRINTTAB(21);"END OF GAME"
0580 PRINTTAB(21);"SUBTRACT FOLLOWING"
0590 FORX=1TOP2
0600 PRINTTAB(21);N$(X);" ";
0610 X4=0
0620 FORX1=1TOLEN(L$(X))
0630 X#=MID$(L$(X),X1,1)
0640 GOSUB9000
0650 X4=X4-W2
0660 NEXTX1
0670 PRINTX4
0680 S$(X)=S$(X)-X4
0690 NEXTX
0700 X4=1;XZ=S1X(1)
0710 FORX=2TOP2
0720 IFS$(X)>XZ THENXZ=S$(X);X4=X
0730 NEXTX
0740 PRINTTAB(21)"WINNER"
0750 PRINTTAB(21)"000";N$(X4)

```

Listings

```
3220 PRINTTAB(21)"ANOTHER GAME"
3230 GETX#:IFX#=""THEN3230
3240 IFX#="Y"THENRUN
3250 END
4000 INPUT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXX/CHG =";W#
4010 L1=LEN(W#);W9=W#;W8=L1
4020 W9=0:S1X=0
4030 FORX=1TO1
4040 X#=MID$(W#,X,1)
4050 GOSUB9000
4060 A1X(X5)=A1X(X5)+1
4070 NEXTX
4080 GOTO2630
4100 PRINTTAB(21)"WORD LENGTH":GOTO4200
4110 PRINTTAB(21)"OUT OF BOARD-1":GOTO4200
4120 PRINTTAB(21)"OUT OF BOARD-2":GOTO4200
4130 PRINTTAB(21)"LETTERS":GOTO4200
4140 PRINTTAB(21)"WRONG PLACE":GOTO4200
4150 PRINTTAB(21)"NO CONNECT":GOTO4200
4200 FORX=1TO1000
4210 PRINT"000":GOTO1430
4300 GOSUB340
4510 FORX=1TO15:FORX1=1TO15
4520 POKEP+(X#40)-40+X1-1,P9(X,X1)
4530 NEXTX1:NEXTX
4550 GOTO1004
4600 PRINT"0"
4610 FORX=1TO15
4620 PRINTA$(X); "=";A2$(X)
4630 NEXTX:PRINT"0"
4640 FORX=16TO27
4650 PRINTTAB(10)A$(X); "=";A2$(X)
4660 NEXTX
4670 PRINTTAB(8)"PRESS ANY KEY"
4680 GETX#:IFX#=""THEN4680
4690 GOTO4500
4700 INPUT"INPUT FILE NAME ";F#
4710 INPUT"TAPE OR DISK (T/D)";X#
4720 INPUT"DRIVE NO. (0/1/2)";D
4730 IFX#="D"THEN4770
4740 IFD#="R"THEN4760
4750 OPEN1,D,1,F#:GOTO4840
4760 OPEN1,D,0,F#:GOTO4890
4770 IFD#="R"THEN4810
4780 IFD=0THENOPEN1,8,4,"0:"+F#+",SEQ,W":GOTO4840
4790 IFD=1THENOPEN1,8,4,"1:"+F#+",SEQ,W":GOTO4840
4800 GOTO4720
4810 IFD=0THENOPEN1,8,3,"0:"+F#+",SEQ,R":GOTO4890
4820 IFD=1THENOPEN1,8,3,"1:"+F#+",SEQ,R":GOTO4890
4830 GOTO4720
4840 FORX=1TO27:PRINT#1,A1X(X):NEXTX
4850 FORX=1TO15:FORX1=1TO15:PRINT#1,P9(X,X1):NEXTX1:NEXTX
4851 PRINT#1,P2
4860 FORX=1TOP2:PRINT#1,S$(X):NEXTX
4861 FORX=1TOP2:PRINT#1,L$(X):NEXTX
4862 FORX=1TOP2:PRINT#1,N$(X):NEXTX
4863 FORX=1TOP2:PRINT#1,E$(X):NEXTX
4870 PRINT#1,M
4875 PRINT#1,T1#:PRINT#1,Q1#
4880 CLOSE1:PRINT"0":END
4890 PRINT"000FILE "F#"OPEN"
4900 FORX=1TO27:INPUT#1,A1X(X):NEXTX
4910 FORX=1TO15:FORX1=1TO15:INPUT#1,P9(X,X1):NEXTX1:NEXTX
4911 INPUT#1,P2
4920 FORX=1TOP2:INPUT#1,S$(X):NEXTX
4921 FORX=1TOP2:INPUT#1,L$(X):NEXTX
4922 FORX=1TOP2:INPUT#1,N$(X):NEXTX
4923 FORX=1TOP2:INPUT#1,E$(X):NEXTX
4930 INPUT#1,M
4935 INPUT#1,T1#:INPUT#1,Q1#
4940 CLOSE1:GOTO4500
9000 FORX5=1TO27
9010 IFX#<>A$(X5)THEN9020
9011 W2=A2$(X5):GOTO9030
9020 NEXTX5
```

Listings

```

90000 RETURN
90001 PRINT "WELCOME TO SCRABBLE"
90010 PRINT "THIS COMPUTER VERSION OF SCRABBLE"
90020 PRINT "CONTROLS THE BOARD AND THE SCORING. IF"
90030 PRINT "REQUIRED IT WILL ALSO CONTROL THE USE"
90040 PRINT "OF THE LETTERS, ALTHOUGH THIS GIVES A"
90050 PRINT "GAME WHERE EACH PLAYER CAN SEE THE "
90060 PRINT "OTHERS LETTERS."
90070 PRINT "ALL THE RULES ARE THE SAME AS FOR"
90080 PRINT "NORMAL SCRABBLE."
90090 PRINT "1. NO FOREIGN WORDS."
90100 PRINT "2. NO NAMES."
90110 PRINT "3. NO ABBREVIATIONS."
90120 PRINT "4. PRESS ANY KEY"
90130 GETX$:IF X$=" " THEN 90140
90140 PRINT "WELCOME TO SCRABBLE"
90150 PRINT "A NUMBER OF QUESTIONS ARE ASKED WHEN"
90160 PRINT "WORDS ARE TO BE ENTERED, THESE ARE: -"
90170 PRINT "01. DOWN/ACRS ENTER D, A, I, E, S, R, "
90180 PRINT "02. * START * AT LETTERS"
90190 PRINT "D = DOWN"
90200 PRINT "A = ACROSS"
90210 PRINT "I = NO WORD POSSIBLE"
90220 PRINT "E = EXCHANGE LETTERS"
90230 PRINT "S = END GAME"
90240 PRINT "R = SAVE THE GAME"
90250 PRINT "O = RELOAD GAME"
90260 PRINT "B = REPRINT BOARD"
90270 PRINT " (ALSO 0,0 AT START"
90280 PRINT " * AT LETTERS"
90290 PRINT "V = VALUES OF LETTERS"
90300 PRINT "02. * START L,C ENTER THE LINE (L) AND"
90310 PRINT " COLUMN (C) OF THE FIRST LETTER OF "
90320 PRINT " THE WORD, THE ENTERIES MUST BE "
90330 PRINT " SEPARATED BY A COMMA (,)."
90340 GETX$:IF X$=" " THEN 90350
90350 PRINT "WELCOME TO SCRABBLE"
90360 PRINT "03. 4 LETTERS ENTER THE WORD."
90370 PRINT "04. THE COMPUTER WILL THEN SHOW THE "
90380 PRINT " SCORE FOR THE WORD AND DISPLAY IT ON"
90390 PRINT " THE SCREEN, IT WILL THEN ASK FOR"
90400 PRINT " CONFIRMATION THAT ALL IS OK 'Y' OR"
90410 PRINT " 'N' SHOULD BE ENTERED."
90420 PRINT "05. ANY ERRORS WILL RETURN THE COMPUTER"
90430 PRINT " TO THE LAST OR FIRST QUESTION."
90440 PRINT "06. W/CHG ENTER THE LETTERS TO BE"
90450 PRINT " EXCHANGED."
90460 PRINT "PRESS ANY KEY"
90470 GETX$:IF X$=" " THEN 90480
90480 PRINT "DO YOU REQUIRE THE COMPUTER TO CONTROL"
90490 PRINT "THE LETTERS. (Y/N)"
90500 GETO1$:IF O1$=" " THEN 90510
90510 IF O1$<>"N" AND O1$<>"Y" THEN 90520
90520 PRINT "ENJOY YOUR GAME";FORX=1 TO 1500:NEXTX
90530 IF O1$="Y" THEN 10000
90540 FORX=1 TO 4:L$(X)="N":NEXTX
10000 INPUT "NUMBER OF PLAYERS ";P2
10010 FORX1=1 TO P2
10020 PRINT "INPUT NAME OF PLAYER "X1";
10030 INPUTN$(X1)
10040 NEXTX1
10045 IF P2=4 THEN 10071
10050 FORX1=P2+1 TO 4
10060 N$(X1)=" "
10070 NEXTX1
10071 IF O1$="N" THEN 10150
10080 F$="S"
10090 W3=7
10100 FORM=1 TO P2
10110 GOSUB 2640
10120 L$(M)=W3$
10130 NEXTM:L1=0:W9=0:W9$=" ":W3=0
10140 F$="N"
10150 FORX=1 TO 4:E$(X)="N":NEXT
10160 RETURN
READY.

```

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