

JULY 1983

75p

Dm5

# COMPUTER & VIDEO GAMES



Double agent on ZAX'S V  
DONKEY KONG JUNIOR  
Atari's Supercharger  
WIN AN ELECTRON

**FREE INSIDE**

## **32 PAGE GAMES EXTRA**

LISTINGS FOR THE ATARI·ATOM·BBC·SHARP·  
DRAGON·SPECTRUM·ZX81·VIC-20·TEXAS.

HOME COMPUTER

TEXAS INSTRUMENTS



# TI-99 ITALIAN USER CLUB

[WWW.TI99IUC.IT](http://WWW.TI99IUC.IT)

[INFO@TI99IUC.IT](mailto:INFO@TI99IUC.IT)

- Revisited by TI99 Italian User Club ([info@ti99iuc.it](mailto:info@ti99iuc.it)) in January, 2014

*Downloaded from [www.ti99iuc.it](http://www.ti99iuc.it)*

## News & Reviews

### GAMES NEWS 16

Teach your Spectrum 11,000 words and then let it beat you at Scrabble. Mad Martha resurfaces in what promises to be computer gaming's longest-running soap opera.

### VIDEO GAMING 20

Up to four pages with a feature on Atari soccer, Joystick Jury reviews and much more news — kicking off with a run-down of the new Supercharger range of cassette games.

### ARCADE ACTION 30

How do you rate against the world's video-craziest nation. We chart some US high scores for reference and look at Tip Top — Donkey Kong in 3D.

### REVIEWS 136

T.I.'s Parsec talks itself into our columns and Ultimate have come up with arcade winner in Jetpac.

### NEXT MONTH 140

There's news of our Summer Holiday competition launched Next Month with £5,000 as first prize.

## Listings

### DONKEY KONG JUNIOR 32

Son of Kong comes to the screens in glorious Spectrum colour in search of his big daddy captured by the unscrupulous Mario. Can you stand the suspense!

### SHOOT OUT 36

If you like taking potshots at those bobbing ducks at fairground shooting galleries you'll love this game.

### SPIKE ATTACK 44

You'll have to get the point of this game quickly if you want to survive the deadly alien spikes. For Dragon owners who enjoy a touch of acupuncture treatment.



### GHOST TRAP 102

You play a dangerous game when you go hunting the man-eating ghosts. But it's fun attempting to lure them into your deadly laser-traps. A haunting experience for Vic owners.

### ZAX V 104

Mystery and adventure on a planet time has passed by. Can you discover the identity of the double agent sending secrets which could undermine the Spectrum/ZX81 federation?

### PLUS GAMES EXTRA 63



### SQUONK 48

A battle of wits within the corridors of a lethal maze. A game of strategy and quick thinking for two players with joysticks. Plus the "best title display" our reviewer has seen on an Atari.

### METEOR 52

And now for the weather forecast. Meteor storms will be moving across the country towards evening. You are advised to stay inside and defend the city on your Texas II 99/4a.

### CATCH 98

Why not take a day trip to the stars and drop off at a friendly planet? That's what they said at the travel agents. What they didn't say was that we'd have to drop off by parachute. I hope you BBC A owners are ready with the nets!



## Screen gems...

There's a new look to Video Screens this month. For a start we've changed its name to Video Gaming and we've boosted it up to four pages.

There you'll find news, competitions, a full page of reviews and a different feature every month: kicking off with the tale of the tail-less joystick. It starts on page 20.

Pure computer buffs won't be losing out though as we've added extra pages — 32 of them — devoted purely to listings, to keep C&VG the best listings magazine you can buy.

Donkey Kong and the brilliant 3D labyrinth will brighten up Spectrum owners' lives; there's 3D Road Race and Frogger for T.I. owners; Short Circuit on the Sharp and a host of other games for other computers.

## Features

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### CHESS 27

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### SOFTWARE DISASTERS 116

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### WARPATH 120

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### MACHINE CODE 122

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### SEVENTH EMPIRE 126

It's back. The Seventh Empire rises again with more tales of stellar gold, pirates and space treachery.

### PUZZLING 128

Trevor Truran sets some more brain-teasers.

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How computers "see" the real world.

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# SPECTRUM

A few examples from our  
**SOFTWARE Selection**  
from independent software houses

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Software for ATARI	Inc. VAT
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Kickback	£29.84
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Cribbage & Dominoes	£19.49
Cupule 4 & Reversi	£14.89
Mutant Herd	£24.25
Software for Commodore	
River Rescue	£25.24
Vic Music Composer	£25.24

GEM	
Software for ZX81 Dragon and Spectrum	Inc. VAT
Monster Mine (for ZX81)	£4.95
Monster Mine (for Spectrum)	4.95
Monster Mine (for Dragon)	7.95
Space Mission (for ZX81)	£4.95
Space Mission (for Spectrum)	£4.95
Space Mission (for Dragon)	£7.95
Dragon Golf	£7.95
Dragon Character Generator	£9.95

SALAMANDER	
Games for Dragon 32	Inc. VAT
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Vulcan 0	£7.95
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RABBIT	
Software for Commodore VIC20	Inc. VAT
Space Storm	£6.99
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## ACCESSORIES

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**£286.35**

SANYO	Inc. VAT
SANYO 12" green monitor	£113.55
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C12 Cassettes	£0.50
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Software for Sharp Electron 22622	£9.20
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64K RAM Pack	£114.94
Adman Chatterbox	
Voice Synthesiser	£57.45



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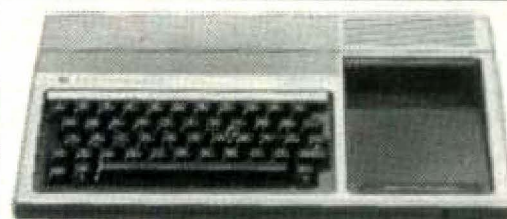
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BASIC cartridge extra  
**£39.99 inc. VAT**  
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40-colour displays to monitor TV. High resolution graphics and 3-dimensional effect capability, music synthesiser. Z80 additional processor option.

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**£345.00**  
INC. VAT

```

10 REM <--METEOR-->
20 REM (C)1983 TERRY IRWIN
30 REM IN TI BASIC FOR THE TI99/4A HOME COMPUTER
40 RESTORE 90
50 FOR I=1 TO 5
60 READ DUR,NOTE
70 CALL SOUND(DUR,NOTE,0)
80 NEXT I
90 DATA 330,880,330,988,330,784,330,392,990,587
100 CALL CLEAR
110 INPUT "DO YOU WANT INSTRUCTIONS?":Q$
120 IF SEG$(Q$,1,1)="Y" THEN 140
130 IF SEG$(Q$,1,1) <> "N" THEN 110 ELSE 170
140 GOSUB 4050
150 CALL CLEAR
160 GOSUB 3060
170 GOSUB 3220
180 TS=0
190 MET=0
200 SHD=0
210 HITS=0
220 DEAD=0
230 CALL SCREEN(5)
240 CALL COLOR(1,5,5)
250 CALL COLOR(3,16,14)
260 CALL COLOR(4,16,14)
270 CALL COLOR(13,16,1)
280 CALL COLOR(14,9,1)
290 CALL COLOR(9,2,16)
300 CALL COLOR(10,2,5)
310 CALL COLOR(11,2,5)
320 CALL COLOR(12,11,5)
330 CALL COLOR(8,14,14)
340 RANDOMIZE
350 RESTORE 410
360 FOR I=91 TO 122
370 IF ((I>91)*(I<96))+((I>99)*(I<104)) THEN 400
380 READ A$
390 CALL CHAR(I,A$)
400 NEXT I
410 DATA FFFFFFFFFFFFFFFF,FFFFFFFFFFFFFFF,FFFFC3C3C3C3FFFF,F
F9999FFFF9999FF,FFE7E7C3C3E7E7FF,80C0E0F0F8FFFF7F
420 DATA 01061E3CFCF8F0F0,7F7F3F3F1F1FFDF8,E0E0E0F0F8FCFE7F,8
060783C3F1F0F0F,0103070F1FFFFFFE
430 DATA 0707070F1F3F7FFE,FEFEFCFCF8F8DF1F,18181818181818,C
0F0FCFFCF8D818,030F3FFF3F1F1818
440 DATA 1818181818181F1F,181818181818F8F8,FCF0E0C0C0C39FFF,0
0808181C387C7FF,1F07070383E1FBFF
450 DATA 010204083070E040,804020100C0E0702,000000FF
460 REM CITY OUTLINE
470 CALL HCHAR(23,5,96,24)
480 CALL HCHAR(24,4,96)
490 CALL HCHAR(24,29,96,2)
500 CALL HCHAR(24,5,91,24)
510 CALL VCHAR(21,5,97,2)
520 CALL VCHAR(21,5,97,2)
530 CALL VCHAR(21,6,97,2)
540 CALL VCHAR(17,9,97,6)
550 CALL VCHAR(20,11,97,3)
560 CALL VCHAR(20,12,97,3)
570 CALL VCHAR(20,13,97,3)

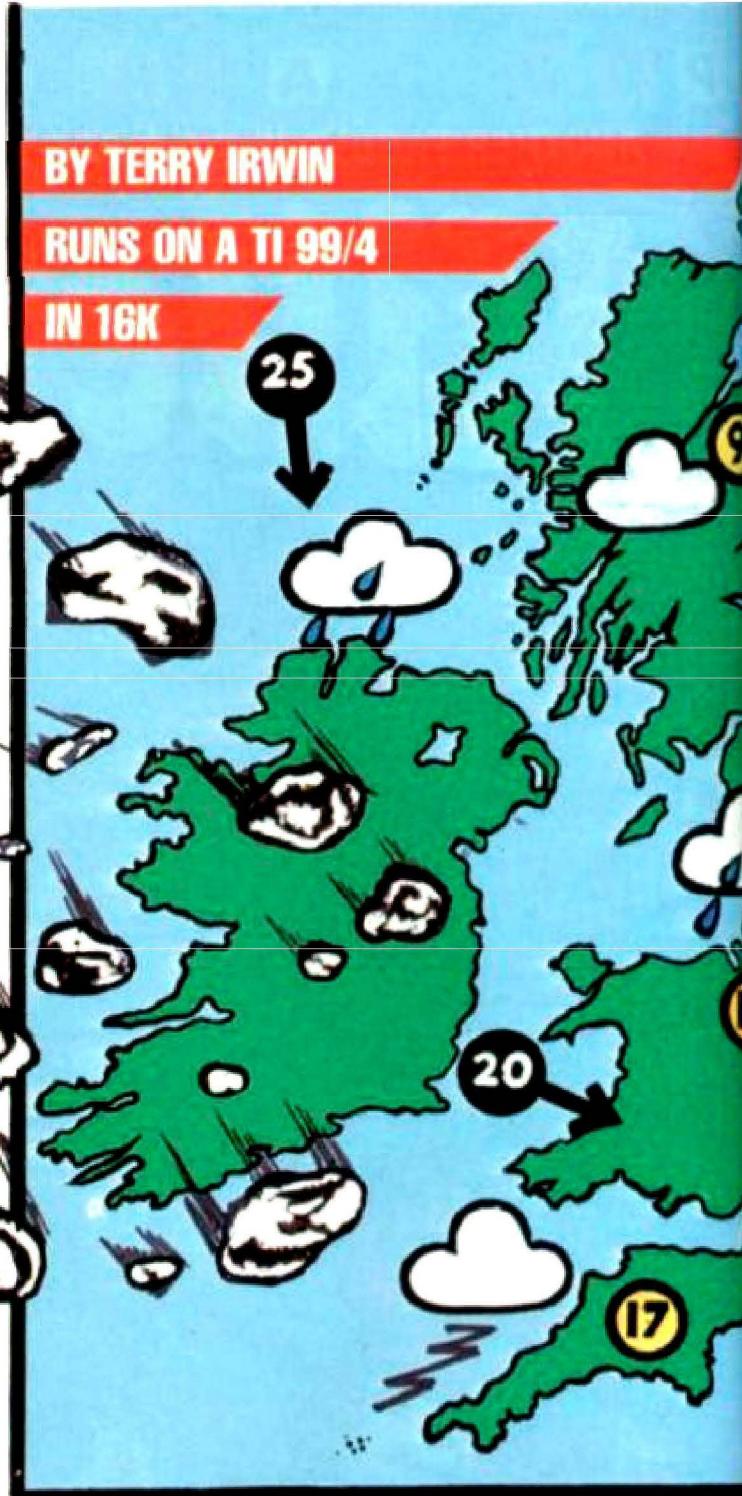
```



BY TERRY IRWIN

RUNS ON A TI 99/4

IN 16K



# METEOR

And now for the weather forecast. Heavy meteor showers will spread from the West towards evening and will cover the entire city area by morning... Heavy weather indeed! And for you, the commander of the city defence systems this forecast means a busy time ahead.

To fend off the meteor showers you are armed with missiles and a defence shield which covers the city area. Only one missile can be launched at each meteor, and they are programmed to explode near the falling lumps of rock — a direct hit may not destroy a meteor.

You may use your defence shield for periods of just 10 seconds at a time — which gives you a chance to stop the destruction of your city should a meteor slip past your missiles.

If enough meteors get through to penetrate the city foundations then the nuclear power plant will explode wiping out the entire population. There are three skill levels and our review team said that even the first is very difficult. The graphics are excellent and — be warned — the game is very addictive!



```

830 CALL VCHAR(17,3,112,3)
840 CALL VCHAR(17,31,112,3)
850 CALL VCHAR(20,3,99,5)
860 CALL VCHAR(20, 31,99,5)
870 CALL VCHAR(12,2,112,4)
880 CALL VCHAR(12,32,112,4)
890 CALL VCHAR(16,2,115)
900 CALL VCHAR(16,32,116)
910 CALL VCHAR(11,2,113)
920 CALL VCHAR(11,32,114)
930 CALL VCHAR(15,3,104)
940 CALL VCHAR(15,4,105)
950 CALL VCHAR(16,3,106)
960 CALL VCHAR(16,4,107)
970 CALL VCHAR(15,30,108)
980 CALL VCHAR(15,31,109)
990 CALL VCHAR(16,30,110)
1000 CALL VCHAR(16,31,111)
1010 REM METEOR
1020 CALL CHAR
(130,"00483410BE964122")

```

```

1030 CALL CHAR(133,"00003030")
1040 CALL CHAR(134,"00000C0C")
1050 CALL CHAR(137,"000000003030")
1060 CALL CHAR(138,"000000000C0C")
1070 CALL HCHAR(24,6,48,4)
1080 CALL HCHAR(24,25,48,3)
1090 M=0
1100 FOR X=28 TO 5 STEP -1
1110 CALL SOUND
(-500,250,30,500,30,1000,30,-8,X+2)
1120 FOR T=134 TO 137 STEP 3
1130 CALL VCHAR(29-X,X,T)
1140 NEXT T
1150 MY=29-X
1160 CALL KEY(0,K,S)
1170 CODE=1
1180 IF S=0 THEN 1210
1190 IF K=48 THEN 1200 ELSE 1210
1200 GOTO 2680
1210 CALL VCHAR(29-X,X,32)
1220 CALL GCHAR(30-X,X-1,D)
1230 IF D<96 THEN 1460
1240 IF D>98 THEN 1440
1250 DEAD=DEAD+100
1260 GOSUB 4200
1270 IF D=97 THEN 1310
1280 CALL VCHAR(30-X,X-1,130)
1290 CALL VCHAR(30-X,X-1,117)
1300 GOTO 1370
1310 Y=30-X
1320 Z=X-1
1330 IF ((Z=9)*((Y<23)*(Y>16)))
THEN 1350
1340 GOTO 1290
1350 CALL VCHAR(Y,Z,130)
1360 CALL VCHAR(Y,Z,98)
1370 CALL SOUND(-800,-7,0)
1380 FOR DELAY=1 TO 200
1390 NEXT DELAY
1400 IF (30-X)=23 THEN 3640
1410 MET=MET+1
1420 IF MET>=METEOR THEN 3420
1430 GOTO 1470
1440 CALL SOUND(-300,-7,0)
1450 CALL VCHAR(30-X,X-1,130)
1460 NEXT X
1470 FOR F=1 TO 10*RND
1480 M=0
1490 SHD=0
1500 MET=MET+1
1510 IF MET>=METEOR THEN 3420
1520 X=INT(28*RND)
1530 IF X<5 THEN 1520
1540 FOR Y=1 TO 24
1550 CALL SOUND
(-500,250,30,500,30,1000,30,-8,27-Y)
1560 FOR T=133 TO 137 STEP 4
1570 CALL VCHAR(Y,X,T)
1580 NEXT T
1590 IF (SHD>0)*(SHD<5) THEN 2970
1600 MY=Y

```

```

580 CALL VCHAR(20,14,97,3)
590 CALL VCHAR(20,15,97,3)
600 CALL VCHAR(15,18,97,8)
610 CALL VCHAR(15,19,97,8)
620 CALL VCHAR(18,21,97,5)
630 CALL VCHAR(22,22,97)
640 CALL VCHAR(22,23,97)
650 CALL VCHAR(18,24,97,5)
660 CALL VCHAR(18,25,97,5)
670 CALL VCHAR(16,27,97,7)
680 CALL VCHAR(16,28,97,7)
690 CALL VCHAR(14,6,98,7)
700 CALL VCHAR(14,7,98,9)
710 CALL VCHAR(14,8,98,9)
720 CALL VCHAR(14,9,98,3)
730 CALL VCHAR(15,11,98,5)
740 CALL VCHAR(15,12,98,5)
750 CALL VCHAR(16,15,98,4)
760 CALL VCHAR(16,16,98,7)
770 CALL VCHAR(14,23,98,8)
780 CALL VCHAR(14,24,98,4)
790 CALL VCHAR(14,25,98,4)
800 CALL VCHAR(14,26,98,9)
810 CALL VCHAR(14,27,98,2)
820 REM LASERS

```



Illustration by Terry Rogers



```

1900 FOR DELAY=1 TO 200
1910 NEXT DELAY
1920 IF (Y+1)>=22 THEN 3640
1930 GOTO 1970
1940 CALL SOUND(-300,-7,0)
1950 CALL VCHAR(Y+1,X,130)
1960 NEXT Y
1970 NEXT F
1980 M=0
1990 FOR X=5 TO 28
2000 CALL SOUND(-500,250,30,500,
30,1000,30,-8,31-X)
2010 FOR T=133 TO 138 STEP 5
2020 CALL VCHAR(X-4,X,T)
2030 NEXT T
2040 MY=X-4
2050 CALL KEY(0,K,S)
2060 CODE=3
2070 IF S=0 THEN 2100
2080 IF K=49 THEN 2090 ELSE 2100
2090 GOTO 2410
2100 CALL VCHAR(X-4,X,32)
2110 CALL GCHAR(X-3,X+1,D)
2120 IF D<96 THEN 2330
2130 IF D>98 THEN 2310
2140 DEAD=DEAD+100
2150 GOSUB 4200
2160 IF D=97 THEN 2180
2170 GOTO 2210
2180 Y=X-3
2190 Z=X+1
2200 IF ((Z=23)*(Y=22))+(((Z=24)
+(Z=25))*((Y<23)*(Y>17))) THEN 2240
2210 CALL VCHAR(X-3,X+1,130)
2220 CALL VCHAR(X-3,X+1,119)
2230 GOTO 2260
2240 CALL VCHAR(Y,Z,130)
2250 CALL VCHAR(Y,Z,98)
2260 CALL SOUND(-800,-7,0)
2270 FOR DELAY=1 TO 200
2280 NEXT DELAY
2290 IF (X-3)=23 THEN 3640
2300 GOTO 2340
2310 CALL SOUND(-300,-7,0)
2320 CALL VCHAR(X-3,X+1,130)
2330 NEXT X
2340 C=10*RND
2350 M=0
2360 MET=MET+1
2370 IF MET>=METEOR THEN 3420
2380 IF C<1 THEN 1100
2390 IF C<6 THEN 1470
2400 IF C<=10 THEN 1990
2410 IF M=1 THEN 2420 ELSE 2430
2420 ON CODE GOTO 1210,1710,2100
2430 FOR L=1 TO 13 STEP 2
2440 CALL SOUND(-1000,10000,
L,5000,5+L,-6,5+L)
2450 CALL VCHAR(15-L,4+L,120)
2460 CALL GCHAR(14-L,5+L,Q)
2470 CALL GCHAR(14-L,4+L,R)
2480 CALL VCHAR(15-L,4+L,32)

```

```

2490 IF Q>127 THEN 2590
2500 IF R>127 THEN 2590
2510 IF (15-L)<MY THEN 2520
ELSE 2540
2520 TEST=1
2530 GOTO 2590
2540 IF L=13 THEN 2590
2550 NEXT L
2560 M=M+1
2570 TEST=0
2580 ON CODE GOTO 1210,1710,2100
2590 CALL SOUND(-500,-6,0)
2600 CALL HCHAR(14-L,4+L,130,2)
2610 CALL HCHAR(14-L,4+L,32,2)
2620 IF TEST=1 THEN 2560
2630 IF L=13 THEN 2560
2640 M=0
2650 HITS=HITS+1
2660 GOSUB 4090
2670 ON CODE GOTO 1470,1970,2340
2680 IF M=1 THEN 2690 ELSE 2700
2690 ON CODE GOTO 1210,1710,2100
2700 FOR L=13 TO 1 STEP -2
2710 CALL SOUND(-1000,10000,13-L,
5000,18-L,-6,18-L)
2720 CALL VCHAR(1+L,16+L,121)
2730 CALL GCHAR(L,15+L,Q)
2740 CALL GCHAR(L,16+L,R)
2750 CALL VCHAR(1+L,16+L,32)
2760 IF Q>127 THEN 2860
2770 IF R>127 THEN 2860
2780 IF (1+L)<MY THEN 2790 ELSE 2810
2790 TEST=1
2800 GOTO 2860
2810 IF L=1 THEN 2860
2820 NEXT L
2830 M=M+1
2840 TEST=0
2850 ON CODE GOTO 1210,1710,2100
2860 CALL SOUND(-500,-6,0)
2870 CALL HCHAR(L,15+L,130,2)
2880 CALL HCHAR(L,15+L,32,2)
2890 IF TEST=1 THEN 2830
2900 IF L=1 THEN 2830
2910 HITS=HITS+1
2920 GOSUB 4090
2930 M=0
2940 MET=MET+1
2950 IF MET>=METEOR THEN 3420
2960 ON CODE GOTO 1470,1970,2340
2970 IF (TS=10)*(SHD=0) THEN
2980 ELSE 2990
2980 CALL SOUND(-500,1000,0)
2990 IF TS>=11 THEN 1710
3000 CALL HCHAR(11,3,122,29)
3010 SHD=SHD+1
3020 IF SHD<4 THEN 1710
3030 CALL HCHAR(11,3,32,29)
3040 SHD=0
3050 GOTO 1710

```

```

1610 CALL KEY(0,K,S)
1620 CODE=2
1630 IF S=0 THEN 1710
1640 IF K=48 THEN 1650 ELSE 1660
1650 GOTO 2680
1660 IF K=49 THEN 1670 ELSE 1680
1670 GOTO 2410
1680 IF K=50 THEN 1690 ELSE 1710
1690 TS=TS+1
1700 GOTO 2970
1710 CALL VCHAR(Y,X,32)
1720 CALL GCHAR(Y+1,X,D)
1730 IF D<96 THEN 1960
1740 IF D=122 THEN 1810
1750 IF D>116 THEN 1940
1760 DEAD=DEAD+300
1770 GOSUB 4200
1780 GOSUB 4200
1790 GOSUB 4200
1800 GOTO 1840
1810 CALL VCHAR(Y+1,X,130)
1820 CALL VCHAR(Y+1,X,32)
1830 GOTO 1870
1840 CALL VCHAR(Y+1,X,130,2)
1850 CALL VCHAR(Y+1,X,32)
1860 CALL VCHAR(Y+2,X,118)
1870 CALL HCHAR(11,3,32,29)
1880 SHD=0
1890 CALL SOUND(-800,-7,0)

```

```

3060 PRINT " SITUATION--- YOU ARE IN CONTROL OF YOU
R CITY DEFENCE SYSTEMS."
3070 PRINT " MISSION----- TO DEFEND AGAINST A METE
OR STORM."
3080 PRINT " CONTROLS--- PRESS '1' FOR LEFT SILO;PRES
S'0' FOR RIGHT SILO;PRESS '2' FOR SHIELD."
3090 FOR DELAY=1 TO 3000
3100 NEXT DELAY
3110 GOSUB 4050
3120 PRINT " EQUIPMENT----- 1. 2-LASER COM
TROLLED NUCLEAR MISSILE SILOS (KEYS 0&1)."
3130 PRINT "2. MAGNETIC SHIELD ABOVE CITY (KEY 2)."
3140 GOSUB 4050
3150 PRINT " LIMITATIONS--- 1. ONLY 1 MISS
ILE CAN BE LAUNCHED AT EACH METEOR."
3160 PRINT "2. THE SHIELD CAN BE USED (IF AVAILABLE)
FOR 10,3SEC. BURSTS(MAX)."
3170 PRINT "3. A DIRECT HIT ON A METEOR MAY NOT ALWAYS
DISTROY IT-- MISSILES ARE SET TO EXPLODE."
3180 PRINT "NEAR THE METEOR FOR MAXIMUM DESTRUCTIVE PO
WER."
3190 PRINT "4. IF THE CITY FOUNDATIONS ARE PENETRATED
THEN ITS NUCLEAR POWER PLANT WILL EXPLODE."
3200 RETURN
3210 GOSUB 4050
3220 PRINT "SELECT LEVEL 1,2 OR 3 1-LIGHT STORM;
1:2-MODERATE STORM;:3-HEAVY STORM."
3230 GOSUB 4050
3240 CALL KEY(0,K,S)
3250 IF S=0 THEN 3310
3260 IF K=49 THEN 3350
3270 IF K=50 THEN 3370
3280 IF K=51 THEN 3390
3290 IF K<49 THEN 3240
3300 IF K>51 THEN 3240
3310 FOR S=0 TO 30 STEP 2
3320 CALL SOUND(10,110*(S+1),S)
3330 NEXT S
3340 GOTO 3240
3350 METEOR=50
3360 GOTO 3400
3370 METEOR=100
3380 GOTO 3400
3390 METEOR=150
3400 CALL CLEAR
3410 RETURN
3420 PRINT "THE CITY IS SAFE-GOOD WORK!"
3430 CALL COLOR(8,2,1)
3440 CALL COLOR(3,2,1)
3450 CALL COLOR(4,2,1)
3460 PRINT
3470 PRINT "PEOPLE KILLED!";DEAD
3480 PRINT
3490 PRINT "METEORS INTERCEPTED!";HITS
3500 PRINT
3510 PRINT "PERCENTAGE HIT!";HITS*100/METEOR;"%"
3520 PRINT
3530 PRINT "PRESS 'S' TO START PRESS 'T' TO
TERMINATE"
3540 CALL KEY(0,K,S)
3550 IF S=0 THEN 3600
3560 IF K=83 THEN 40

```

```

3570 IF K=84 THEN 3980
3580 IF K<83 THEN 3540
3590 IF K>84 THEN 3540
3600 FOR S=0 TO 30 STEP 2
3610 CALL SOUND(10,110*(S+1),S)
3620 NEXT S
3630 GOTO 3540
3640 FOR R=1 TO 10
3650 CALL SOUND(100,200,0,-1,10)
3660 CALL SOUND(100,400,0,-1,10)
3670 NEXT R
3680 CALL SOUND(4000,-7,0)
3690 CALL SCREEN(5)
3700 CALL COLOR(9,2,2)
3710 FOR DELAY=1 TO 90
3720 NEXT DELAY
3730 FOR X=7 TO 10
3740 IF X=8 THEN 3800
3750 CALL COLOR(9,X,X)
3760 CALL COLOR(11,X,X)
3770 CALL COLOR(10,X,X)
3780 FOR DELAY=1 TO 90
3790 NEXT DELAY
3800 NEXT X
3810 CALL COLOR(8,16,16)
3820 CALL COLOR(9,16,16)
3830 CALL COLOR(11,16,16)
3840 CALL COLOR(10,16,16)
3850 FOR DELAY=1 TO 90
3860 NEXT DELAY
3870 CALL SCREEN(16)
3880 CALL COLOR(1,16,16)
3890 FOR T=0 TO 30 STEP 2
3900 CALL SOUND(-500,-7,T)
3910 NEXT T
3920 CALL CLEAR

```

```

3930 CALL COLOR(8,2,16)
3940 CALL COLOR(3,2,16)
3950 CALL COLOR(4,2,16)
3960 PRINT "YOUR CITY HAS
BEEN DESTROYED"
3970 GOTO 3490
3980 FOR S=0 TO 30 STEP 2
3990 CALL SOUND(-50,230-(4*S),
30-S,2300-(40*S),S)
4000 NEXT S
4010 FOR S=0 TO 30 STEP 5
4020 CALL SOUND(200,110,S)
4030 NEXT S
4040 END
4050 FOR A=0 TO 30 STEP 5
4060 CALL SOUND(-99,698,A,1924,A)
4070 NEXT A
4080 RETURN
4090 CALL GCHAR(24,27,S)
4100 IF S=57 THEN 4130
4110 CALL HCHAR(24,27,S+1)
4120 RETURN
4130 CALL GCHAR(24,26,S)
4140 CALL HCHAR(24,27,48)
4150 CALL HCHAR(24,26,S+1)
4160 IF S=57 THEN 4180
4170 RETURN
4180 CALL HCHAR(24,25,49)
4190 RETURN
4200 CALL GCHAR(24,7,DD)
4210 IF DD=57 THEN 4240
4220 CALL HCHAR(24,7,DD+1)
4230 RETURN
4240 CALL GCHAR(24,6,DD)
4250 CALL HCHAR(24,7,48)
4260 CALL HCHAR(24,6,DD+1)
4270 RETURN

```





# GAMES EXTRA

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Amphibians Anonymous are gathering on the far bank of the River Wrap-around to honour those that didn't make it.

Frogs from across the length and breadth of Texas are homing in on the river to take part in the service to deceased amphibia.

But there's a five lane

highway to cross and traffic is no respecter of froggy limbs. And no frog wants to meet his flatmate when crossing the road.

Then there's the roaring torrent known as River Wraparound which must be crossed with the aid of a notoriously unreliable bus

service of turtles - you can wait for ages then three come at once!

The logs make things a little easier but they travel so fast it's difficult not to get carried away.

Watch out for snakes and alligators on route and hope that you get to the

bank in time not to miss the Top Toad's speech... it starts when the timer on the bottom of the screen goes down to zero.

This arcade-speed action game is played on the TI with Extended Basic.

If you play with your shift lock key up then you'll have to change line 520 from K=121 to K=89.

## FROGGER

```

100 CALL CLEAR :: CALL SCREEN(12
)
110 DISPLAY AT(10,6):"TI 99/4A
FROGGER " :: DISPLAY AT(12,4):"
EXTENDED BASIC REQUIRED"
111 DISPLAY AT(14,6):"JOYSTICKS
REQUIRED"
114 FOR A=1 TO 800 :: NEXT A
120 DISPLAY AT(16,4):"Program 1
983 P. Pheby"
121 FOR A=1 TO 800 :: NEXT A
125 CALL CLEAR :: DISPLAY AT(1,5
):" INSTRUCTIONS " :: DISPLA
Y AT(13,1):"USE JOYSTICK TO CROS
S ROAD"
126 DISPLAY AT(15,1):"THEN USE F
IRE BUTTON TO HOP LOGS"
127 DISPLAY AT(20,1):"*** AIM FO
R REAR OF LOGS ***"
130 DISPLAY AT(22,7):"PRESS ANY
KEY" :: CALL KEY(0,K,S):: IF S=0
THEN 130
135 CALL CLEAR :: CALL SCREEN(12
):: DISPLAY AT(5,4):"PRESS KEY F
OR SKILL LEVEL "
136 DISPLAY AT(7,8):"1 TO 4"
137 DISPLAY AT(9,4):"HIGHER NUMB
ERS GIVE FASTER TRAFFIC AND LE
SS FROGS"
138 ACCEPT AT(12,8) SIZE(1) VALIDA
TE("1234"):SK$ :: SK=VAL(SK$)
140 CALL CLEAR :: CALL SCREEN(2)
:: SP=2+SK :: K=SK :: FRG=10-SK
150 CALL CHAR(112,"FFFFFFFFFFFF
FFF",113,"0000000000000000")
160 CALL CHAR(120,"00000000000087
F7C7F777F730000000000000000033FF
FF7F3FFFF520000000")
170 CALL CHAR(124,"000000000080F
FE7FFBFFF73000000000000E0202030F
EE6FF66F65C0000000")
180 CALL CHAR(128,"0000000307552
7233F070F5F233F0100000000C0E0BBE
4C4FCE0F0FAC4FC8000")
190 CALL CHAR(132,"0003075527233
F0303030303031F112800C0E0AAE4C4F
C00C0C0C0C0C0F88814")
200 CALL CHAR(136,"0000000002024
3630000000000000000000000000008
0C000000000000000000")
210 CALL CHAR(140,"0000002030383
C1E1F0D0F0B00000000000000040C1C3
C78E0E0E04000000000")
220 CALL CHAR(95,"00FF00000000FF
00")
230 CALL CHAR(96,"00000000707727
7F")
240 CALL CHAR(97,"7F277770000000
00")
250 CALL CHAR(98,"00000000EEEE4
FF")
260 CALL CHAR(99,"FFE4EE0E000000
00")
270 CALL COLOR(1,2,1,0,6,1,8,8,1
,9,8,1,11,6,2)
280 CALL HCHAR(12,1,95,32):: CAL
L HCHAR(23,1,95,32)
290 FOR D=3 TO 10 :: CALL HCHAR(
D,1,112,32):: NEXT D
300 FOR A=3 TO 4 :: CALL COLOR(A
,16,1):: NEXT A
310 CALL HCHAR(1,1,113,32):: CAL
L HCHAR(2,1,113,32):: CALL HCHAR
(11,1,113,32)
320 FOR Q=2 TO 32 STEP 2 :: CALL
HCHAR(17,Q,95):: NEXT Q
330 DISPLAY AT(1,12):FRG
340 CALL MAGNIFY(3)
350 CALL SPRITE(#1,128,4,178,100
)
360 CALL SPRITE(#18,124,11,17,10
,0,2*SP,#19,124,11,17,90,0,2*SP)

```



```

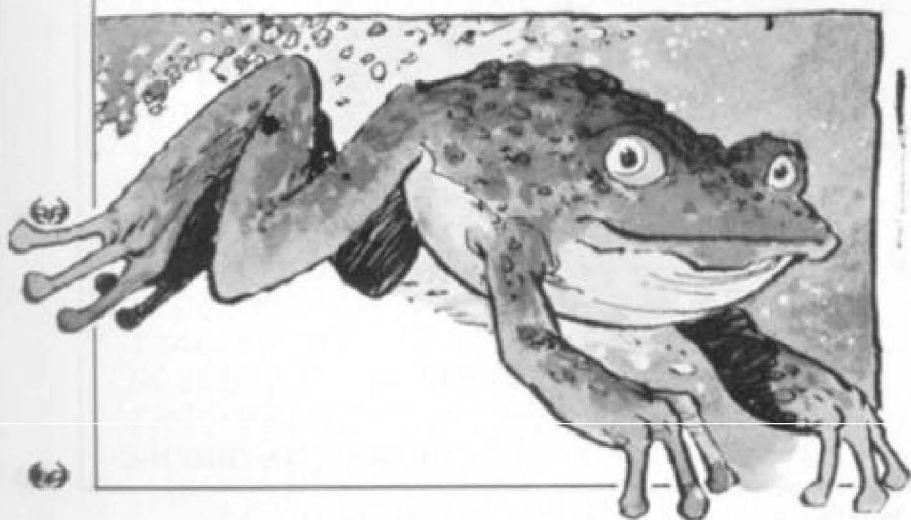
370 CALL SPRITE(#20,124,11,33,1,
0,SP,#21,120,11,49,120,0,3*SP)
380 CALL SPRITE(#10,124,11,33,78
,0,SP)
390 CALL SPRITE(#13,120,11,49,90
,0,3*SP,#14,124,11,65,168,0,2*SP
)
400 CALL SPRITE(#2,99,12,97,150,
0,5*SP)
410 CALL SPRITE(#3,99,10,113,100
,0,6*SP,#6,99,14,113,50,0,6*SP)
420 CALL SPRITE(#4,99,5,161,20,0
,-4*SP,#7,99,12,161,100,0,-4*SP)
430 CALL SPRITE(#5,99,12,145,100
,0,-6*SP,#8,99,16,145,50,0,-6*SP
)
440 CALL POSITION(#1,H,J):: IF H
<=88 THEN CALL MOTION(#1,0,0)::
CALL LOCATE(#1,81,J):: GOTO 580
450 CALL JOYST(1,X,Y):: IF X=0 A
ND Y=0 THEN CALL PATTERN(#1,128)
ELSE CALL PATTERN(#1,132)
460 CALL MOTION(#1,-ABS(Y*4),X*4
)
470 CALL COINC(ALL,G):: IF G=0 T
HEN 440 ELSE 480
480 CALL SOUND(100,-5,1):: CALL
MOTION(#1,0,0):: CALL COLOR(#1,9
):: FOR G=1 TO 200 :: NEXT G
490 FRG=FRG-1 :: DISPLAY AT(1,12
):FRG
500 IF FRG=0 THEN 510 ELSE 530
510 CALL DELSPRITE(ALL):: CALL C
LEAR :: CALL COLOR(8,2,1):: CALL
SCREEN(15):: DISPLAY AT(8,4):"N
D FROGS LEFT TO PLAY AGAIN P
RESS Y/N"
520 CALL KEY(0,K,S):: IF S=0 THE
N 520 ELSE IF K=121 THEN RUN 135
ELSE STOP

```

```

530 CALL LOCATE(#1,170,100):: CA
LL COLOR(#1,4):: GOTO 440
540 FRG=FRG+1 :: DISPLAY AT(1,12
):FRG :: K=K+1 :: IF K=12 THEN 1
000 ELSE SP=SP+1
550 CALL MOTION(#2,0,5*SP,#3,0,6
*SP,#4,0,-4*SP,#6,0,6*SP,#7,0,-4
*SP,#5,0,-6*SP,#8,0,-6*SP)
560 CALL MOTION(#10,0,SP,#13,0,3
*SP,#14,0,2*SP,#18,0,2*SP,#19,0,
2*SP,#19,0,2*SP,#20,0,SP,#21,0,3
*SP)
570 FOR G=1 TO 100 :: NEXT G ::
CALL LOCATE(#1,170,100):: CALL C
OLOR(#1,4):: GOTO 440
580 CALL POSITION(#1,H,J)
590 CALL KEY(1,K1,S1):: IF S1=0
THEN CALL PATTERN(#1,128):: GOTO
580 ELSE CALL PATTERN(#1,132)::
A=0
600 FL=0 :: H=H-16 :: CALL LOCAT
E(#1,H,J):: IF H=1 THEN CALL COL
OR(#1,1):: GOTO 540
610 CALL COINC(ALL,G):: IF G<>0
THEN 620 ELSE IF H=81 THEN FL=0
:: GOTO 580 ELSE FL=0 :: GOTO 48
0
620 IF FL=1 THEN 580
630 IF J+3*SP>256 THEN FL=0 :: G
OTO 480
640 ON (H-1)/16 GOTO 650,660,670
,680,650
650 A=2*SP :: CALL LOCATE(#1,H,J
+SP):: CALL MOTION(#1,0,A):: FL=
1 :: CALL SOUND(10,3000,1):: GOT
O 580
660 A=SP :: CALL LOCATE(#1,H,J+S
P):: CALL MOTION(#1,0,A):: FL=1
:: CALL SOUND(10,3000,1):: GOTO
580
670 A=3*SP :: CALL LOCATE(#1,H,J
+SP):: CALL MOTION(#1,0,A):: FL=
1 :: CALL SOUND(10,3000,1):: GOT
O 580
680 A=2*SP :: CALL LOCATE(#1,H,J
+SP):: CALL MOTION(#1,0,A):: FL=
1 :: CALL SOUND(10,3000,1):: GOT
O 580
1000 CALL CLEAR :: CALL CHARSET
1010 DISPLAY AT(2,1):"YOU HAVE C
OMPLETED ALL THE SCREENS"
1012 DISPLAY AT(4,1):"NOW TRY AG
AIN BUT DON'T KILL ANY FROGS" ::
RUN 135

```



You may not be able to pass your driving test after twelve sessions with this Texas program but it's worth typing in just for the 3D graphics.

You are seated at the wheel and your view is of the bonnet of the car seen through the windscreen. Cars are coming towards you which you have to

avoid as best you can.

The graphics are very well programmed; the cars start in the background as small blobs and get larger and more recognizable as they approach you.

Use the Z and full stop keys to move left and right respectively and see how much of the 100 mile course you can cover.

```

430 R=15
440 M$="PRESS ANY KEY TO BEGIN"
450 GOSUB 520
460 R=17
470 M$="YOUR JOURNEY"
480 GOSUB 520
490 FOR DELAY=1 TO 500
500 NEXT DELAY
510 GOTO 600
    
```

## 3D ROAD RACE

```

100 CALL CLEAR
110 CALL SCREEN(8)
120 INPUT "DO YOU WANT INSTRUCTI
DNS":Q$
130 IF SEG$(Q$,1,1)="N" THEN 600
    ELSE 140
140 IF SEG$(Q$,1,1) <> "Y" THEN 120
150 CALL CLEAR
160 R=1
170 M$="ROAD RACE"
180 GOSUB 520
190 R=2
200 M$="*****"
210 GOSUB 520
220 R=4
230 M$="YOU ARE THE DRIVER OF A
CAR"
240 GOSUB 520
250 R=5
260 M$="YOUR POSITION IS SHOWN B
Y THE"
270 GOSUB 520
280 R=6
290 M$="CAR'S BONNET SCOOP"
300 GOSUB 520
310 R=8
320 M$="TO MOVE PRESS Z FOR LEFT
"
330 GOSUB 520
340 R=9
350 M$="AND > FOR RIGHT"
360 GOSUB 520
370 R=11
380 M$="TO DODGE THE ON COMING T
RAFFIC"
390 GOSUB 520
400 R=13
410 M$="AFTER YOUR VIEW IS SHOWN
"
420 GOSUB 520
    
```

```

520 C=16-LEN(M$)/2
530 FOR I=1 TO LEN(M$)
540 CALL HCHAR(R,C+I,30)
550 CALL HCHAR(R,C+I,ASC(SEG$(M$,
I,1)))
560 NEXT I
570 CALL SOUND(100,660,0)
580 CALL SOUND(100,770,0)
590 RETURN
600 CALL CLEAR
610 RANDOMIZE
620 X=6
630 CALL SCREEN(15)
640 FOR J=2 TO 16
650 CALL COLOR(1,15,15)
660 NEXT J
670 REM edge of road chars
680 CALL CHAR(43,"FFFEFCF8F0E0C0
80")
690 CALL CHAR(45,"FF7F3F1F0F0703
01")
700 CALL CHAR(49,"FFFEFCF8F0E0C0
80")
710 CALL CHAR(50,"FF7F3F1F0F0703
01")
720 REM grass
730 CALL CHAR(42,"FFFFFFFFFFFFFF
FF")
740 CALL CHAR(48,"FFFFFFFFFFFFFF
FF")
750 CALL CHAR(128,"FFFFFFFFFFFFFF
FFF")
760 REM first car char
770 CALL CHAR(136,"0030427E5AFFB
D81")
780 REM end car chars
790 FOR C=144 TO 147
800 READ A$
810 CALL CHAR(C,A$)
820 NEXT C
830 DATA 000000000000F1030,000000
    
```



```

0000F0080C,303F33F3FFFFCFC0,
0CFC0CCFFFFF303
840 RESTORE 830
850 FOR C=152 TO 155
860 READ A$
870 CALL CHAR(C,A$)
880 NEXT C
890 REM 3rd car chars
900 FOR C=65 TO 70
910 READ A$
920 CALL CHAR(C,A$)
930 NEXT C
940 DATA 0037060C38303F33,00FFFF
000000FFFF,00E060301C0CFCCC,E1E1
F3FFE3E3E0E0,FFFFFFFFFFFF,8787CF
FFC7C70707
950 RESTORE 940
960 FOR C=97 TO 102
970 READ A$
980 CALL CHAR(C,A$)
990 NEXT C
1000 REM 4th car chars
1010 FOR C=80 TO 85
1020 READ A$
1030 CALL CHAR(C,A$)
1040 NEXT C
1050 DATA 9000010303060E18,0000F
FFF,000080C0C0607018,1818181818F
FFFF,0000FFFFFFFFFFFF,FFFFFFFF9F
0F0F0F0F
1060 DATA FFFFFFFFFF,FFFFFFFF9F0F0
F0F0F
1070 RESTORE 1060
1080 FOR C=86 TO 87
1090 READ A$
1100 CALL CHAR(C,A$)
1110 NEXT C
1120 RESTORE 1050
1130 FOR C=112 TO 117
1140 READ A$
1150 CALL CHAR(C,A$)
1160 NEXT C
1170 RESTORE 1060
1180 FOR C=118 TO 119
1190 READ A$
1200 CALL CHAR(C,A$)
1210 NEXT C
1220 PRINT " *****+ h -**
*****"
1230 PRINT " 0000000001 h 20
00000000"
1240 PRINT " 000000001 x 2
00000000"
1250 PRINT " *****+ ABC x abc
*****"

```

```

1260 PRINT " *****+ DEF x def
*****"
1270 PRINT " *****+ h
*****"
1280 PRINT " 00001 PQQR h pa
ar 2000"
1290 PRINT " 0001 STTS h st
ts 2000"
1300 PRINT " 001 UVVM h uv
vw 200"
1310 PRINT " 01 x
20"
1320 PRINT " + x
-"
1330 PRINT " HHHHHHHHX88888
888 "
1340 PRINT " HHHHHHHHXXX8888
8888 "
1350 PRINT " HHHHHHHHXXX8888
8888 "
1360 PRINT " XXXXXXXXXXXXXXXXXXXXX
XXXXXXXX"
1370 PRINT
1380 PRINT
1390 FOR SKY=1 TO 6
1400 CALL HCHAR(SKY,4,128,27)
1410 NEXT SKY
1420 REM draw first car
1430 CALL HCHAR(6,17,136)
1440 REM draw 2nd car
1450 R=7
1460 C=15
1470 CALL HCHAR(R,C,144)
1480 CALL HCHAR(R,C+1,145)
1490 CALL HCHAR(R+1,C,146)
1500 CALL HCHAR(R+1,C+1,147)
1510 C=18
1520 CALL HCHAR(R,C,152)
1530 CALL HCHAR(R,C+1,153)
1540 CALL HCHAR(R+1,C,154)
1550 CALL HCHAR(R+1,C+1,155)
1560 REM 13 sky
1570 CALL COLOR(13,8,8)
1580 REM 14 first car
1590 CALL COLOR(14,8,8)
1600 REM 2 grass 1
1610 CALL COLOR(2,3,15)
1620 REM 3 grass 2
1630 CALL COLOR(3,4,15)
1640 REM 10 white line 1
1650 CALL COLOR(10,16,16)
1660 REM 12 white line 2
1670 CALL COLOR(12,15,15)
1680 CALL COLOR(8,2,2)
1690 CALL COLOR(6,2,2)

```

# 199/4A

CONTINUED

```

1700 GOSUB 3040
1710 CALL KEY(0,K,S)
1720 IF S=0 THEN 1710
1730 CALL SOUND(150,-7,0)
1740 SK=9
1750 MILES=0
1760 K=20
1770 GOTO 1830
1780 IF MILES=400 THEN 2840
1790 IF MILES=K THEN 1800 ELSE 1
830
1800 IF SK<2 THEN 1830
1810 SK=SK-1
1820 K=K+20
1830 C=INT(12*RND)+2
1840 RAN=.INT(SK*RND)+1
1850 ON RAN GOSUB 1880,2260,1980
,2360,2640,2640,2640,2640,2640
1860 MILES=MILES+1
1870 GOTO 1780
1880 REM move car 1
1890 IF MILES<320 THEN 1910
1900 X=1
1910 R=INT(X*RND)+1
1920 IF R=1 THEN 1940
1930 CALL SOUND(-5,200,0)
1940 CALL COLOR(14,C,8)
1950 IF R=1 THEN 1970
1960 GOSUB 2640
1970 CALL COLOR(14,8,8)
1980 CALL COLOR(15,C,15)
1990 IF R=1 THEN 2010
2000 GOSUB 2640
2010 CALL COLOR(15,15,15)
2020 CALL COLOR(5,C,15)
2030 IF R=2 THEN 2060
2040 GOSUB 2640
2050 GOTO 2170
2060 CALL KEY(0,K,S)
2070 IF K=90 THEN 2140
2080 IF K=46 THEN 2100
2090 GOTO 2170
2100 CALL COLOR(6,15,15)
2110 CALL COLOR(4,2,2)
2120 DIR=
2130 GOTO 2170
2140 CALL COLOR(4,15,15)
2150 CALL COLOR(6,2,2)
2160 DIR=)
2170 CALL COLOR(5,15,15)
2180 CALL COLOR(7,C,15)
2190 IF R=1 THEN 2210
2200 GOSUB 2640
2210 CALL COLOR(7,15,15)
2220 CALL SOUND(-5,660,0)

```

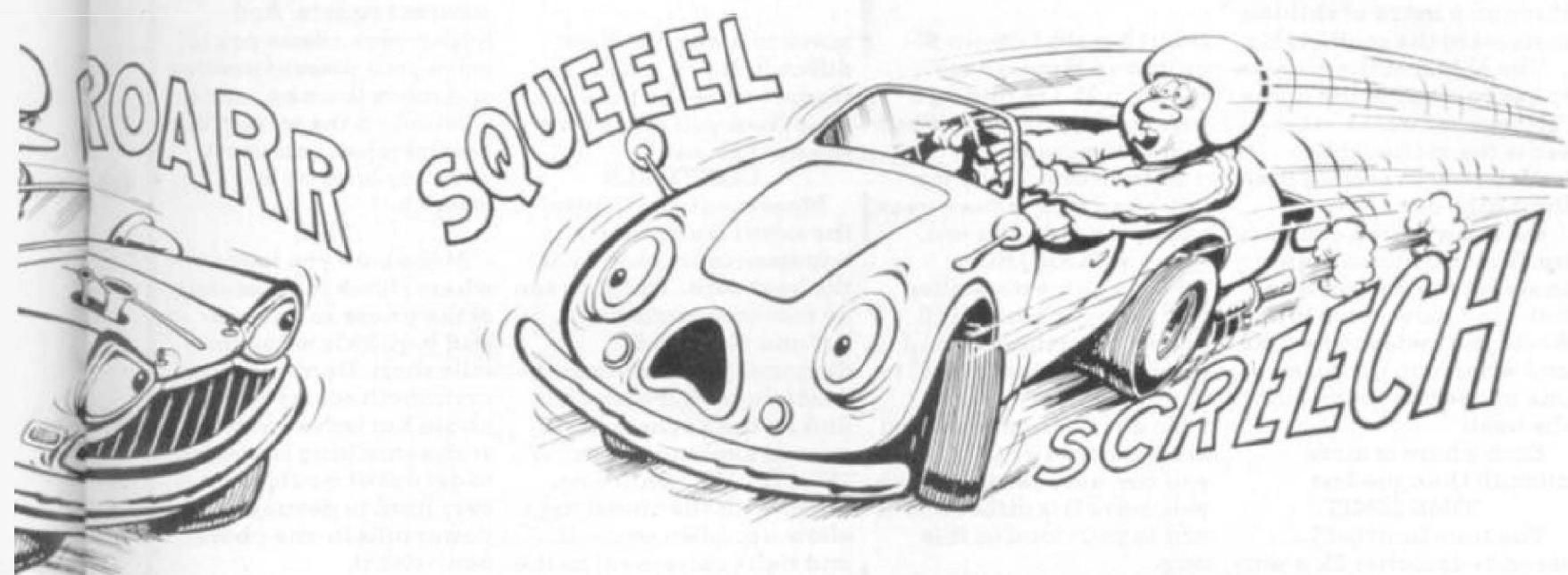


```

2230 IF DIR=0*(RAN=1) THEN 2890
2240 IF DIR=0*(RAN=3) THEN 2890
2250 RETURN
2260 REM move car 2
2270 IF MILES<320 THEN 2290
2280 X=1
2290 R=INT(X*RND)+1
2300 CALL COLOR(14,C,8)
2310 IF R=1 THEN 2330
2320 CALL SOUND(-3,1000,0)
2330 IF R=1 THEN 2350
2340 GOSUB 2640
2350 CALL COLOR(14,8,8)
2360 CALL COLOR(16,C,15)
2370 IF R=1 THEN 2390
2380 GOSUB 2640
2390 CALL COLOR(16,15,15)
2400 CALL COLOR(9,C,15)
2410 IF R<2 THEN 2440
2420 GOSUB 2640
2430 GOTO 2550
2440 CALL KEY(0,K,S)
2450 IF K=90 THEN 2520
2460 IF K=46 THEN 2480
2470 GOTO 2550
2480 CALL COLOR(6,15,15)
2490 CALL COLOR(4,2,2)
2500 DIR=1
2510 GOTO 2550
2520 CALL COLOR(4,15,15)
2530 CALL COLOR(6,2,2)
2540 DIR=0

```





```

2550 CALL COLOR(9,15,15)
2560 CALL COLOR(11,0,15)
2570 IF R=1 THEN 2590
2580 GOSUB 2640
2590 CALL COLOR(11,15,15)
2600 CALL SOUND(-5,770,0)
2610 IF (DIR=1)*(RAN=2) THEN 2890
2620 IF (DIR=1)*(RAN=4) THEN 2890
2630 RETURN
2640 CALL COLOR(2,3,15)
2650 CALL COLOR(3,4,15)
2660 CALL COLOR(10,16,16)
2670 CALL COLOR(12,15,15)
2680 CALL KEY(0,K,S)
2690 IF K=46 THEN 2760
2700 IF K=90 THEN 2800
2710 CALL COLOR(2,4,15)
2720 CALL COLOR(3,3,15)
2730 CALL COLOR(10,15,15)
2740 CALL COLOR(12,16,16)
2750 RETURN
2760 CALL COLOR(6,15,15)
2770 CALL COLOR(4,2,2)
2780 DIR=1
2790 GOTO 2710
2800 CALL COLOR(4,15,15)
2810 CALL COLOR(6,2,2)
2820 DIR=0
2830 GOTO 2710
2840 CALL CLEAR
2850 GOSUB 3040
2860 PRINT "WELL DONE"
2870 PRINT "YOU TRAVELED";MILES;
      "MILES"
2880 END
2890 FOR I=1 TO 30 STEP 2
2900 CALL SCREEN(2)
2910 CALL SOUND(-1000,-7,I)
2920 CALL SCREEN(16)
2930 NEXT I
2940 CALL SCREEN(15)
2950 MILES=MILES/4
2960 CALL CLEAR
2970 PRINT "YOU MANAGED TO GET"
2980 PRINT
2990 PRINT MILES;"MILES"
3000 PRINT
3010 PRINT "DOWN THE ROAD"
3020 PRINT "BEFORE CRASHING"
3030 END
3040 REM music
3050 RESTORE 3100
3060 READ NOTE,DUR
3070 IF (NOTE=0)*(DUR=0) THEN 31
      20
3080 CALL SOUND(DUR,NOTE,0)
3090 GOTO 3060
3100 DATA 294,150,294,150,294,15
      0,392,300,494,300,294,150,294,15
      0,294,150,392,300,494,300,392,15
      0,392,150
3110 DATA 349,150,349,150,330,15
      0,330,150,294,500,0,0
3120 RETURN

```



# SOFTWARE SOFTWARE SOFTWARE REVIEWS

suitable noise, beams being put out of action reward the player with triumphant music and points.

There are four levels of difficulty which varied the speed at which the beams descended. I found that only the easiest level gave the player much chance.

This was because the defence sight consisted of a flashing square which seemed to be invisible more often than seen. The joystick required only very slight movement to control the defence sights, and overshoot was far too easy when the sight was invisible. This made playing very much a matter of guesswork.

An interesting game, but the weakness in control spoiled it. The game is available from Shard Software of Brentwood, Essex at £5.95.

- Getting started 10
- Value 5
- Playability 6

## ONE FOR THE YOUNGER MICRO GAMESTERS . . .

### FUN AND GAMES

A compendium of ten simple games for the Dragon 32 including noughts and crosses, and, would you believe — computer controlled musical chairs!

My first reaction to this tape was that the games were rubbish — Noughts and Crosses was a piece of cake to beat, Anagram too complicated to control with a time limit, and Snap was basically a sequence of numbers which required the space bar to be pressed if two of the same number appeared consecutively. The matches were so few that I nearly fell asleep.

However, the rest of the tape had Pin the Tail on the Donkey, which required a blind-folded player to operate the joystick, guided by the pitch of a sound. Musical Chairs controlled the cassette player, into which a music tape had to be inserted.

Eventually, I came to the conclusion that here was an excellent collection of party games for younger children aged 5 to 9.

As some of the games seemed fairly simple, not requiring the full memory available in the Dragon, I felt it was a pity that a number of games were not merged into fewer separate programs, to be called up from a menu entry. This would have avoided frustration whilst the favourite game was found on the tape, or while each was separately loaded. From Shard Software of Brentwood, Essex, at £6.75.

- Getting started 10
- Value 6
- Playability 8

## ALIENS WILL GET YOU IN THE END SPACE SKIPPER!

### PARSEC

If you enjoyed Scramble then you'll love Parsec from Texas Instruments for the TI 99/4a computer. It's an all action scrolling game on a solid state cartridge with 16 skill levels which should satisfy even the most demanding Scramble ace. And it talks to you!

You control the Parsec patrol ship and are confronted by a series of nasty aliens — all of which want to do you harm in the worse possible way.

You blast away at the aliens as they swoop past — and some of them have the audacity to actually shoot back at you!

There are six types of aliens, ranging from the relatively harmless Swoopers to the really hateful Bynites, with a few Saucers thrown in along the way for good measure.

Once you have wiped out all waves of the alien ships — no easy task this — then you must face the dangers of an asteroid belt. You must blast a path through with your overworked laser cannon. Oh yes, a nice touch is the overload factor on your laser weapon. Should you think you can fire away with gay abandon then you've got a nasty shock coming. The cannon can overheat and destroy your craft as certainly as any alien missile.

Then there's that synthesised voice which warns you of attacking ships or when your fuel is running low. The warning often comes in handy during the more difficult levels of the game — especially when your joystick hand starts to seize-up on the rather uncomfortable Texas joysticks. However the game will work without the speech box.

Talking about refuelling. This is done by guiding your ship through a refuelling tunnel on the planet's surface.

Second level play is similar to the first except that alien ships have to be hit twice to be destroyed. Also in level two the Bynite ships become invisible when hit once — but continue to fire at you until you succeed in hitting them again. The voice box comes in useful here too — it tells you when a laser blast has hit the target!

Things get faster and more furious as you progress through the different levels making Parsec a challenging space shoot out. The game will be available at Texas dealers and will cost £31.00

- Loading 10
- Value 7
- Playability 8

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## INTRODUCING THE BUG HUNTER

There are times when computer  
magazines lose sight of their main  
objectives.

Here at C&VG we have been  
guilty, more than once, of making  
things difficult for our readers.  
Texas owners who struggled with  
Pompeii and Ski-ing will testify to  
the problems they faced in reading  
the listings on a far from suitable  
background.

We're full of good intentions but  
occasionally we get caught out and  
then the letters from you ever-alert  
readers flood in to tell us.

What you needed, we decided  
was a reader on the inside. Some-  
one who could watch over us and  
make sure that we didn't transgress.

As of next month Robert Schif-  
reen takes up that post. Robert has  
been a reader since day one and is  
not going to be slow to take us to  
task when things go wrong.

Robert has sifted through our July  
programs with a magnifying glass,  
double-checking our reviewers'  
comments, and has pronounced  
them free from bugs — Snag Junior  
was caught sneaking in one and  
quickly chased out!

But, from experience we know  
that the Bugs will be doing their  
utmost to get back in and to this end  
we are giving Robert a regular  
page.

Our August issue starts the Bug  
Hunter column. Robert will be in  
residence each month, giving tips  
on the games, telling you where we  
fouled up.

Help is only a letter away if you  
are having difficulties with a prog-  
ram. And should you have a strong  
idea for some machine advice you  
would like us to print, then write to  
Robert and he'll do his best to find  
out himself or commission an article  
from an expert.

Now you readers have got a man  
on the inside, you should really be  
able to keep us on our toes. Make  
good use of Bug Hunter and read  
his first column next issue.

Laser disc technol-  
ogy has found its way  
into the arcades with  
Astron Belt from  
Sega.

If you are not  
familiar with the ideas behind laser  
disc games, it involves using real  
film on a laser disc and a computer  
which switches to the part of the

# NEXT

film which corresponds with the  
player's actions.

So if he has just shot an alien  
fighter craft, the piece of film show-  
ing the craft exploding is flashed  
onto the screen.

The arcade industry is predicting  
that laser disc games are likely to  
pave the way into the future. But  
costs have still got to be brought  
down and teething problems sorted  
out.

Next month we check out Astron  
Belt in Arcade Action and find out  
what you can expect for your 40p.

As grand prizes go  
we've got one which  
is five times grander  
than most.

We are running a  
summer program-  
ming competition with £5,000 up for  
the first prize.

Birmingham's Calisto Software  
are behind the competition as they  
are trying to search out some home-  
spun programming talent and  
everyone who enters could be a  
winner, ending up with a software  
contract for their game.

We launch the game in the Au-  
gust issue and you will have three  
months to come up with your win-  
ner and send it in.

The first prize will be presented  
at the November Brainwave con-  
sumer electronics exhibition. The  
competition is free to enter and  
open to anyone.

All the details plus that all-impor-  
tant entry form can be found in next  
month's C&VG so, if you think  
you've got a winning game in you,  
make sure you get hold of an early  
copy.

This august journal  
has some high  
hopes for its August  
issue and to that end  
we have managed to  
fill it with sparkling  
gems on the programming front.

Pat Norris is back for Spectrum  
owners with an interstellar warfare  
game called Space War for the  
tactically-minded among you.

One of the most original arcade-  
type games we've ever seen has  
come in on the Vic-20. Brick-up  
involves the player in surrounding  
and bricking in a particularly  
deadly variety of alien. It's fast and

**NEXT**  
**MONTH!**

**NEXT**  
**MONTH!**

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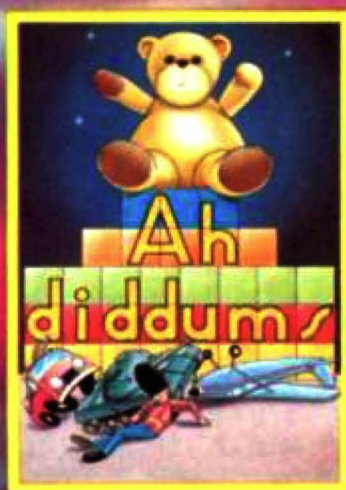
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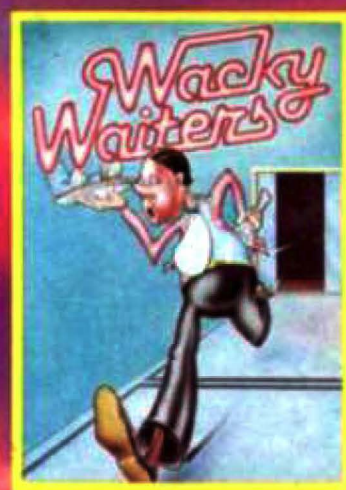
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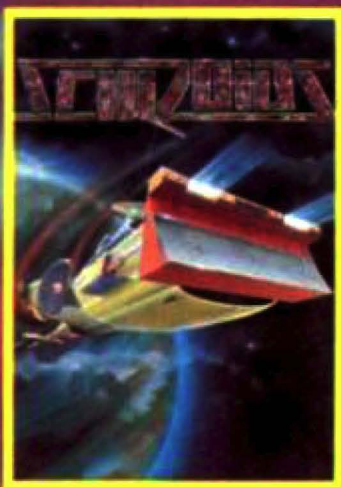
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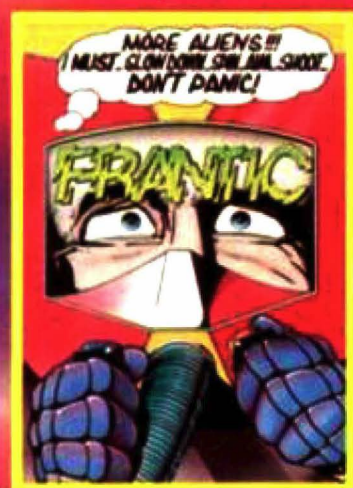
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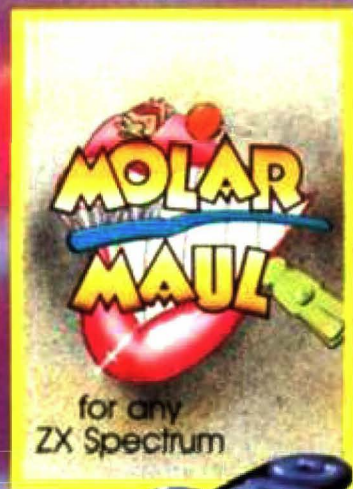
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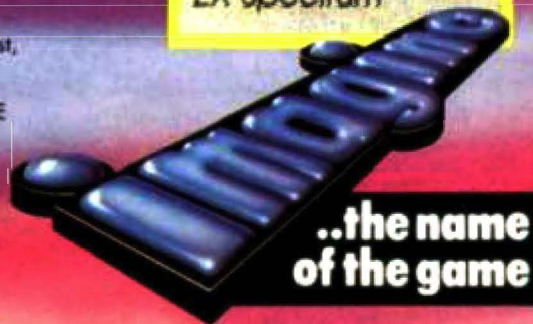
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